



v1.1

RULES OF PLAY

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This game is dedicated to the memory of Ron Hodwitz

V 1.1 UPDATE

In these rules, **errata and clarity edits** are tinted **blue** and **rules changes** are tinted **red**. As before, terms with a specific game definition are Capitalized.

GAME COMPONENTS

- 22" x 34" Map
- 228 16 mm Wooden Blocks
- 2 Label Sheets (sticky labels)
- 2 Counter Sheets
- 55 Action Cards
- 55 Investment Cards
- 28-page Rulebook
- 32-page Playbook
- 3 Player Aids (4-page folios)
- Pad of Game Record Sheets
- 4d6 (four six-sided dice)

GAME ACRONYMS

AF: Air Force
ANS: Air/ Naval/Sub [units]
BritEmp: British Empire
CCW: Chinese Civil War
CnC: *Conquest & Consequence*
CPC: Communist Party of China
CV: Combat Value
DEI: Dutch East Indies
DoW: Declaration of War
IND: Industry
KMT: Kuomintang Party (Nationalist)
POP: Population
RES: Resources
SNLF: Japanese Marines
T&T: *Triumph & Tragedy*
UC: United China
VoN: Violation of Neutrality
VP: Victory Point

1936 GEOPOLITICAL SITUATION

Japan has occupied Manchuria in 1931. A recent military coup attempt has intimidated Japan's civilian government, unleashing unrestrained militarism. An alarmed Russia has begun fortifying its Manchurian border. In China, the Reds have just ended their Long March and are regrouping in Sian. The Nationalists have a weak grip on China and an army that is large but unreliable.

The British Empire is overconfident and overstretched. The disinterested US is in the midst of the Great Depression and largely disarmed.

INTRODUCTION

Conquest & Consequence (CnC) is a strategy game for three players (adaptable for two) about the contest for supremacy in Asia between militarist, capitalist, and communist politico-economic systems during the period 1936-45.

The Japanese (militarist) player sits to the north.

The USA (capitalist) player sits to the south. The USA Faction consists of the US nation itself, Nationalist China (the "Nats") and the British Empire ("BritEmp").

The Soviet (communist) player sits to the west. The Soviet Faction consists of Siberian Russia ("Russia" in this game) and Red China (the "Reds").

These three opposing Factions are termed Rivals. Rivals that are at war with each other become Enemies as well as Rivals.

All Factions begin the game at peace and can win through peaceful competition, but military attacks can occur at any time, so self-defense cannot be neglected.

The game can be won by:

1. Gaining economic dominance in Asia (in which control of China plays a role),
2. Military conquest of Rival capitals, or
3. Developing the atomic bomb, or
4. Securing Asian hegemony.

Playing time is 4-6 hours.

SEQUENCE OF PLAY

A full game lasts for 10 Game-Years.

A Game-Year consists of New Year followed by four Seasons of play.

NEW YEAR (7.0)

New Year consists of Year Start procedure followed by Production and Government.

During Production, players receive an annual Production value based on current POPulation, RESources and INDustry levels and allocate it between military, diplomatic, technological and industrial efforts.

During Government, players play cards to execute Diplomatic, Industrial and Technological initiatives.

SEASONS (10.0)

Each Season (Spring, Summer, Fall, or Winter) begins with a Command Phase (10.1) when players can commit to military

operations by playing a Command Card (or not).

Players with valid Command Cards in effect then take Player Turns in an order dependent on the Command Card played. Player Turns consist of Movement (11.0) and Combat (12.0) Phases. Battles occur when Enemy units occupy the same area.

In wartime, each Season ends with a Supply Phase (14.0), during which Ground units (Tanks and Infantry) without a Supply Line suffer penalties. In Summer Supply Phase, Blockades (14.22) can be declared, which impair Enemy Production. Supply and Blockades are ignored during peacetime.

1.0 MAP

Mainland Asia is divided into Regions by small white-dotted lines.



- **RUSSIA:** the northern Region.
- **INDOCHINA:** the southern Region, consisting of: India, Wakhan, Thailand, Vietnam, Malaya and the Dutch East Indies (DEI) but no other Islands.
- **CHINA:** lies in between and is subject to special rules (see 16.0).

Note: China includes Hainan but not Hong Kong. Manchuria includes Korea.

Double black lines near the map edges delineate the CnC play area (areas outside them show adjacent areas on the T&T map).

1.1 LAND AREAS

Land Areas are color-coded according to national ownership. A Nation consists of Land Areas sharing the same color.

Land Areas within China are termed Provinces. Neutral Provinces are considered Minor Nations (see 2.5).

- **COASTAL:** Land Areas bordering Seas or Oceans.
- **STRAITS:** special Coastal Areas through which sea traffic can pass (see 1.3).
- **ISLETS:** very small Islands or groups of them treated much like Straits (1.41).
- **IMPASSABLE:** diagonally-striped violet areas are out of play

1.11 LAND BORDERS

Land borders limit Engagement movement (into and out of Battles) by *Ground units* (also when making Sea Invasions). Borders have *no effect* on any other movement. Border Limits:

- **PLAINS:** two Engagement moves (11.5).
- **RIVER, MOUNTAIN, FOREST, DESERT:** one Engagement move.
- **COASTAL:** one Engagement move or Sea Invasion move (11.221).
- **WILDERNESS:** always impassable.
- **LAKE BAIKAL:** two Engagement moves in Winter (freezes), otherwise one.

1.12 CITY TYPES

Cities provide Population (POP), one component of Production.

- **MAINCAPITALS:** Stars surrounded by 3 circles (= POP 3). They serve as Supply Sources (14.11) for all Factional units.
- **SUBCAPITALS:** Stars surrounded by 2 circles (= POP 2). They also serve as Supply Sources for all Factional units.
- **CITIES:** Dots surrounded by one circle (= POP 1). They have Muster Value 2.
- **TOWNS:** Dots with no circle (= POP 0). They have Muster Value 1.

When attacked (15.3), Neutral Minors (2.5) generate defensive forces in their Cities and Towns according to their Muster Values (see sidebar and map key).

1.121 CAPITALS

The largest City or Town in a Nation or Colony is its Capital.

- **CAPTURE:** a Capital is Captured when it is solely occupied by Enemy units at the end of a Combat Phase.

1.122 CITY BASES

Cities/Towns surrounded by Hexagons are Bases, which have Victory value (see 18.1).

Some Islets (1.41) are Bases as well.

1.13 RESOURCES

Resources (RES), shown as triangles, are another component of Production. Oil Resources (red) count double for Japan.

1.14 LAND AREA CONTROL

Control is evaluated at the start of a phase (see sidebar) and does not change during that phase. Passing through an area during movement does *not* alter its control.

Land Areas are always controlled by a Faction (*in this sense* Neutral Nations are considered *independent "factions"*).

The sum of all Friendly-controlled Land Areas is termed Friendly Territory. Likewise for Rival/Enemy/Neutral Territory.

1.141 OCCUPIED LAND AREA CONTROL

- **OCCUPATION:** Land Areas solely occupied by a single Faction are controlled by that Faction.
- **OWNERSHIP:** Land Areas occupied by more than one Faction are Disputed and are controlled by the Faction whose units have been there longest, termed the Owner (11.54). Owner units in the area are stood upright to designate this.

1.142 UNOCCUPIED LAND AREA CONTROL

- **GREAT POWER HOME TERRITORY:** unoccupied Home Territory (see 2.4) of the Great Powers (Russia, Japan, BritEmp, US) is *always* controlled by that Faction.
- **CAPITAL CONTROL:** all other unoccupied Land is controlled by the Faction controlling the Capital of that Nation or Colony.

1.143 CAPITAL CONTROL

- **DEFAULT CONTROL:** Factions have default control of their own Powers' National/Colonial Capitals unless marked with a Rival Control marker.
- **MARKED CONTROL:** Control markers are placed on Capitals and Islets (1.41) when they become controlled by Occupation, Ownership or Diplomacy (8.2), unless default control applies. Control markers exert control until removed when a different Faction gains control of the Capital/Islet.

All USA/Soviet Influence/Control in China should be marked with Nat/Red markers. All USA Influence/control in BritEmp/IndoChina should be marked with USA/BritEmp markers (8.4).

1.2 SEA AREAS

Sea Areas are pale blue and divided by thin blue lines (Sea Borders).

Oceans (darker-blue Sea Areas with thicker Ocean Borders) are very large Sea Areas: it takes two area-moves to enter an Ocean.

THE FACTIONS

JAPAN (MILITARIST)

Japan sees itself as the natural leading Asian power and seeks to replace European imperialism with its own version to establish itself as a world power.

USA (CAPITALIST)

The USA Faction is composed of the US itself, Nationalist China and eventually the British Empire.

SOVIET (COMMUNIST)

The Soviet Faction comprises both Siberian Russia and the Red Chinese revolutionaries.

CITY TYPES

MAINCAPITALS (POP 3)



SUBCAPITALS (POP 2 - MUSTER 4)



CITIES (POP 1 - MUSTER 2)



TOWNS (POP 0 - MUSTER 1)



CAPITAL CONTROL EXAMPLE

The USA/Nationalist China have default Control of Nanking, and hence also of Suchow, Wuhan and Fukien. No Control marker need be placed.

If another Faction gains Control of Nanking, it places its Control marker there, which will exert Control over all *unoccupied* "Nationalist China" Provinces until removed.

DISPUTED LAND AREA OWNERSHIP

Ownership of Disputed Land Areas is shown by Owner units being upright, with opposing units lying flat, face-up.

SEA AREA CONTROL

Sea Battles are always fought to a conclusion (see 12.2). Enemies never co-occupy a Sea except during Combat.

Exception: Sub Escape (12.73).

"ISLANDS" AND "ISLETS"

Large Islands are shown as geographical shapes, e.g.: Honshu (Tokyo/Osaka), Formosa, Manila, Sumatra, Java, Celebes, Borneo, New Guinea and New Zealand (but not Australia!).



Islets are one or more very small Islands shown as hexagons and squares.

SNLF units (3.244) have special abilities on Islands/Islets and Straits.

THE FACTIONAL GREAT POWERS

Each of the three Factions has a dominant Great Power.

JAPAN

- MainCapital: Tokyo
- SubCapitals: Osaka, Mukden
- Colonies: see next page sidebar

RUSSIA

- SubCapital: Novosibirsk
- Colonies: none

US

- One Nation in the USA Faction
- MainCapital: Los Angeles
- Colonies: see next page sidebar

THE NEUTRAL GREAT POWER

The British Empire is initially Neutral (but can join the USA Faction *only*).

THE BRITISH EMPIRE

- SubCapital: New Delhi
- Colonies: see next page sidebar

THE PROXY POWERS

NATIONALIST CHINA

- SubCapital: Nanking

RED CHINA

- Its Capital is the City of Sian

1.21 SEA AREA CONTROL

Sea Area control is also evaluated at the start of a Phase and lasts unchanged throughout that Phase. Sea Areas are only Disputed during Combat (see page 3 sidebar).

- **ENEMY SEAS:** occupied by *Enemy* units.
- **OPEN SEAS:** all *non-Enemy Seas* are considered *Friendly* (including *Rival-Occupied Seas*).

1.3 STRAITS

Dashed circles containing both Land and Sea are Straits. Straits are treated the same as other Coastal *Land* Areas except:

- Units can move through Neutral or Rival Straits by Sea (11.2) or Air (11.3) Movement without effect. Ending movement there, however, is Aggression (11.54).
- Supply Lines (14.11) and Trade Routes (14.21) can be traced through Rival and Neutral Straits (but not through *Enemy-controlled* Straits).

1.4 ISLANDS

Islands are considered a type of Coastal Land Area. All named Islands are playable.

1.41 ISLETS

Islets are very small Islands or groups of them. They are treated as Straits, except some have limited Building and stacking.

ISLET	STACKING	BUILDING
Single	1 unit per Faction†	Fort/SNLF Cadres & steps
Group	No limit	Fort/SNLF Cadres & steps
Base**	No limit	Fort/SNLF Cadres and <i>all</i> unit steps

† Excess eliminated at end of Phase.

†† Captured Enemy Bases *gain* VPs (18.1).

Control markers are placed on captured Enemy Islets to signify Control when unoccupied, as for Capitals (see 1.14).

1.5 PRODUCTION TRACKS

Each Faction has a Production track, where it records its current levels of POPulation, INDustry and RESources. Starting Levels for each are shown, along with other Faction information.

Chinese Civil War status is also recorded on the Soviet and USA Production tracks with the REDMUSTER/CPC and NATCITIES/KMT marker blocks respectively (16.2).

2.0 NATIONS

2.1 THE GREAT POWERS

Japan, Russia, and the US and BritEmp are Great Powers, with National units (3.11).

2.11 GREAT POWER CAPITALS

The Capitals of Great Powers Japan and the US are MainCapitals Tokyo and Los Angeles (LA), respectively. They serve as their Faction's *sole* Production Center (*no* Production is possible if it is lost).

SubCapital Novosibirsk (POP2) is the Russian Capital and serves as the sole Soviet Production Center.

Note: friendly MainCapitals and SubCapitals also serve as Supply Sources for Factional units (see 14.11).

2.2 THE BRITISH EMPIRE

The British Empire ("BritEmp") is a Great Power that is initially Neutral but can join the USA Faction *only* via Diplomacy (8.43) or *Violation of the British Empire* (15.4).

While Neutral, BritEmp units can be Built and moved by the USA player but they are restricted to friendly areas (BritEmp territory / Open Seas). They cannot enter US territory or vice versa.

2.21 BRITISH EMPIRE SUBCAPITAL

SubCapital NewDelhi is the Capital of BritEmp Colony India and serves as a Supply Source (see 14.11) for Factional units.

The BritEmp is not Defeated if New Delhi is Captured (1.121): it still has Home Territories (2.4) in Canada/Australia/New Zealand, Supply Sources in LA and Nanking, and the Faction Production Center in LA.

See 2.6 for treatment of BritEmp Colonies.

2.3 THE PROXY POWERS

Nationalist China (the "Nats") and Red China (the "Reds") are Proxy Powers played by the USA and Soviets (their "Foster Factions"), respectively.

Proxy Powers are fully integrated into the Foster Faction economy (e.g., their POP/RES contribute to its Production).

Militarily, however, Proxy Powers are independent: their military actions have no effect on the Peace/War status of their Foster Faction (see 16.1) or their qualification for Peace Dividends.

2.31 PROXY POWER CAPITALS

Nationalist China's Capital is Nanking, a SubCapital (POP 2) that acts as a Supply Source for Factional units (14.11).

Red China's Capital is the City Sian.

Important: Proxy Powers are **not** Defeated if their Capital is Captured.

2.4 HOME TERRITORY

Land Areas within the national boundaries of a Great Power (dark color) are termed its Home Territory. New units (Cadres) generally can only be Built in Home Territory.

All USA/Soviet-controlled territory in China is considered incorporated into Proxy Power Home Territory.

2.41 HOME SEAS

Sea/Ocean Areas adjacent to Great Power Home Territory are termed its Home Seas.

2.5 MINOR NATIONS

Minor Nations ("Minors") are color-coded yellow, tan or brown. They begin as Unaligned Neutrals (8.11), but can become influenced or controlled by a Faction via Diplomacy or conquest. **Neutral Minors (including Chinese Provinces) are treated as independent "factions".**

Minors that become controlled via Diplomacy deploy units of the controlling Faction (Proxy Power units in China, 8.21).

Neutral Minors that are attacked become Armed Minors (15.32), except that Protectorates (8.13) attacked by a Rival Faction become friendly Satellites (8.2).

Note: the Dutch East Indies ("DEI") and [French] Vietnam are treated as Neutral Minors (see 15.35).

2.51 MINOR NATION CAPITALS

A Minor's largest City or Town acts as its Capital (most have just one).

- **MINOR DEFEAT:** when a Minor Capital is Captured (1.121), it is Defeated: remove all its units and place a Control marker of the victorious Faction there.

2.6 COLONIES

Some Powers have Colonies, shown in a lighter shade of their National color (see sidebar). A Colony's largest City or Town acts as its Capital. The owning Power has default control of its Colonial Capitals.

Colonies (e.g., *India*) are *not* Home Territory (2.4): new Cadres (except Forts/SNFLs) cannot be Built in Colonies (see 7.242).

- **COLONY DEFEAT:** when a Colonial Capital is Captured by another Faction, place a Control marker of that Faction there.

3.0 UNITS

Wooden blocks represent military units. An identifying label is attached to each unit block, according to the table below.

Note: Label sheet 2 contains "Spare" labels. Do NOT use them except as replacements: block mixes are fixed.

Units normally stand upright, their identities hidden from opponents (if necessary for secrecy, tip them backwards, face-down).

When in Combat (12.1) with Enemy forces, units are turned flat, face-up, revealing their type and strength.

3.1 UNIT ATTRIBUTES

3.11 NATIONALITY

Block/label colors define Nationality.

JAPAN	BLOCKS	LABELS
Japan	Gold	Gold

USA	BLOCKS	LABELS
US	Green	Green
British Empire	Dark Blue	Dark Blue
Nat China	Teal	Teal

SOVIETS	BLOCKS	LABELS
Russia	Red	Red
Red China	Purple	Purple

MINOR	BLOCKS	LABELS
Armed Minor	Orange	Orange

3.12 COMBAT VALUE (CV)

A unit's strength or Combat Value (CV) is indicated by the number of pips on its top edge. This is the number of dice it rolls in Battle Resolution.

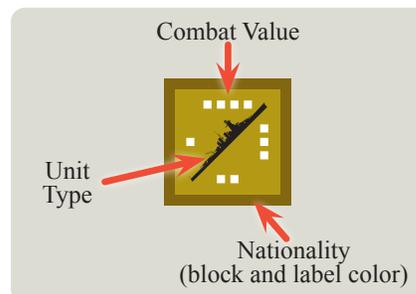
It is also the number of steps of damage the unit can take. As a unit is damaged, it is rotated to a new edge to show its reduced current CV. A 1 CV unit is termed a Cadre.

Note: while T&T units have round pips, CnC units have square pips so they can be distinguished.

COLONIES

Colony Capitals are in **bold** to the right, main islets in *italics*. Bases have †. Free French [= BritEmp] colonies have ††.

BONINS†	<i>Iwo Jima</i>
CAROLINES†	<i>Truk</i>
FORMOSA†	
KURILES	
MANCHURIA-KOREA	Mukden
MARIANAS†	<i>Saipan</i>
MARSHALLS	<i>Kwajalein</i>
PALAU	<i>Peleliu</i>
RYUKYUS†	<i>Okinawa</i>
ALASKA (including Attu-K/Aleutians†)	Anchorage
CHRISTMAS	
GUAM†	
HAWAII†	
JOHNSTON	
LEEWARDS IS	<i>Bora Bora</i>
MIDWAY	
PALMYRA	
PANAMA	
PHILIPPINES	Manila †
SAMOA	
WAKE	
[EASTERN] INDIA (including Ceylon†)	New Delhi
BISMARCKS†	<i>Rabaul</i>
COOK IS	
ELLICE IS	
FIJI†	
GILBERTS	<i>Tarawa</i>
HONG KONG	
MALAYA	Singapore †
PAPUA	Sydney †
NEW CALEDONIA††	
SOCIETY IS††	<i>Tahiti</i>
SOLOMONS	<i>Guadalcanal</i>



UNIT TYPES

ANS UNITS



Japanese AF



US Carrier



US Submarine



US Fleet

GROUND UNITS



Minor Fort



Russian Tank



Japanese Infantry



US Marine



Nat Militia

UNIT TABLE		
UNIT	MOVE	FIREPOWER
Fortress [G]	0	A2/N3/G4/S3
Air Force [A]	2R	A3/N1/G1/S1
Carrier [N] [†]	(3R)	A2/N2 ^{††} /G1/S2
Sub [S]	(2R)	A0/N1/G0/S1
Fleet [N]	(3R)	A1/N3/G1/S2
Tank [G]	3	A0/N0/G2/S0
Infantry [G]	2	A1/N1/G3/S0
Marine [G]	2	A0/N0/G2/S0
Militia [G]	2	A0/N0/G2/S0
Convoy [N] [†]	(2)	A0/N0/G0/S0

- (): must stop on entering Land Areas.
- R: can ReBase (at times must, 13.0).
- † take Double-Hits (-2CV per Hit taken).
- †† Carriers can Fire N1 and immediately Retreat (12.5) or ReBase (13.0).

3.121 MAXIMUM CV BY NATION

Unit maximum CV varies by Nation according to this table:

NATION	MAX.	EXCEPTIONS
US	4 CV	Marines 2 CV
Japan	3 CV	Naval 4 CV Tanks 2 CV SNLF 2 CV
Russia	3 CV	-
BritEmpire	2 CV	-
Nat China	2 CV	-
Red China	2 CV	-

3.13 MOVEMENT SPEED

A unit's range of movement per Turn, or Movement Speed, is automatically determined by its unit type (see Unit Table in sidebar), so it is not shown on the unit label. A unit may have a different Movement Speed for Land and Sea Movement.

3.14 COMBAT PRIORITY

During Battle Resolution, units act in top-down order as per the Unit Table (sidebar), i.e., Fortresses first, Convoys last.

Among units of the same type, defending units act before units of the Active Player.

Exception: see FirstFire (9.0).

3.15 FIREPOWER

A unit's Firepower is its relative ability to damage Enemy units during Battle Resolution. Units have a specific Firepower versus each Target Class, described by a letter and number ("A1").

The letter is the Target Class (see below).

The number is the unit's Firepower versus that Class: "1" means a die roll of 1 scores a Hit; "2" scores a Hit on die rolls of 1-2; "3" hits on die rolls of 1-3, etc.

See 12.42 for further Firepower details.

3.2 UNIT TYPES

Unit-type automatically determines a unit's Movement Speed and Firepower.

- **ANS UNITS:** Air, Naval and Submarine units are collectively termed ANS Units. ANS units cannot capture Land Territory.
- **GROUND UNITS:** Fort, Tank and Infantry (including Marine and Militia) units.

3.21 AIR UNITS (CLASS A)

Air units use Air Movement (11.3). They can ReBase (13.0), and must do so at times. They cannot capture Land Territory (12.52).

3.211 AIR FORCES

- **MOVEMENT:** Air (over Land or Sea) 2.
- **FIREPOWER:** A3/N1/G1/S1.
- **SPECIAL:** can move freely through Areas containing Enemy units.

3.22 NAVAL UNITS (CLASS N)

Naval units can use Sea (11.2) or Land (11.1) Movement. They can ReBase (13.0) and must do so at times. They cannot capture Land Territory (12.52).

3.221 CARRIERS

- **MOVEMENT:** Land 1 [stop]; Sea 3.
- **FIREPOWER:** A2/N2/G1/S2.
- **SPECIAL:** lose 2 CV per Hit taken.
- **CARRIER STRIKES:** can Fire N1 and immediately Retreat/ReBase (12.74).

3.222 FLEETS

- **MOVEMENT:** Land 1 [stop]; Sea 3.
- **FIREPOWER:** A1/N3/G1/S2.

3.23 SUBMARINE UNITS (CLASS S)

Submarines can use Sea (11.2) or Land (11.1) Movement. They can ReBase (13.0), and must do so at times. They cannot capture Land Territory (12.52).

3.231 SUBS

- **MOVEMENT:** Land 1 [stop]; Sea 2.
- **FIREPOWER:** A0/N1/G0/S1.
- **SPECIAL:** Can move freely through Sea Areas containing Enemy units. Can Escape Sea Battles (see 12.73).

3.24 GROUND UNITS (CLASS G)

Ground units can use Land (11.1) or Sea Movement (11.2). Ground units at War require Supply (14.0), except:

- Fortresses.
- SNLFs on Straits/Islets/Islands, and
- Militia.

A Ground unit using Sea Movement immediately becomes a Convoy (3.246).

3.241 FORTRESSES

- **MOVEMENT:** immobile once placed.
- **FIREPOWER:** A2/N3/G4/S3.
- **SPECIAL:** Can be built in friendly Land Areas *outside* Home Territory. Ignore Supply (14.0). Limit of one Fort per area.

3.242 TANKS (CORPS)

- **MOVEMENT:** Land 3; Sea 2 (11.22).
- **FIREPOWER:** A0/N0/G2/S0.
- **SPECIAL:** become Convoys (3.246) at Sea.

3.243 INFANTRY (ARMY)

- **MOVEMENT:** Land 2; Sea 2 (11.22).
- **FIREPOWER:** A1/N1/G3/S0.
- **SPECIAL:** become Convoys (3.246) at Sea.

Note: Marines and Militia (below) are Infantry subtypes, with the same Combat Priority (3.14) as Infantry.

3.244 MARINES (CORPS)

- **MOVEMENT:** Land 2; Sea 2 (11.22).
- **FIREPOWER:** A0/N0/G2/S0.
- **SPECIAL:** have a Combat Action (12.3) when making a Sea Invasion (11.221); become Convoys (3.246) when at Sea.
- **SNLFs [JAPANESE MARINES]:** When on Islands/Islets (1.4) or Straits (1.3) are immune to Supply Attrition (14.1) and Build like Forts (7.24). Limit of one SNLF per Islet/Straits or Island *area*.

3.245 MILITIA (NAT/RED CHINA)

- **MOVEMENT:** Land 2; Sea [n.a.].
- **FIREPOWER:** A0/N0/G2/S0.
- **SPECIAL:** Ignore Supply. Cannot Convoy.

3.246 CONVOYS

Ground units at Sea become Convoys.

- **MOVEMENT:** Land [n.a.]; Sea 2.
- **FIREPOWER:** [none].
- **SPECIAL:** Can Sea Invade (11.22) onto Enemy Coastal areas. Cannot Engage at Sea. In Sea Battles: have no Combat Action, are *separately* targeted at "N" Firepower, losing 2 CV per Hit taken.

3.3 UNIT DISBANDING

Units can be removed from play by the owning player at any time (can be rebuilt).

4.0 CARDS & MARKERS

The game uses two 55-card decks: an Action deck and an Investment deck.

4.1 ACTION CARDS

Action cards have an initially-Neutral Nation at each end of the card, usable to gain Influence over either of them (see 8.0).

In the center, shown sideways, are a Command Priority letter and Command Value number, usable for moving units during that Season. An Action card can be expended for any one of its possible uses.

4.2 INVESTMENT CARDS

Most Investment cards have a Technology at each end of the card. Technologies usually enhance the ability of a specific type of friendly unit. Some Investment cards instead have an Intelligence function (see 9.7).

In the center, shown sideways, is a Factory Value usable to advance one's Industry (IND) level (see 7.32). Also sideways in the center is a Red Tech, only usable by the Reds.

An Investment card can be expended for any one of its possible uses.

4.3 HANDSIZE LIMITS



Each Faction has a HandSize Limit, which is the maximum number of cards it can retain at the end of the Government Phase (any excess must be discarded). HandSize Limits are noted on each Faction's Production track. The number of cards in a player's Hand is public info.

4.4 PEACE DIVIDEND CHITS

Each Year Start, Factions that have been peaceful in the previous Year receive a Peace Dividend chit (7.14).

Note: Proxy Power actions and anti-Partisan actions (17.4) do not compromise Peace Dividends (see 7.14).

Peace Dividends have a VP value (see 18.1) of 0-2 which is kept secret by the owner. Chit values are:

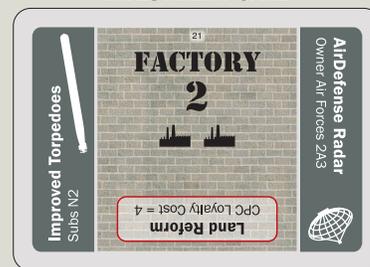


- (2) x Peace Dividend 2
- (14) x Peace Dividend 1
- (16) x Peace Dividend 0

ACTION CARD



INVESTMENT CARD



MARKER BLOCKS

RES MARKERS: Put each type of RES label on opposite sides of a single RES block marker. Have the hollow triangle face upward while at Peace (when RES is ignored) and flip to the solid black triangle face if at War (when RES counts).



AT PEACE



AT WAR

CCW STATUS MARKERS: Proxy Power Loyalty and China Control block markers (below) are used to record Chinese Civil War status (16.2) on the Soviet and USA Production Tracks.



LOYALTY



CHINA CONTROL

CADRES

Cadres are 1 CV units.



USA STARTING POP/RES

USA Production Track has pre-printed reference values showing POP/RES of:

- **US** (US only)
- **US+Nat** (US+Nat China)
- **US+BrE** (US+BritEmp)
- **USA Tot** (total, including US, NatChina and the BritEmp)

These reference icons can be useful for confirming current USA POP/RES.

PEACE DIVIDENDS

Peace Dividends not only reflect the economic benefits of being at peace but add doubt to a player's VP position.



4.5 MARKER COUNTERS

- **INFLUENCE:** placed on Neutral Capitals to indicate a Faction has Influence over them via Diplomacy (see 8.0).
- **CONTROL:** (the reverse side of Influence markers) are placed on the Capitals of Nations and Colonies that become Controlled (via Diplomacy or conquest) when default Control does not apply.

Note: always use Nat/Red Chinese Influence/Control markers in China for USA/Soviet Control, and use USA/BritEmp Influence/Control markers in BritEmp/IndoChina for USA Control.

- **BLOCKADE:** placed on POP/RES areas without valid Trade Routes (see 14.2).
- **PARTISAN:** the Soviets can place these markers in China as revolutionary political cells that potentially become units.
- **PRODUCTION/COMMANDS AVAILABLE:** these markers can be used to track the quantity of these items remaining as they are being expended.

4.6 MARKER BLOCKS

For greater ease of play POP, RES, and IND markers are *labeled blocks* (instead of cardboard counters).



Note: RES blocks have a label on each face (for At Peace/At War).

NATCITIES/KMT and REDMUSTER/CPC block markers show China Civil War status on the USA and Soviet Production Tracks. See 16.21 & 16.22.

5.0 SETUP

Note: see Player Aid center sections.

- Place the YEAR marker in 1936 and the PHASE/SEASON marker in New Year.
- All Factions place their starting fixed units and Cadres of choice on the map as described below and on the Player Aids.

Keep unused blocks hidden off-map.

- All Factions place their POP, RES, and IND block markers at their initial levels shown on the Production tracks.

- The USA and Soviets place the KMT/NATCITIES and CPC/REDMUSTER block markers at their initial levels shown on the Production tracks.
- All Factions place their PEACE WITH marker chits in the relevant boxes on the Production tracks.
- The USA also places its BREMP NEUTRAL and AVOIDS CHINA markers.
- The Soviets place their AVOIDS CHINA and CPC LOYALTY COST = 6 markers.
- After all friendly units and markers have been set up, players can draw their initial allotment of Action cards.

5.1 JAPAN SETUP

- **JAPAN [30 UNITS/37 CV]** ■

FIXED UNITS:

Tokyo..... 4 CV Fleet & 3 CV Carrier
Osaka..... 1 CV AF & 1 CV Fleet
Mukden 3 CV Infantry
Carolines 1 CV Fort

CADRES (ANY UNIT TYPE):

Tokyo 6, Osaka 4, Kyushu 2, Mukden 2. One each in Korea, Harbin, Hailar, Jehol, Formosa, Hokkaido, the Ryukyus, Bonins, Marianas, and Carolines.

- **ACTION CARDS:** draw 7.

- **INDUSTRY:** 11 [Industry Cost: 6]

- **POPULATION:** 10

- **RESOURCES:** 5

5.2 USA SETUP

- **US [10 UNITS/17 CV]** ■

FIXED UNITS:

LA..... 4 CV Fort, 4 CV Fleet
..... [omit 1 CV Marine & 1 CV Carrier]
Seattle. 2 CV Fort [omit 1 CV Infantry]

CADRES (ANY UNIT TYPE):

LA 3. One each in Seattle, Houston, Chicago and Manila [omit Hawaii].

- **NAT CHINA [8 UNITS/12 CV]** ■

FIXED UNITS:

Nanking..... 2 CV Militia
Suchow..... 2 CV Militia
Wuhan 2 CV Militia
Fukien..... 2 CV Militia

CADRES (ANY UNIT TYPE):

Nanking 2, Suchow 1 and Wuhan 1.

- **NEUTRAL BRITEMP [7 UNITS/7 CV]** ■

CADRES (ANY UNIT TYPE):

New Delhi 2. One each in Punjab, Calcutta, Dacca, Singapore and Sydney.

- **USA FACTION TOTAL:** 25 units/36 CV
- **ACTION CARDS:** draw 12.
- **INDUSTRY:** 6 [Industry Cost: 7]
- **POPULATION:** 11*
- **RESOURCES:** 10*
* includes Nat China but not BritEmp.
- **KMT:** 1 [KMT Loyalty Cost: 5]
- **NATCITIES:** 4

5.3 SOVIET SETUP

- **RUSSIA [8 UNITS/8 CV]** ■
- FIXED UNIT:**
Chita..... 1 CV Fort
- CADRES (ANY UNIT TYPE):**
Novosibirsk 2, Vladivostok 2. One each in Tashkent, Irkutsk, and Chita.

- **RED CHINA [2 UNITS/3 CV]** ■
- FIXED UNITS:**
Sian.. 2 CV Fort, 1 CV Militia, Partisan

- **SOVIET FACTION TOTAL:** 10 UNITS/11 CV
- **ACTION CARDS:** draw 6.
- **INDUSTRY:** 4 [Industry Cost: 8]
- **POPULATION:** 6 [includes Sian]
- **RESOURCES:** 8
- **CPC:** 3 [CPC Loyalty Cost: 6]
- **REDMUSTER:** 2

6.0 SEQUENCE OF PLAY

Each Game Year starts with a New Year procedure, see 7.0 below.

Seasons of play (Spring/Summer/Fall/Winter) follow, during which players can move units and resolve Battles (see 12.2) if they have played a valid Command card (10.1).

7.0 NEW YEAR

Note: in 1936 skip sections 7.11 - 7.13 and begin play with 7.14.

7.1 YEAR START

7.11 ADVANCE YEAR

Advance the Year on the Time track.

7.12 VICTORY CHECK

Check for Economic Victory (18.2).

7.13 NEW YEAR RESOLUTION

In some New Years (see Year tracks), Influence and units arrive automatically.

Units arrive *at no cost* in undisputed Home Territory (2.4) and *can* be Built (7.24) in that Year's Production.

7.131 CLOUDS OF WAR

In 1939, 1940 and 1941 (see flags on Year track), the USA automatically gains one Influence over the British Empire, which may *immediately* become a USA Ally (Satellite) as a result.

7.132 US NAVAL CONSTRUCTION

In New Years of 1942/43/44, one US Fleet, Carrier and Sub unit appears in the US.

- 1942: these units arrive at 1 CV.
- 1943: these units arrive at 2 CV.
- 1944: these units arrive at 3 CV.

Note: if Japan Declares War (15.21) on the USA, these units arrive in the next three succeeding New Years instead.

7.133 US DoW REACTION FORCES

If the USA is DoWed (15.2), one US Infantry Cadre and one US AF Cadre arrive in the US in the three subsequent New Years.

7.134 RUSSIAN RESERVES

In New Year 1945, Russia receives two Infantry Cadres, a Tank Cadre and an AF Cadre in Novosibirsk or Tashkent.

Note: if Soviet Russia is DoWed, these units arrive in the next New Year.

7.14 PEACE DIVIDENDS/RESHUFFLE

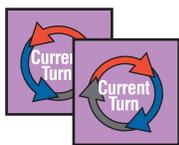
Factions that are at Peace (15.1) and have not Violated a Neutral (15.3) or been involved in a Battle during the previous Year blindly select a Peace Dividend chit (4.4) from a cup. **Important: Proxy Power combat (16.11) and Partisan Suppression (17.4) do not affect Peace Dividends.**

Reshuffle the Action and Investment decks, incorporating all discards.

7.15 TURN ORDER



Roll a die to determine that Year's Turn Order. Place the TURN ORDER marker on the correct triangle at the end of a Production Track (i.e., on a die roll of "4" the Turn Order is: USA-Soviets-Japan).



The player taking his turn is termed the Active Player. The CURRENT TURN marker block is passed to the Active Player with its face showing the direction of rotation.

SEQUENCE OF PLAY

NEW YEAR

- Advance Year/Victory Check
- New Year Resolution
- Peace Dividends/Reshuffle
- Turn Order

PRODUCTION PHASE

- 1st Player Production
 - [At War] Blockade check
 - Determine Production Level
 - Spend Production
- 2nd Player Production (same)
- 3rd Player Production (same)

GOVERNMENT PHASE (CARD PLAY)

- Play 1 Diplo, 1 Intel, or 2 matching Tech cards; or Factory cards ≥ Industry Cost; OR
 - Pass (3 in a row ends card play)
- Then:
- Resolve Diplo. (adjust POP/RES)
 - HandSize Compliance (discard)

SEASONS

- 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
 - 1st Player Turn
 - 2nd Player Turn
 - 3rd Player Turn
- † *Soviets: Winter Turns (10.41); USA/Japan: Redeployment Turns (10.42).*

US NAVAL CONSTRUCTION

With the advent of Japanese aggression in '30s, the US embarked on major naval construction programs with new warships to be ready in the early '40s.

PROXY PRODUCTION: CV vs ACTION CARDS

The effectiveness of the large Nationalist army was hampered by low pay, inferior arms and poor leadership. Improvement would require outside resources beyond what they could afford.

The Red Army relied on the activism of peasant volunteers, getting most of its arms (plus new adherents) by capture.

USA PRODUCTION

The POP/ RES shown in the US are those available to this theatre, beyond those allocated to Naval Construction.

BLOCKADE OF PROXY POWER POP/RES

Trade Routes from Proxy Power POP/ RES to the Foster Faction Production Center can be Blockaded *on Land* by *Rivals* of that Foster Faction, but *at Sea* only by *Enemies* At War with that Foster Faction (see sidebar note to 14.22).

TRACKING PRODUCTION LEVELS

It is recommended that players immediately adjust POP and RES levels when changes occur during Diplomacy Resolution (7.4) or seasonal Player Turns.

These levels can be confirmed by adding all "external" Controlled/Influenced POP/RES (as per Influence/Control markers) to the reference "base" levels printed on the Production tracks.

TRACKING PRODUCTION EXPENDITURE

The PRODUCTION AVAILABLE and PROXY PRODUCTION AVAILABLE markers can be used to track Production expenditure by starting them on the current Production Level and moving down the track as each Production 'point' is spent.



THE KMT AND THE CPC



The Nationalist Party of China or Kuomintang (KMT) was the ruling party in China during this period.

The civil war between the KMT and the Communist Party of China (CPC) was "theoretically" put on hold to jointly resist the Japanese invasion of 1937.

However, in reality it simmered on, with clashes growing ever more contentious as Japan's presence faded. By 1945 the momentum had clearly swung in the CPC's favor, leading to final KMT defeat in 1949.

7.2 PRODUCTION PHASE

In Turn Order, players do their Production until all players have done so.

7.21 PROXY PRODUCTION

The Soviets and USA should begin their Production with Proxy Production based on their China Civil War Status markers (16.2) on their Production Tracks.

7.211 NATIONALIST ENLISTMENT

Nationalist Proxy Production Builds Provincial unit CV (16.121) (Cadres/steps) equal to the *lesser* of its NATCITIES and KMT markers (16.21). Nat unit **Building** is subject to normal Building rules (7.24) **but limited to 1 CV total per Province**.

7.212 RED ACTIVISM

The Soviets draw Action cards equal to the lesser of their REDMUSTER and CPC markers (see 16.22). They cannot inspect them until their Production is completely done.

7.22 FACTION PRODUCTION

Consulting his Production track, the Active Player determines his Production Level for that Year. This equals the least of his IND, POP and RES, except that:

- Factions at Peace ignore RES.
- Factions at War must count RES and are subject to Blockade; see below and (14.2).

Note: Faction Production can also be used to Build Proxy Power units (see 16.122). but total Proxy unit Production is limited to 1 CV/Province.

7.221 BLOCKADE RESOLUTION

For Factions at War, POP/RES that were Blockaded (14.2) during the previous Year's Summer Supply Phase and continue to be Blockaded are unusable.

Remove BLOCKADE markers from friendly POP/RES that can currently trace a Trade Route (14.21). POP/RES that remain Blockaded do not count for that Production (place temporary UNBLOCKADED POP/RES markers to show current effective totals).

7.23 SPENDING PRODUCTION

The Active Player expends his Production to Build units or buy cards. Each card or unit step costs one Production point. Players can use the PRODUCTION AVAILABLE markers to track Production as it is being spent (see sidebar). Do not reveal the nature of individual units built or cards drawn.

7.24 UNIT BUILDING

Building includes adding CV to existing units (Promotion) and Raising new Cadres. Units cannot be Built if they are:

- At Sea,
- On a non-Base Pacific Islet (see 1.41),
- Engaged in a Battle, or
- Unsupplied (14.1), but see 7.243.

7.241 PROMOTION (EXISTING UNITS)

Add 1 CV to an existing unit by rotating the block to its next stronger edge (no more than one CV per unit per Production).

7.242 CADRE RAISING (NEW UNITS)

Place a new 1 CV unit of any type in its *Home Territory* (2.4). Newly Raised Cadres cannot be Promoted in that Production.

7.243 BUILDING FORTRESSES/SNLFs

Fortress Cadres/steps can be built *anywhere* in *Undisputed* Friendly Territory, *even if Unsupplied*. SNLFs on *Islands/Straits* have these same Building privileges.

Remember: Fortresses and SNLFs are limited to one per Straits/Islet.

For the USA/Soviets, the Nationality of a Fortress being Raised depends on location:

- HOME/COLONIAL TERRITORY: National units.
- CHINA: Proxy Power units.
- [FOR USA] INDOCHINA: BritEmp units.
- ELSEWHERE: Great Power units.

7.244 BUYING CARDS

Draw an Action or Investment card from the top of that deck and place it face-down in front of you. Do not inspect purchased cards until your Production is finished.

7.245 ENDING PRODUCTION

When all players have finished Production remove *all* BLOCKADE markers.

7.3 GOVERNMENT PHASE

In Turn Order, players can play cards to in various ways. Some card-play options involve a single card, some involve card-pairs, and some involve multiple cards.

Cards have multiple possible uses, so they *must* be played with the intended purpose upright from that player's point of view.

Players can use the CURRENT HANDSIZE marker to show the current number of cards in their Hands (public knowledge).

7.31 DIPLOMACY (1 CARD)

The Active Player can play one Action card to gain Influence over a Neutral (the target Neutral upright from his point of view).

If a Rival has a Diplomacy card in play for that same Neutral, discard both. See Diplomacy (8.0) for details.

7.32 INDUSTRY (MULTIPLE CARDS)

The Active Player can play Investment cards with Factory values totaling at least his current INDUSTRY Cost to raise his IND level by one (immediately adjust marker on Production track). Initial values are:

- JAPAN: 6 Factories.
- USA: 7 Factories.
- RUSSIA: 8 Factories.

A Faction's INDUSTRY Cost drops by 1 level when it is Declared War upon (see 15.2).

Important: IND cannot be raised more than two levels per Year.

7.33 CCW LOYALTY (MULTIPLE CARDS)

The USA and Soviet players can play Investment cards with Factory values totaling at least their current Loyalty Cost to raise friendly Loyalty (KMT/CPC) by one (adjust marker on Production Track).

- KMT Loyalty Cost: 5 Factories.
- CPC Loyalty Cost: 6 / 4 Factories.

Important: KMT/CPC Loyalty cannot be raised more than 2 levels per Year.

7.34 TECHNOLOGY (2 CARDS)

Technologies generally upgrade the capabilities of friendly units (see 9.0 for details). Players can Achieve a Technology by playing two Investment cards with that Technology oriented upright from their point of view.

To Achieve a Tech immediately, the Player plays the card-pair face-up, then discards one of the pair (his choice) and keeps the other in front of him, face-up.

Alternately, a Tech card-pair can be played face-down in one's Secret Vault (see 9.4). Secret Tech-pairs can be revealed at any time with immediate effect, but until then they reduce effective HandSize Limit by one.

- **RED TECHS:** these Techs, shown in red-outlined boxes on Investment cards, are only playable by the Soviets (see 9.5).

7.35 RED IRREGULARS

7.351 PARTISANS (1 CARD)

The Soviet player **only** can play and discard one Chinese Province Diplomacy card to place a Partisan in that Province (17.1).

7.352 INSURGENTS (2 CARDS)

The Soviet player **only** can play a matched pair of Chinese Province Diplomacy cards into his Secret Vault (9.4) to later generate a surprise 2 CV Militia unit there (16.14).

Note: two matching Partisan Options on Diplo WildCards (see 17.11) can be secretly played as Red Insurgents.

7.36 INTELLIGENCE (1 CARD)

Some Investment cards have an Intelligence function. When played, immediately execute its instructions (see 9.7).

7.37 PASS (NO CARDS)

Players can Pass rather than play any cards, but when all 3 players Pass in succession, Government card play ends: resolve Diplomacy (7.4).

7.4 DIPLOMACY RESOLUTION

Resolve Diplomacy in Turn Order. For each Diplomacy card remaining face-up in play, place a friendly or remove a Rival Influence marker as per (8.0) and discard the card. Opposing cards/markers cancel each other (remove both).



Use USA/BritEmp Influence/Control markers within Indo-China/BritEmp to remind that Fort/Satellite units placed there must be BritEmp units (7.243) and that US units cannot enter these areas prior to BritEmp Alliance (8.43).



The Diplomatic status of Neutrals is then re-evaluated and Faction POPulation and RESource levels are adjusted accordingly.

7.5 HANDSIZE COMPLIANCE



All players must now comply with their HandSize Limit (see symbol on Production tracks), discarding if necessary.

JAPAN: 7 USA: 8 SOVIETS: 6

Remember: each card-pair in a player's Secret Vault (see 9.4) counts as one against his HandSize Limit.

LOYALTY COST (PROXY POWERS)

The number of Factories to raise Loyalty by 1 (see Production Track):

- NAT CHINA (KMT): 5 Factories
- RED CHINA (CPC): 6/4 Factories*

*Drops to 4 with Land Reform Red Tech.

RED INSURGENTS (SOVIETS ONLY)

The Red ability to suddenly reveal hidden Militia units can provide devastating surprises at the right time and place.

DIPLOMATIC STATUS FINALIZATION

A Nation's diplomatic status changes **only** at Diplomatic Resolution (7.4).

Attaining 3 Influence during Government card-play does **not** instantaneously convert a Nation to a Satellite: opponents can still cancel some Influence with further Government card-play.

HANDSIZE & CARDPLAY

The onus to play a card is on the player with the most cards over HandSize (the largest "Overhand"). Passing is riskiest for the player with the largest Overhand because he stands to lose the most if his Rivals both Pass to end card-play, forcing all players to discard all their Overhand cards (see 7.37).

For this reason, it is recommended that to begin Government card-play, the player with the largest Overhand plays first, down to the next largest Overhand.

INFLUENCE IN CHINA

USA/Soviet Faction Influence/Control within China is treated as Nationalist/Red Chinese. Always use Nat/Red Influence and Control markers in China!

TABLE TALK

Players can openly negotiate with other players at all times, but agreements are not enforceable. [Secret negotiations are possible but greatly lengthen play.]

Units and Influence (but not Control) can be voluntarily removed at any time.

ASSOCIATES

Associates are Neutral Nations with an exclusive trade agreement with a Faction but that remain neutral militarily.

PROTECTORATES

Protectorates are Minor Nations with not only economic ties with a Faction, but a mutual defense pact with it, such that attacks on the Minor are considered a Declaration of War upon the protector.

SATELLITES

Satellites are Minors that become militarily allied with a Faction, effectively integrated into its military forces.

ARMED MINORS

Neutral Minors that have been Violated are no longer considered "Neutrals." They become Armed Minors, treated as independent "factions".

HAINAN, WAKHAN, AND MEXICO

There are no Diplomacy cards for these Nations. They can only be Influenced by Intimidation and other WildCards.

Note: Wakhan, the unruly northern region of Afghanistan, is treated as a separate Nation.

REPUDIATION EXAMPLE

Japan threatens to play a BritEmp diplomacy card (retarding its alliance with the USA Faction) unless the USA Repudiates one Influence in Peiping. The USA complies.

JAPANESE MILITARY & DIPLOMATIC EXPANSION

Japan's policy of imperialist expansion began with its conquest of Manchuria in 1931 and Jehol in 1933. It then tried to co-opt Chinese Warlords controlling Hubei (Peiping), Inner Mongolia, Shansi and Shandong (Tsingtao), with some success in the former two.

In 1937 Japan invaded China, quickly conquering its richest provinces.

In 1941, Japan obtained control of French Indochina (Vietnam) through diplomacy. The crucial acquisition of the DEI, however, required War.

8.0 DIPLOMACY

Factions can gain Influence over Neutrals or reduce Rival Influence via Diplomacy.

During Government card play, players can play a single Diplomacy card for Influence, with the target Neutral played upright from their own point of view. If a Rival has a Diplomacy card for that Neutral in play, they cancel: discard both.

- **DIPLOMACY WILDCARDS (8.3):** these can Influence any one of the several Neutrals listed for the playing Faction or a Neutral that qualifies in another way. When playing them, *immediately* add or remove an Influence marker there and discard the WildCard (to clarify the target Neutral).

Also see Partisan Options (8.3).

- **DIPLOMATIC STATUS:** the status of Neutrals is reassessed at Diplomacy Resolution (7.4) *only*, according to Influence markers remaining in play at that point. Changes in POP/RES are then registered accordingly (see sidebar).

Note: all USA/Soviet Faction control in China is considered Nat/Red control (use appropriate markers).

- **REPUDIATION:** Owners can voluntarily remove Influence markers at any time.

8.1 NEUTRALS

Neutrals are Nations that are not part of any Faction and are treated as independent "factions". Entry of military units into Neutral Territory constitutes a Violation of Neutrality or VoN (15.3).

8.11 UNALIGNEDS (0 INFLUENCE)

Neutrals with no Influence markers are Unaligned: no Faction has use of their POPulation or RESources.

8.12 ASSOCIATES (1 INFLUENCE)

One Influence marker makes a Neutral an Associate of that Faction:

- That Faction has exclusive use of its POPulation and RESources.
- An Associate remains Neutral: that Faction has no control over its Territory and its units cannot enter or be built there.
- Military entry by *any* Faction into Associate Territory constitutes a Violation of Neutrality (15.3).

8.13 PROTECTORATES (2 INFLUENCE)

Two Influence markers makes a Neutral a Protectorate of that Faction:

- That Faction retains exclusive use of its POPulation and RESources.
- A Protectorate is Neutral: the Influencing Faction has no control over its Territory and cannot Build or move units there.
- Military entry by *any* Faction (including the Protector) into Protectorate Territory constitutes a VoN (15.3).
- *Rival* attack on a Protectorate constitutes a Declaration of War or DoW (15.2) on its Protector (as well as a VoN) and immediately converts the Protectorate into a Satellite (see 8.2) of the Protector.

8.14 ARMED MINORS

When a Neutral Minor is Violated (15.3), all Influence is canceled and it becomes an Armed Minor (see 15.32).

Exception: Protectorates Violated by a Rival Faction immediately become Satellites (8.2) of the Protector.

8.2 SATELLITES (3 INFLUENCE)

Three Influence at Diplomacy Resolution convert a Neutral Minor into a Satellite of that Faction, with these effects:

- The Satellite joins that Faction (place a Control marker in its Capital). Diplomacy can no longer affect it.
- That Faction places Satellite units of any type in its Cities and Towns as per (8.21).
- Satellite Territory becomes Friendly to that Faction (e.g., it can build Fortresses and move units there).
- That Faction has exclusive use of a Satellite's POP/RES.
- Rival attack on a Satellite constitutes a DoW (15.2) on its controlling Faction.

8.21 SATELLITE UNITS

8.211 SATELLITE UNIT NATIONALITY

- **JAPANESE SATELLITES:** Japanese units.
- **SOVIET SATELLITES:**
 - China: Red Forts or Militia (16.12).
 - Elsewhere: Russian units.
- **USA SATELLITES:**
 - China: Nat Forts or Militia (16.12).
 - IndoChina: BritEmp units.
 - Elsewhere: US units.

8.212 SATELLITE UNIT CV

- Cities: 2 CV unit.
- Towns: 1 CV unit.

8.3 DIPLOMACY WILDCARDS

Diplomacy WildCards have Influence options on one end (yellow-box), often a list of options for each Faction. On the opposite end they have Partisan options available only to the Soviets (violet box).

- **INFLUENCE OPTIONS:** The yellow-box end can be played by a Faction to add one friendly Influence to (or remove one Rival Influence from) any Neutral chosen from the *options listed for that Faction*.
- **PARTISAN OPTIONS:** the Soviets *only* can play the purple-box end to place a Partisan (17.0) in either listed Province.

When playing Diplo WildCards, *immediately* place an Influence marker (or remove a Rival one) or Partisan and discard the card.

- **INTIMIDATION:** "Adjacency" does apply across impassable *borders* (see sidebar).

8.31 CHIANG KAI SHEK

Diplomacy WildCards (yellow box) played by the USA *in China* gain **two** Nationalist Influence each (as per red text)!!

8.4 BRITISH EMPIRE DIPLOMACY

The British Empire (BritEmp) **is an initially Neutral Great Power** that can actively join the USA Faction (only) via Diplomacy or a **Violation of the British Empire** (15.4).

Important: While Neutral, BritEmp units can be Built and moved by the USA player, but prior to Alliance (8.43) cannot enter non-friendly areas or US territory (and vice versa).

8.41 USA INFLUENCE

One or two USA Influence on the British Empire makes it a USA Associate or Protectorate with the usual POP/RES effects.

Note: use USA/BritEmp Influence/Control markers within the BritEmp and IndoChina.

8.42 JAPAN/SOVIET INFLUENCE

The BritEmp can become Influenced by Japan or the Soviets but it cannot become an Associate, Protectorate or Satellite of either (e.g., they cannot use its POP/RES).

Instead, Japanese or Soviet Influence on the BritEmp merely makes it more difficult for the USA to gain Influence there (as Rival Influence must first be negated).

8.43 ALLIANCE [3+ USA INFLUENCE]

With three or more USA Influence at Diplomacy Resolution, the British Empire **permanently** joins the USA Faction and **Diplomacy can no longer affect it** (no additional units are placed). Its units become unrestricted and US and BritEmp units can occupy each others' territory.



8.44 CLOUDS OF WAR

At New Year's Resolution of 1939, 1940 and 1941 (note flags on the Year Track), the USA automatically gains one Influence over the British Empire (see 7.131).

9.0 TECHNOLOGY

Technology generally increases the ability of one type of friendly units.

Note: Proxy Powers cannot use any Technologies **except Red Techs** (see 9.5).

Most Investment cards have two Technologies (one at each end) in gray text boxes. Effects are described therein, but a few clarifications follow.

- **FIRSTFIRE:** units with FirstFire Technologies Fire before Enemy units **of the same type** that do not have it, even when attacking (FirstFire advantages held by opposing sides cancel one-for-one).
- **AIRDEFENSE RADAR:** AFs in Friendly Territory (1.14) Fire **two dice** per CV at Enemy Air (notated as "2A3").

EXAMPLE: a 3 CV AF in Friendly Territory fires **6 dice** at A3 Firepower.

- **INCENDIARIES:** AFs in (over) an Enemy Production Center can target its industry at I1, permanently reducing its INDustry by one on Combat die-rolls of "1."

9.1 TECH WILDCARDS

These (green text box) are of two types:

- **INDUSTRIAL ESPIONAGE:** pair this card with a specific (gray text box) Tech card to achieve that Revealed Tech (9.3).
- **SCIENCE:** beginning in the cited year, pair this card with a specific Tech card to achieve any listed Tech.

WILDCARDS

PARTISAN OPTIONS: Since they are not Neutrals, the Provinces of Nat China and Japanese Manchuria have no dedicated Diplomacy cards. Partisan Options on Diplomatic WildCards provide for Partisan placement in these Provinces.

INTIMIDATION (ADJACENCY): Land areas separated by Wilderness *borders* are "adjacent." Land areas separated by Impassable *areas* are **not**.

Note: the BritEmp is subject to USA Intimidation because Canada (BritEmp Home Territory) is adjacent to the US.

BRITISH EMPIRE POP/RES

The BritEmp can join the USA economically through Diplomacy: one or more USA Influence gains the USA its 6 POP/6 RES. Other Factions with BritEmp Influence don't gain its POP/RES for themselves, they simply retard the entry of BritEmp into the USA Faction.

TECHNOLOGIES

<i>AirDefense Radar</i>	AFs 2A3 in Friendly Territory
<i>AmphTracks</i>	Sea Invaders have a Combat Action
<i>Atomic Research</i>	Atomic Pile (1) Breeder Reactor (2) Plutonium (3) Implosion Trigger (4)
<i>AutoCannons</i>	Fleets A2/CarriersA3
<i>Dive Bombing</i>	AFs N2
<i>Heavy Bombers</i>	AFs Move 3
<i>Improved Torpedoes</i>	Subs N2
<i>Incendiaries</i>	AFs Bomb @ I1
<i>Ind. Espionage</i>	W/Cd: revealed Techs
<i>Jets</i>	AFs FirstFire
<i>Naval Radar</i>	Fleets FirstFire
<i>Science [Year+]</i>	W/Cd: listed Techs
<i>Sonar</i>	Fleets S3

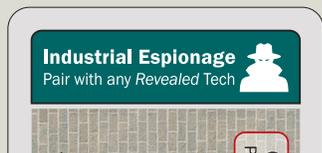
TECHNOLOGY: FIRSTFIRE

FirstFire applies between *like units only* (e.g., Fleets and opposing Fleets). It never affects Combat Priority (i.e., Fleets never fire before Submarines).

INVESTMENT CARDS

Most Investment cards have a Tech at each end of the card. Some have:

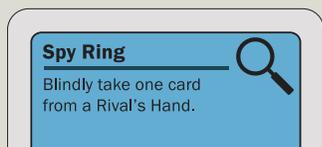
- A green text box to indicate a Wild-Card (9.1) like Industrial Espionage. Note: this card can be used as a WildCard for any *Revealed* Tech, so Revealing a Tech makes it more easily duplicated by other Factions.



- Red Techs (9.5), which are "political" techs usable by the Soviets *only* to empower Red China.

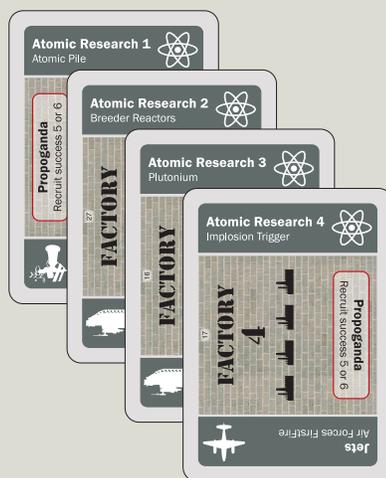


- A sky-blue text box indicating an Intelligence function (9.7).



ATOMIC RESEARCH SEQUENCE

The four Atomic Research Techs must be Achieved in order. For this reason, all Techs in a Secret Vault should be arranged in order of Achievement, left to right. If a player fails to observe this, all his Atomic Research is lost (discard).



9.2 ACHIEVING TECHS

A Tech-pair is two cards with the same Tech or one such card along with an applicable Tech WildCard or a Mole Intel card (see 9.7).

During Government, players can play a Tech-pair to Achieve a Technology, either:

- Revealed (9.3) to immediately gain the benefits of that Technology, or
- Placed in that Faction's Secret Vault (9.4) to be Revealed later.

9.3 REVEALED TECHS

To Achieve a Tech and immediately gain its benefit, a player shows the Tech-pair, leaving one card face-up in front of him and discarding the other (his choice) to the Investment discard pile (Tech WildCards must always be the card chosen for discard).

9.4 SECRET VAULTS

To achieve a Tech secretly, play a Tech-pair face-down in front of you, oriented with the desired Technology furthest from you. Secret Techs must be arranged from left to right in the order they were Achieved.

Each Tech card-pair in your Secret Vault reduces your effective HandSize Limit by one (also applies to Red Insurgents, 7.352).

Secret Technologies can be Revealed at any time, with immediate effect.

9.5 RED TECHS

These Soviet-only Technologies are shown sideways in the center of Investment cards (red outline). They are played as for other Techs (re: CardPairs/Secret Vault, etc.).

- **LAND REFORM:** CPC Loyalty *Cost* is reduced from 6 to 4 Factories. Flip the appropriate marker on the board.
- **PROPAGANDA:** Partisan Recruiting (see 17.3) succeeds on die-rolls of "5-6".
- **GUERRILLA WARFARE:** when attacked, Partisans fire first *overall* at G1 (see 17.5).

9.6 THE ATOMIC BOMB

Achieving the Atomic Bomb Technology is one way to win the game. This Tech is accomplished in 4 stages, each of which must be Achieved in sequence (1st stage before the 2nd stage, etc.). Only one stage can be Achieved per Year (any number can be revealed). Players receive one VP for each stage of Atomic Technology Achieved.

9.7 INTELLIGENCE CARDS

Some Investment cards (sky-blue box) have an Intelligence rather than Technology function. Their instructions are executed *immediately* when played in Government card play. Some clarifications follow.

- **COUP:** applies to Minors (*not* BritEmp).
- **MOLE:** inspect a Rival's Secret Vault. You can duplicate any Tech found there by pairing a matching specific (gray box) Tech card *from your hand* with the Mole card (show this Tech-pair to the victim).
- **BLACKMAIL:** pick up an opponent's Diplomacy card in play on the board and immediately play it yourself or discard it.
- **DOUBLE AGENT:** play this card immediately after a Rival has played an Intelligence card against you to reverse that card's effect back onto the Rival who played it against you.

10.0 SEASONS



Following New Year are four Seasons during which players can move units and Activate Battles provided they have played a valid Command card.

10.1 COMMAND PHASE

In Turn Order, players either commit an Action card face-down or Pass. Players must Pass if they have already committed a card.

Once all three players Pass in succession, all committed cards are revealed to determine the order in which players will take Player Turns. If no cards are committed, advance to the Supply Phase.

Action cards are played sideways for Command purposes. Each is valid for a specified Season (Spring/Summer/Fall), and specifies a Command Priority (letter) and a Command Value (number).

The Player with the earliest Command Priority (letter) takes the first Player Turn of that Season, followed by the next letter, in what is termed "Command Order" (as opposed to Turn Order).

Action cards for the wrong Season have reduced Emergency Command value (10.11).

A Player not playing *any* Action card will have no Player-Turn that Season so cannot move units or wage Combat (see 12.1). In-

vestment cards have no Command Value (if used to bluff, discard when revealed).

10.11 EMERGENCY COMMAND

Action cards for the wrong Season have Emergency Command Value of two (four for the USA). The Command Priority [letter] on the card still applies (if tied, [the player with valid Seasonal Command chooses Command Order; if both are tied and invalid the earlier Season goes first](#)).

Under Emergency Command, no movement involving Aggression (11.54) is allowed and no Combat Phase occurs.

10.2 PLAYER TURNS

In Command Order, the players take Player Turns consisting of Movement (11.0) and Combat (12.0) Phases, in that order. The player taking his Turn is the Active Player.

10.3 SUPPLY PHASE

Following completion of all Player Turns in a Season, Factions at War (only) must:

- Check all Ground units for Supply.
- [Summer only] Mark as Blockaded any Rival POP/RES that currently have no valid Trade Route (14.21).

If no one is at War, skip this phase. For further details see 14.0.

10.4 WINTER COMMAND

10.41 RUSSIAN WINTER TURNS

In Winter, the Soviets can play a Command card for *any* Season to command (at full Command Value) a Russian Winter Turn of Movement and Combat Phases applicable to units *within Russia only*. Once all Winter Turns are done, a Supply Phase is also applicable *within Russia only*.

10.42 WINTER REDEPLOYMENT TURNS

In Winter, the USA and Japan can play a Command card for *any Season* to Command (at full Command Value) the [Strategic Movement](#) (see 11.4) of [Great Power units into Bases or into/within Home Territory only](#).

No Combat or Supply Phase is included in a Winter Redeployment Turn.

11.0 MOVEMENT

The Active Player can move a number of units up to the Command Value of the Command card he played that Season.

Note: the Soviets, in addition, have special Command usages: Recruiting Partisans (17.3), converting Partisans to Militia (17.2), and activating Insurgents (11.6).

Units can move a number of contiguous areas not exceeding their Movement Speed.

Units can move freely through friendly units, but all units *must stop* upon entering an Enemy-occupied area.

Exception: AFs and Subs can move through Enemy-occupied areas.

Units can move by Land Movement, Sea Movement or Air Movement, but these cannot be combined in a single move.

- Units cannot enter Neutral Territory (1.14) without previously declaring a Violation of Neutrality (15.3), allowing defensive Neutral forces to be deployed.
- Units cannot enter Rival-Owned or occupied Territory without having previously Declared War (15.2). Declarations of War must be made before moving *any* units that Player Turn.

11.1 LAND MOVEMENT

Ground units use Land Movement, which is restricted to Land Areas (1.1) only. Terrain borders have no effect on Land Movement, except when Ground units are Engaging or Disengaging (see 11.51).

Naval and Submarine units can use Land Movement to enter an adjacent coastal Land Area along the same coastline without going to Sea, and then must stop.

11.2 SEA MOVEMENT

Naval, Submarine and Convoy units use Sea Movement, which is restricted to Sea, Ocean and Coastal Land areas (including Straits and Islands). Sea Movement must stop upon entering any Land area.

Exception: Sea Movement through Straits or Islets need not stop unless they are Enemy controlled.

Units can move into or through Sea areas occupied by Rival units without conflict (or affecting Supply Lines/Trade Routes, 14.0). However, they must stop upon entering *Enemy-occupied* Sea areas.

Exception: Subs can move or ReBase through Enemy-occupied Sea areas.

TRACKING COMMAND EXPENDITURE

The Active Player can track Command expenditure using his COMMANDS AVAILABLE marker, moving it down the Production track as Commands are spent.



EMERGENCY COMMAND

Players without a valid (i.e., current Season) Command card can commit *any* Action card for Emergency Command. This allows minimal unit movement (including into Disputed areas) but no new Battles can be started and no Combat can occur.

Emergency Command can be used for Partisan actions (see 17.0).

WINTER REDEPLOYMENTS

In most of the Pacific/Asia theatre, Winter did not hinder operations nearly as much as it did in Europe.

MOVEMENT SELF-REGULATION

Players are responsible for moving their units correctly: the unit's type is not revealed in any way.

If you have questions about an opponent's honesty, you are playing the wrong game with the wrong person.

AREA CONTROL TIMING

Moving units into an area during a Movement Phase does not alter its control during that Phase.

However, it will alter area control for the following Combat Phase which can affect Retreat and ReBasing options.

DISPUTED LAND AREA CONTROL

The Owner of a Disputed Land Area controls the area until only Aggressor units remain, upon which that Faction becomes the Owner (adjust POP/RES).

CONVOYS

Ground forces traveling at Sea are considered to include transports and escorts. *No naval units are needed.*

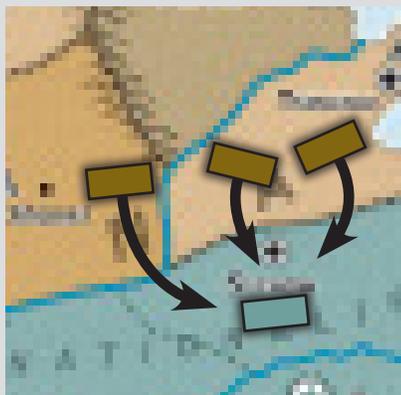
AIR MOVEMENT FUEL RESTRICTIONS

AF Movement range is 2 areas. By, using Strategic Movement (or ReBasing), AFs can actually move 4 areas per Turn between landings. This implies:

- An AF ending Strategic Movement at Sea would be out of fuel.
- An AF "patrolling" at Sea has already used half its fuel to reach that Sea Area. Any Movement from there must reach an airbase on land.

BORDER LIMIT EXAMPLE

Only one Japanese Ground unit can Engage from Shansi to Suchow across the River border. However, two more Japanese Ground units can Engage into Suchow across the Plains border between it and Tsingtao.



BATTLEGROUPS

Only BattleGroups of ANS units that start together and move together will simultaneously make contact with Enemy forces at Sea. Other ANS BattleGroups entering that Sea area will make contact with the Enemy at a different time and therefore join the Battle in a different Combat Round.

Therefore only ANS units "stacked" together have the potential to strike together. Dispersal can be advantageous for defensive reasons but it dissipates offensive striking power.

11.21 OCEAN MOVEMENT

Oceans are larger Sea areas: it costs two movement 'points' to enter them.

11.22 CONVOYS

Ground units can use Sea Movement, immediately becoming a Convoy.

Convoys move two Sea areas (four Strategically). They cannot Engage or Disengage at Sea (11.5). Convoys can, however, Sea Invade into Enemy Land Areas (see below).

Note: Convoys are basically helpless in Sea Battles (see 12.72).

11.221 SEA INVASIONS

Convoys moving into Enemy Territory are Invading. Only one Ground unit per Turn can Invade across a Coastal/Straits/Islet border even if it is undefended. ANS units are exempt from these Invasion Limits.

- **INVASION DISRUPTION:** Invading Ground units have no Combat Action that Player Turn, i.e, cannot Fire or Retreat (see 12.3). Place a SEA INVADER marker to indicate this. Accompanying ANS units can Fire normally.

Exception: Sea Invading Marines do get a Combat Action (as do all Ground units with the AmphTrak Tech). No marker need be placed in either case.

11.3 AIR MOVEMENT

AFs use Air Movement, which can move through both Land and Sea Areas. It need not stop on entering Enemy-occupied areas.

AFs that begin movement in a Sea/Ocean area must end their movement in Undisputed Friendly [Land] Territory.

11.4 STRATEGIC MOVEMENT

Units can move double their normal Movement Speed if they move *only within Friendly areas* (includes Open Seas, 1.1421) and do not Engage or Disengage (11.5).

- **STRATEGIC SEA MOVEMENT:** may pass through Friendly Straits/Islets but must stop upon entering any other Land area.
- **STRATEGIC AIR MOVEMENT:** cannot begin or end at Sea.

11.5 ENGAGING

Entering an area containing Enemy or Armed Minor units is Engaging.

11.51 DISENGAGING

Removing a unit from a Battle by movement or Retreat is Disengaging.

Units can only Disengage into adjacent *Friendly* areas (including Open Seas) that are not Battles. Units cannot Disengage into Enemy, Disputed, and/or Neutral areas.

*Exception: Subs and Air Forces can Disengage into unfriendly adjacent areas, provided they continue **through** the area and do not remain there.*

Unless Retreating (see 12.5), Disengaging units can continue to move normally, except they *cannot re-Engage* that Turn.

Units unable to legally Disengage must remain in the Battle.

11.52 BORDER LIMITS (LAND)

Border Terrain limits the number of *Ground* units that can Engage and/or Disengage across a Land Border in a single Phase. Border Limits do not apply to ANS units.

- **Two** Ground units can Engage/Disengage across a Plains border.
- Only **one** Ground unit can Engage/Disengage over a non-Plains border.

*Note: Border Limits apply to a Movement Phase, and then **re-apply** during the Combat Phase (e.g., for Retreats).*

11.53 BATTLEGROUPS (SEA)

A BattleGroup consists of a formation of ANS units that began movement in the same area and have moved together along the same path to Engage into a Sea Battle.

When multiple BattleGroups Engage into the same Sea Battle, each BattleGroup is grouped separately in the Sea Area.

Then, in Combat the Active Player must add *one* of these BattleGroups to the Battle each Combat Round (see 12.71).

11.54 AGGRESSION

Entering into unoccupied Enemy Territory or any area containing solely Enemy units is termed Aggression.

The moving Faction is the Aggressor in any resulting Battle; the original occupant is termed the Owner.

See sidebar note regarding Attackers (12.1) versus Aggressors.

11.55 RAIDS



Aggression on Land by ANS units without Ground Support (below) is termed a Raid (place RAID marker) and such ANS units are termed Raiders.

The resulting Battle is called a Raid Battle (12.63). Raid Battles cannot conquer Territory or block Retreat from other Battles.

11.551 GROUND SUPPORT

The presence of friendly Ground units in a Land Battle is termed Ground Support.

11.552 PROHIBITED RAIDS

ANS units are prohibited from Raiding *unoccupied* Enemy Territory, except to do Strategic Bombing (12.62).

*ANS units may enter **occupied** Enemy Territory without restriction.*

11.6 RED INSURGENTS

During Soviet Movement, for one Command the Soviets can reveal and discard an Insurgent card-pair from their Secret Vault (7.352) and place a 2 CV Militia in that Province (may constitute Aggression, see sidebar).

The arrival of the Insurgent unit constitutes its Movement (it cannot move further), but it can participate in Combat (and must do so if its arrival constitutes Aggression).

12.0 COMBAT

When units of Enemy Factions occupy the same area, it is termed a Battle.

12.1 ACTIVATING BATTLES

At the start of his Combat Phase, the Active Player can activate any or all current Battles in which he has units ("Attack") by turning all units there face-up. He *must* activate Battles where he has committed Aggression (see 11.54) that Player Turn.

Active Battles will be resolved this Combat Phase, the Active Player being termed the Attacker and his opponent the Defender.

*Attackers and Defenders are **not** the same as Aggressors and Owners in a Land Battle (see 11.54).*

If a Battle area is overcrowded, BATTLE A-E markers may be placed there and units

removed to a convenient location marked with the matching BATTLE marker.

12.2 RESOLVING BATTLES

Active Battles are then resolved one by one in any order chosen by the Active Player, except that Raid Battles (marked with a RAID marker) must be resolved first.

Land Battles are those occurring on Land, including Coastal areas, Straits, Islands and Islets (regardless of unit types present). Active Land Battles are resolved with only *one* Combat Round per Turn, and therefore are not necessarily settled immediately, often continuing beyond one Player Turn.

Battles occurring at Sea are Sea Battles. Sea Battles are always resolved to a conclusion: Combat Rounds are repeated until one side Retreats or is eliminated.

Once one Active Battle has been resolved, continue with the next Active Battle (as chosen by the Active Player) until all Active Battles have been resolved.

When all Active Battles have been resolved, the Combat Phase ends.

12.21 COMBAT ROUNDS

Active Battles are resolved in Combat Rounds in which each unit in Combat Priority order (top down on the Unit Table) takes a single Combat Action (12.3).

12.22 RESOLVING LAND BATTLES

When all units in a Land Battle have taken a Combat Action (12.3), the Combat Round is over. Combat for that Battle is fully resolved for that Turn.

At the end of a Land Combat Round:

- All ANS units without Ground Support (11.551) must Retreat (12.52).
- Active ANS units may ReBase (13.12).
- Units of the Owner are returned upright (tip back to preserve CV) to show they maintain Control over the area (Aggressor units remain face-up).

12.23 RESOLVING SEA BATTLES

At the end of a Sea Combat Round:

- Participating Air units must ReBase (13.2).
- Submarines may Escape (12.73).
- Unless the Battle has ended, start another Combat Round.

ATTACKERS VS AGGRESSORS

The Attacker is the Faction provoking Combat in *that Player Turn* (the Active player). This is *not* the same as the Aggressor which is the Faction trying to wrest control of a Land Area from its Owner.

If the Owner of a Land Area counter-attacks the Aggressor, he will be the "Attacker" for that Combat Phase.

PROHIBITED RAIDS

Raids into undefended Enemy Territory are prohibited to prevent them being combined with a "forward" ReBasing to enable a risk-free "Strategic Move" through Enemy Territory.

INSURGENT APPEARANCE & AGGRESSION

The presence of Partisans (see 17.0) in a Rival area does *not* contest Control of the Area. The presence of a Militia block *does* contest Control.

Therefore, the appearance of an Insurgent Militia block in solely Rival-occupied location constitutes Aggression (see 11.54), triggering mandatory Combat with the Insurgent as Attacker.

UNIT TABLE

UNIT	MOVE	FIREPOWER
Fortress [G]	0	A2/N3/G4/S3
Air Force [A]	2R	A3/N1/G1/S1
Carrier [N] [†]	(3R)	A2/N2 ^{††} /G1/S2
Sub [S]	(2R)	A0/N1/G0/S1
Fleet [N]	(3R)	A1/N3/G1/S2
Tank [G]	3	A0/N0/G2/S0
Infantry [G]	2	A1/N1/G3/S0
Marine [G]	2	A0/N0/G2/S0
Militia [G]	2	A0/N0/G2/S0
Convoy [N] [†]	(2)	A0/N0/G0/S0

- (): must stop on entering Land Areas.
- **R**: can ReBase (at times must, see 13.0).
- † take Double-Hits (-2 CV per Hit taken).
- †† Carriers can Fire N1 and immediately Retreat (12.5) or ReBase (13.0).

COMBAT PRIORITY EXAMPLE

Carriers versus Fleets:

1. Defending Carriers
2. Attacking Carriers
3. Defending Fleets
4. Attacking Fleets*

** Note that when the Attacker has Naval Radar (and the Defender doesn't), Attacking Fleets Fire before Defending Fleets. But Carriers always fire before Fleets (regardless of Naval Radar), because Carriers have earlier Combat Priority.*

CARRIERS vs FLEETS

While Carriers fire only N2 compared to Fleets' N3, Carriers firing first will often eliminate some Enemy Fleet CV before they can fire back!

Carriers also have the option to "Shoot and Scoot", firing N1 at Naval targets and Retreating immediately, before Enemy Fleets can fire back!

MARINE & MILITIA COMBAT PRIORITY

These Infantry subtypes have the *same* Combat Priority as other Infantry units.

TARGETING IN 3-WAY BATTLES

When all three Factions have units in an area, the Active Player begins Battle Resolution by specifying *which* Enemy Faction(s) are being targeted.

In Combat, *all* defending units of targeted Factions can fire, but at Attacking units *only*. The Active Player specifies which units fire first between opposing units of equal Combat Priority.

If targeting both Enemy Factions, when firing a unit the Active Player must specify both the Class *and* Faction being targeted by that unit.

CARRIER & CONVOY DAMAGE

Unarmored and gasoline-laden, Carriers are easily damaged severely.

Convoys, juicy targets with little inherent self-defense, suffer equally heavily.

12.24 ENDING BATTLES

Battles end immediately when units of only one side remain (ignoring Escaped Subs, 12.73).

- All victorious units are immediately returned upright and forego any unexecuted Combat Actions.
- Victorious Active ANS units may optionally ReBase (13.12) if desired (and sometimes must do so).

12.3 COMBAT ACTIONS

In a Combat Round, each unit takes a Combat Action in Combat Priority order (3.14), which proceeds from the top down on the Unit Table (see sidebar on page 17, also on the map): Fortresses first, then AFs, etc., with Infantry/Marines/Militia going last (Convoys have no Combat Action, 12.72).

Within a given unit type, Defenders go before Attackers unless Attacking units have FirstFire (9.0) capability and Defenders do not (see sidebar).

For its Combat Action, an individual unit can Fire (12.4) or Retreat (12.5).

When all units in that Battle have taken a Combat Action, that Combat Round ends.

- [Land Battles are resolved for that Turn.](#)
- [Sea Battles continue Combat Rounds](#) until all units of one side Retreat (12.5), Escape (12.73) or are eliminated, which resolves that Sea Battle.

12.4 UNIT FIRE

A Firing unit rolls Combat dice attempting to damage Enemy units.

12.41 TARGETING

Before Firing, the Firing unit must specify its Target Class: Firing units can target any Class of Enemy unit present in the Battle but have a different Firepower versus each Target Class (see Unit Table, [p17 sidebar, also printed on the map](#)).

12.42 FIREPOWER

Unit Firepower versus a given Target Class is shown by the number following the Class letter (see Unit Table, [p17 sidebar](#)).

EXAMPLE: "A1" means Firepower of "1" when firing at Air; "G3" means Firepower of "3" versus Ground.

12.43 FIRING A UNIT

To Fire a unit, announce the Target Class and roll a number of dice equal to its CV. A unit scores a Hit, damaging the target, when it rolls a number equal to or less than its Firepower.

EXAMPLE: a 4 CV unit Firing G3 rolls 4 dice and scores one Hit on Enemy Ground targets for each roll of 1-3.

12.44 APPLYING HITS

For each Hit scored, reduce the currently strongest Enemy unit (largest CV at that instant) of the Targeted Class by 1 CV.

Exception: Carriers and Convoys lose two CV per Hit.

The owner can choose which of equal-CV units takes a Hit. Units reduced to 0 CV are eliminated and removed from play (but may be rebuilt as Cadres).

If a unit's Fire eliminates all Enemy units of the Target Class, any excess Hits are lost (units cannot change Target Class mid-fire).

12.5 RETREATS

Instead of Firing for its Combat Action, units can Retreat into an adjacent Friendly area (including Open Seas) and return upright (tip back to preserve CV). Retreats must observe all Disengaging rules (11.51), including Border Limits.

Units *cannot* Retreat into:

- Enemy, Rival, or Neutral areas (as of the beginning of that phase),
- Areas that contained Battles (other than Raids) that Player Turn (Raids do not block Retreats, 12.63),
- [*Defenders only*] Areas from which the Enemy Engaged that Player Turn,
- [*Attackers only*] Any area that they did not Engage from, if they Engaged into the Battle that Player Turn,
- [*Ground units*] Sea Areas that are not Friendly-occupied.

[Units with no valid Retreat path must remain in the Battle.](#)

12.51 RETREAT BY REBASING

ANS units can optionally Retreat by ReBasing (13.0) into an Undisputed Friendly Land area within movement range.

Air units must *always* Retreat by ReBasing, and are eliminated if unable to do so.

12.52 ANS FORCED RETREATS

ANS units sometimes *must* Retreat. **Units forced to Retreat** (see 12.52) **that have no valid Retreat path are eliminated.**

- **LAND COMBAT:** ANS units must Retreat from Land Battles if without Ground Support (11.551) at the end of a Combat Round. Aggressor ANS units must comply first, then Owner units.
- **SEA COMBAT:** at the end of a Sea Combat Round, all Participating Air units (i.e., that took a Combat Action) of both sides must Retreat *by ReBasing* (only).
- **SUPPLY PHASE:** ANS units on Land must immediately Retreat if their Ground Support is eliminated in a Supply Phase.

12.6 SPECIAL LAND COMBAT

12.61 SEA INVASION BATTLES

Sea Invading Ground units (11.221) are marked with a SEA INVADER marker: they have no Combat Action that Turn.

***Exceptions:** Marines (and any Ground units with the AmphTrak Tech) do have a Combat Action when Sea Invading. They need not be marked.*

Even though they cannot Fire (or Retreat) in that Combat Round, Sea Invaders do absorb hits normally. At the end of the Combat Round, the marker is removed and the unit is treated normally in future Turns.

ANS units in Sea Invasion Battles execute Combat Actions normally.

12.62 STRATEGIC BOMBING

Factions with Incendiaries Technology can directly attack Enemy IND with AFs located in (over) the Enemy Production Center. AF Firepower versus IND is I1 (hits on '1'). Each Hit reduces Enemy IND by 1 (adjust IND marker).

12.63 RAID BATTLES

When ANS units Aggress into Enemy Territory with no Ground Support (see 11.551), it is termed a Raid Battle (place RAID marker).

Raid Battles are treated like other Battles, except that:

- They must be resolved first,
- They do not block Enemy Retreats, and
- Raiders must Retreat at the end of the Combat Round (see 12.52).

12.7 SPECIAL SEA COMBAT

12.71 BATTLEGROUPS

Individual BattleGroups (11.53) Engaging into the same Sea Battle should be grouped separately. Only *one* BattleGroup can join a Sea Battle in each Combat Round.

At the beginning of each successive Combat Round, the owner reveals the next BattleGroup to join the Battle. All committed BattleGroups must attack, even if all previous BattleGroups have been eliminated.

The Active Player need not reveal uncommitted BattleGroups once no Enemy units remain in that Battle.

12.72 CONVOYS IN COMBAT

Ground units at Sea become Convoys (11.22). Convoys get no Combat Action (i.e., they cannot Fire or Retreat) and *are separately targeted* at 'N' Firepower, losing 2 CV per Hit scored upon them.

12.73 SUBMARINE ESCAPE

At the end of any Sea Combat Round, Subs can Escape from a Sea Battle by Disengaging *downwards* from the Battle: the owning player simply turns the Sub unit face-down in that Sea Area (tip backwards to preserve CV).

In future Player Turns, Escaped Subs:

- Block Enemy Trade Routes through that Sea area (but do *not* affect its Control).
- Do not hinder Enemy unit movement (including Strategic) in any way.
- Are not considered Engaged and move accordingly (return upright once moved).
- **May optionally Engage/be Engaged by Enemy units in that Sea Area at no Command cost by turning them face-up: proceed normally for a Sea Battle.**

12.74 CARRIER STRIKES



For its Combat Action, instead of firing normally at a selected target, a Carrier can optionally Fire N1 at Enemy Naval units (only) and immediately Retreat/ReBase.

12.75 JAPANESE NAVAL ADVANTAGES

- **LONG LANCE:** Japan's Fleets fire N4.
- **PRECISION OPTICS:** if neither side has Naval Radar, Japanese Fleets have First-Fire. Once achieved, Naval Radar grants FirstFire unless negated (see sidebar).
- **KAMIKAZE:** Firing Japanese AFs and Carriers can pre-declare "Kamikaze" to fire N4 and then self-destruct.

AF RETREATS

Air Movement range is nominally 2 areas, but by using Strategic Movement or ReBasing (see 13.0) they can actually move 4 areas per turn.

AFs Retreating from any Battle must ReBase to a friendly Land Area for fuel reasons.

AFs participating in a Sea Battle must Retreat by ReBasing after a single Combat Round for the same reason.

SEA INVASION RETREATS

Not only are Invading Ground units (except Marines) normally unable to Fire (or Retreat), they may later have difficulty getting out of a bad Coastal Battle: Ground units can only Retreat into Sea Areas occupied by Friendly units (see 12.5).



SUBMARINE ESCAPE EXAMPLE

A 3 CV Fleet attacks a 2 CV Sub.

- The Sub elects to fight rather than Retreat. It fires 2N1 for <3,5> = miss.
- The Fleet fires 3S2 for <1,3,4> = 1 Hit. The Sub reduces to 1 CV.

This ends the Sea Combat Round, so the Sub exercises its ability to Escape and turns face-down, resolving this Sea Battle. The fleet returns upright, showing it Controls the Sea Area (even though the Escaped Sub blocks passage of friendly Trade Routes through it).

ESCAPED SUBS & FUTURE COMBAT

During future Combat Phases, Escaped Subs can optionally re-Engage Enemy units in their Sea Area, as can Enemy forces there. If there is no Movement, no Command need be spent (though a valid Command card is needed to enable Combat).



***Note:** If an Enemy BattleGroup in the same Sea area with an Escaped Sub re-Engages it, one **new** Enemy BattleGroup **can** join this Battle in the first Combat Round (as the first BattleGroup was already there).*

PRECISION OPTICS EXAMPLES

If neither combatant has Naval Radar, the Japanese Fleets have FirstFire.

NAVAL RADAR FIRST FIRE

No one	Japan
USA	USA
Japan	Japan
Both	Defender

SURPRISE: one friendly FirstFire cancels one Enemy FirstFire.

REBASING/DOUBLE MOVEMENT RANGE

ANS units can effectively double their movement range in 2 ways:

STRATEGIC MOVEMENT: ANS units can double their normal movement range within friendly Territory (provided they do not Engage or Disengage).

REBASING: ANS units can move once into a Battle and then ReBase out of it (which also effectively doubles their normal movement range).

Note that both cases cannot occur on the same Turn: ReBasing is movement out of a Battle, but Strategic Movement is not allowed *into* a Battle.

SUPPLY SOURCES

A Faction's MainCapitals and SubCapitals are its Supply Sources (provided that they are still Controlled by it).

PROXY POWER UNITS & SUPPLY

Provincial units (Forts and Militia) do not require Supply.

Regular units (AFs/Infantry/Tanks) however, do. They must *always* be able trace a Supply Line to a Factional Supply Source.

Note: Chinese AFs without Supply are immune to Attrition (as are all ANS units) but cannot Build.

BLOCKADES

This rule allows Factions at War to negate Enemy POP/RES by blocking Trade Routes. To be effective, a Blockade must be in effect at the end of Summer (Supply Phase) and at the end of the Year (Production Phase).

13.0 REBASING

ANS units can ReBase during Combat Phases, making a free move (no Command needed) out of a Battle area into an *Undisputed* friendly-controlled Land Area.

A ReBasing move follows normal movement rules (e.g., AFs and Subs can pass through Enemy units, etc.).

Retreat rules (12.5) apply when ReBasing out of an ongoing Battle.

13.1 OPTIONAL REBASING

13.11 ANS RETREAT BY REBASING

ANS units can always ReBase to Retreat, but must still follow Retreat rules (12.5). AF units must always ReBase to Retreat.

13.12 ACTIVE ANS REBASING

Upon Battle resolution (i.e., after a Land Combat Round or a fully resolved Sea Battle), Active ANS units in that area (except Escaped Subs) may ReBase.

13.2 MANDATORY AF REBASING

At the end of a *Sea* Combat Round, all AF units (of both sides) that have taken a Combat Action must ReBase (eliminated if unable to do so).

14.0 SUPPLY

At the end of each Season is a Supply Phase, when Factions at War must check Ground units for Supply.

During Summer Supply Phase, Factions at War also declare and mark Blockades (14.22) of Enemy POP/RES sources.

Neither applies to Factions at Peace.

14.1 SUPPLY CHECKS

During the Supply Phase, Factions at War must check all *Ground* units for a valid Supply Line (below). Ground units without a Supply Line are Unsupplied and immediately lose 1 CV each.

Exceptions: Fortresses and Militia are immune to Supply Attrition, as are SNLFs on Islands/Straits.

ANS units are unaffected, except that mandatory Retreat applies to ANS units when all friendly Ground units are removed from a Disputed Area by Supply losses (see 12.52).

14.11 SUPPLY LINES

- **SUPPLY SOURCES:** a Faction's *own* Main/SubCapitals (if controlled) act as Supply Sources for friendly units.
- **SUPPLY LINE:** a continuous chain of friendly (Land/Sea) areas between a Ground unit and a Supply Source.

Supply Lines can pass through:

- Friendly Territory (including friendly-controlled Disputed Land Areas),
- Rival or Neutral Straits/Islets, and
- Open Seas (1.21).

Supply Lines *cannot* pass through:

- Impassable areas,
- Wilderness borders (see 1.11),
- Enemy-controlled areas, or
- Rival/Neutral Territory (except Straits).

14.12 PRODUCTION SUPPLY CHECK

During Production, units (including ANS) cannot be Built in Unsupplied locations.

Exceptions: Forts and Militia are exempt from Supply considerations, as are SNLFs on Islands/Islets/Straits.

14.2 BLOCKADE

Blockading Enemy Trade Routes can deny them use of their Controlled POP/RES for Production.

14.21 TRADE ROUTES

- **PRODUCTION CENTER:** a Faction's Main-Capital is its Production Center (Sub-Capital Novosibirsk for the Soviets).
- **TRADE ROUTE:** a continuous chain of Land and/or Sea Areas traced from a Faction's controlled POPulation and RESources to its Production Center.

Trade Routes can pass through:

- Friendly Territory including Open Seas,
- Neutral Territory, and
- Rival Straits/Islets.

Trade Routes cannot pass through:

- Impassable areas,
- Wilderness borders (see 1.11),
- Rival Territory (except Straits/Islets),
- Enemy-controlled areas, or
- Seas with Escaped Enemy Subs (12.73).

A Trade Route cannot comprise more than one Sea Segment and one Land Segment.

- **SEA SEGMENT:** can begin and end in Coastal Land but can only cross Seas,

Oceans, Straits and Islets (never Land areas).

- **LAND SEGMENT:** must begin and end on Land and can only cross Land and Straits (never Seas/Oceans).

14.22 ESTABLISHING BLOCKADES



During Summer Supply Phase, Factions at War **can mark with BLOCKADE markers any Enemy POP/RES that**

are unable to trace a Trade Route.

If control of a Blockaded area changes, remove relevant BLOCKADE markers.

14.23 CONFIRMING BLOCKADES

During Production, recheck all friendly POP/RES with BLOCKADE markers for a valid Trade Route.

- If a Trade Route can currently be traced, remove the marker. That POP/RES can be counted towards Production.
- If not, POP/RES remaining marked as Blockaded **cannot** be counted towards Production.
 - To register this, temporarily mark the current total of *non-Blockaded* POP/RES on the Production track with the **UNBLOCKED POP/RES** counters.
 - **Do not adjust the [controlled] POP/RES block markers on the Production Track, as even if Blockaded, these POP/RES do still remain Controlled.**

Remember: remove all BLOCKADE markers when Production ends.

15.0 WAR AND PEACE

15.1 STATE OF AT PEACE

All Factions begin at Peace **with each other.**

Factions at Peace:

- Draw a Peace Dividend chit (4.4) each New Year, **unless they Violated a Neutral or were involved in a Battle** during the previous Year.
- Ignore RES for Production.
- Use their initial Industry Cost.
- Can ignore the Supply Phase (14.11).
- Can occupy or pass through Sea Areas containing Rival units without provoking Combat (or War) nor affecting Trade Routes (14.21) or Supply Lines (14.11).

15.2 DECLARATIONS OF WAR

15.21 DECLARING WAR

A Declaration of War (DoW) **by one Faction upon another** must be **made in his Player Turn** before moving any friendly units.

DoWs are required before:

- **TERRITORY VIOLATION:** moving units into the Territory of a Rival Great Power **or of its Protectorate.**

*Sea Movement through Rival Straits/Islets (even if occupied) does **not** require a DoW. Stopping there does!*

- **ENGAGEMENT:** moving units into a Land area containing Rival units, or
- **HOME SEAS VIOLATION:** moving units into and remaining within a Home Sea (2.41) of a Rival Great Power, unless it is also one's own Home Sea.

Important: Violation of the BritEmp (15.4) requires a DoW on the USA Faction if currently At Peace.

When a DoW is made, Aggression (11.54) against the victim **must** occur in that Movement Phase.

Note: Similar actions against a Rival Proxy Power are Violations of a Proxy Power (see 16.33), not DoWs.

15.22 DoW EFFECTS

- **PEACE/WAR MARKERS**
 - The Declarer **pays a penalty of -1 VP (USA loses -2 VPs)** and flips his relevant **PEACE WITH** marker to its **DoW ON** side to register this.



- The **Victim's INDUSTRY Cost drops one level**, and he **removes his relevant PEACE WITH** marker, revealing **DoW: -1 \$/Factory** to register this.
- Both Factions become Enemies "At War" (not reversible).
- Both Factions flip their RES block markers to their **AT WAR** sides.
- **SURPRISE:** all Declarer units have First-Fire (9.0) for that Combat Phase only (Enemy FirstFire Techs can nullify this).
- **DoWs ON THE SOVIETS:** Russian Reserves arrive next New Year (see 7.134).

TRADE ROUTE SEGMENTS EXAMPLE

If the South China, Sulu, Celebes and Java Seas are all blocked, a Japanese Trade Route from Sarawak to Kwangsi by Sea, then across China by Land could not continue on to Japan as a second Sea Segment would be required.

BLOCKADING PROXY POWER POP/RES

Trade Routes connecting Proxy Power POP/RES to the **Foster** Faction Production Center **are blocked by Rival-controlled Land areas, but at Sea only by units that are Enemies of the Foster Faction (not the Proxy Power)**, including Escaped Subs.

Remember: Open Seas do **not** block Trade Routes.

"UNBLOCKED POP/RES" MARKERS

Use **UNBLOCKED POP/RES** counters on the Production tracks to show currently valid POP/RES with a Blockade in effect.



Do not alter the POP/RES **block** markers as they record **Controlled** POP/RES, which hasn't changed even if Blockade is currently preventing their use.

HOME SEAS VIOLATIONS

Powers are separated by such huge oceanic distances that there is no justifiable peaceful reason for any of them to send military units into Seas adjacent to Rival Home Territory, unless that Sea it is also adjacent to its own Home Territory.

Note: the Great Australian Desert, though impassable, **is still part of Australian Home Territory.**

BASIC DoW EFFECTS

The Declarer loses 1 VP but gains Surprise for that Player-Turn. The Victim gains reduced Industry Costs.



Both sides are permanently At War and get no further Peace Dividends.

UNITS AT SEA UPON A DoW

A Faction Declaring War while co-occupying a Sea with [newly] Enemy units must either Disengage or initiate a Sea Battle there as the Aggressor.

JAPANESE SNEAK ATTACKS

In effect, Japan can move *through* Rival naval screens, make Air/Carrier Sneak Raids *and then* Declare War. Following the Sneak Raid, Japan takes a normal Surprise Combat Round.

VoNs: CLARIFYING THE VIOLATOR

To clarify the Violator when a VoN becomes a 3-way Battle, a Control marker of the Violating Faction may be placed *under* the Fortress defending the Armed Minor Capital.

ARMED MINOR DEFEAT (15.321)

If an Aggressor eliminates the Fort defending an Armed Minor Capital but no Aggressor Ground unit survives, control of the Capital does not change: turn the Fort block flat *face-down* to indicate that it has been eliminated but the Minor remains undefeated.

The Aggressor must occupy the Capital with a *Ground* unit to gain Control and Defeat the Minor.

[RIVAL] PARTITION (15.33)

While an Armed Minor remains undefeated, a *Rival* of the original Violator can Aggress against that Armed Minor to gain some of its Territory for itself (under the pretext of "maintaining order") without incurring any VoN consequences for this.

[ENEMY] INTERVENTION (15.34)

While an Armed Minor remains undefeated, an *Enemy* of the original Violator can gain that Armed Minor as a Satellite by sending a Ground unit into its Territory. The beleaguered Armed Minor understandably joins that Faction as a military ally.

- **DoWs ON THE USA:** DoW Reaction Forces (see 7.133) begin arrival next New Year. If by Japan, **US Naval Construction units** (see 7.132) begin arriving next New Year.

15.23 STATE OF AT WAR

Factions at War:

- Receive no further Peace Dividends.
- May enter Enemy Territory and attack Enemy units without further penalty.
- Must check friendly Ground units for valid Supply Lines (14.11) during every Supply Phase.
- Must check for Blockades (see 14.2) during Summer Supply Phase.
- During Production, must count RES and check again for Blockades.

15.24 JAPANESE SNEAK ATTACKS

Once per game, Japan [only] can make a Sneak Attack DoW (still -1 VP penalty):

- **SNEAK MOVE:** *before* "war" is in effect, Japan plays a "peace-time" Movement Phase, in which units can move freely through Rival-occupied "Open" Seas while remaining able to Engage Rival units at the end of Movement (unless moving Strategically of course).
- **SNEAK RAID:** Japanese AFs and Carriers can then take free "Sneak-Fires" in all resulting Battles with **no** opposing return Fire (AF ReBasing not required).
- **DoW SURPRISE ATTACK:** the Japanese DoW *then* takes effect, and a normal DoW Combat Phase follows with Japan enjoying Surprise FirstFire as per (15.22).

Note: in Sneak Attack Sea Battles, only one BattleGroup can participate in the Sneak Raid; other BattleGroups can join during the Surprise Attack.

15.3 VIOLATIONS OF NEUTRALITY

Factions cannot enter the Territory of a Neutral Minor without previously declaring a Violation of Neutrality (VoN). When a VoN is declared, Aggression against the victim *must* occur in that Movement Phase.

Exception: Sea Movement through Neutral Straits/Islets does not constitute a VoN. Stopping there does!

- A VoN on an Unaligned/Associate Neutral Minor or a *friendly* Protectorate converts it into an Armed Minor (15.32).

- A VoN on a *Rival* Protectorate converts it into a Satellite (8.2) of the Protector *and triggers a DoW on that Rival*.
- A Japanese VoN on Vietnam or the DEI has special consequences (see 15.35).

15.31 WORLD REACTION CARDS

Upon a VoN against a Minor, both Rivals of the Violator immediately draw 1-2 Action cards according to the Muster Value of the Minor's Capital.

- *Foreign VoNs in China generate only 1 World Reaction Card, (16.33).*
- *Proxy Power VoNs in China generate no World Reaction cards (16.11).*

EXAMPLES: a VoN on Vietnam awards each Rival two World Reaction cards. A Foreign VoN on Peiping awards Rivals just one World Reaction card. (A Proxy Power VoN on Peiping would award no World Reaction cards).

World Reaction cards are added to the hand and can be used thereafter.

15.32 ARMED MINORS

Armed Minors are considered separate independent "factions" that are Enemies of their Violator (and Rivals of other Factions).

Upon a VoN:

- Remove all Influence markers (Diplomacy can no longer affect that Nation), and
- Deploy Armed Minor Fortresses in its Cities/Towns according to their Muster Values (see Map Key).

EXAMPLE: for Vietnam, deploy a 2 CV Fort in Saigon and 1 CV Fort in Hanoi.

In Combat, Armed Minor Fortresses must target Ground units first, then Naval/Sub/Air in that order (either Rival of the Violator can roll dice for an Armed Minor).

15.321 ARMED MINOR DEFEAT

When an Armed Minor's Capital is Captured (1.121), it is Defeated. At the end of that Combat Phase, remove all its units, place the conqueror's Control marker on its Capital and adjust POP/RES accordingly.

If a different Faction later conquers the Capital, change the Control marker.

15.33 [RIVAL] PARTITION

While a multiple-area Armed Minor remains undefeated, Rivals of the Violator can enter Undisputed areas of its Territory and attack its units without committing a VoN: no World Reaction cards are dealt. (Entry into Rival-occupied Land areas, however, still requires a DoW).

15.34 [ENEMY] INTERVENTION

While an Armed Minor remains undefeated, an Enemy of the Violator can convert it into a friendly Satellite (see 8.2) by occupying its Territory with a Ground unit. At the end of the Movement Phase, the Intervenor exchanges all surviving Armed Minor Forts for equal-CV Great Power units of any desired type (8.211).

15.35 THE GATHERING STORM

Japanese VoNs on the DEI or Vietnam each trigger one USA Influence on the BritEmp (takes effect next Diplomacy Resolution, place marker on Year Track as a reminder).

15.4 VIOLATION OF THE BRITISH EMPIRE

Rival entry into BritEmp Home/Colonial/Protectorate territory or Home Seas (2.41) is a Violation of the British Empire (VoBE) which causes the BritEmp to immediately join the USA Faction as an Ally (8.43), which precipitates war with the USA if none exists (a DoW may be pre-required).

16.0 CHINA

16.1 THE PROXY POWERS

Nationalist China ("Nats") and Red China ("Reds") are Proxy Powers played by the USA and Soviets (their "Foster Factions"). The Proxy Power of a Rival Faction is a "Rival Proxy Power" and the two Proxy Powers are Enemies. Proxy Powers are *not* Defeated if their Capital is lost, see 2.32.

Proxy Power POP/RES are integrated into the Foster Faction economy but Proxy Power actions are considered independent of the Foster Faction.

All USA/Soviet Faction territory in China is considered Proxy Power Home Territory (use only Nat/Red Chinese Influence/Control markers in China).

16.11 PROXY POWER AGGRESSION

Proxy Power Aggression causes *no penalties* to their Foster Faction, whether:

- Against Neutral Provinces (which become Armed Minors / Satellites as usual but *no World Reaction cards* result),
- Against the Rival Proxy Power (16.2), or
- Against Foreign units in China (16.3).

Remember: Proxy Power actions have *no effect* on Peace Dividends.

16.12 PROXY POWER UNITS

Proxy Power units are divided into Provincial units and Regular units. Proxy Power units are restricted to China.

16.121 PROVINCIAL UNITS

- Militia and Fort units (one-color labels).
- Nat Provincial units can be Built by Proxy or Foster Faction Production (7.21).
- Provincial units *never* need Supply.
- Chinese Provinces becoming Satellites deploy Provincial units only.

16.122 REGULARS

- AF, Infantry and Tank units (unit-type icons shown in Foster Faction colors).
- Regulars must be Built with Foster Faction Production (a Supply Line to the Faction Production Center is required).
- Regulars *always* require Supply.
- Regulars can be deployed as Proxy Power starting forces but *not* as Chinese Satellite forces.

16.13 PROXY PRODUCTION

Each Production, the Proxy Powers receive additional assets based on their current status in the Chinese Civil War (see 16.2).

16.14 RED INSURGENTS



During Government, the Soviets can place Chinese Province card-pairs in their Secret Vault. Later during a friendly Turn these card-pairs can be revealed to place a 2 CV Militia unit in that Province (see 11.6).

16.2 THE CHINESE CIVIL WAR

Nationalist China and Red China begin the game already involved in an ongoing Chinese Civil War (CCW) and thus incur no penalty for mutual Aggression (see 16.11).

Success in the CCW depends on both control of China and garnering popular Loyalty, both tracked with block markers on their Foster Faction's Production Track.

PROXY POWER AGGRESSION

Already engaged in Civil War, the Chinese Proxy Powers *incur no consequences* for mutual Aggression.

Nor do they for Aggression against Neutral Minors (Chinese Warlords) or [intruding] Foreign Powers in China.

Proxy Powers *never* incur any penalty for Aggression. The Foster Factions take no responsibility for the "rogue" actions of their associated Proxy Power.

CHINESE REGULARS

Chinese Regular units are presumed to be trained and equipped by their Foster Faction, hence the requirements that they must be built with Foster Faction Production and require Supply *at all times*.

Note that even if Nanking is lost, Nat Regulars can still trace Supply to LA/New Delhi (and Japan cannot block Sea Supply if not at War with the USA).

CHINA'S CIVIL WAR

Once equal partners in Sun-Yat-Sen's Kuomintang, Chinese Communists were purged in Chiang's White Terror of 1927-28. Multiple anti-Communist military campaigns followed, culminating the Reds' Long March to Shensi province (Sian) in 1935.

CHINA CONTROL: NATCITIES/REDMUSTER

Nationalist support was City-based, primarily the wealthy and business classes. Rampant corruption and uncaring exploitation of the commoners forfeited any loyalty to the "system" but the Nationalists had little leeway for economic reform. Outside economic assistance ("Factories") would be needed for the Nationalists to offer better pay to workers (and the army!).

Red efforts, on the other hand, were directed towards the rural peasantry, with whom their message of land reform, education and equality resonated strongly. Russian aid included some money, advisors and arms, but Red popular support was mainly won through organizing successful peasant cooperatives (or "Soviets").

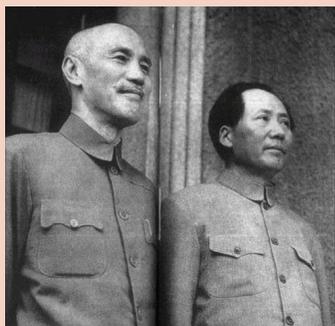
CHINA CONTROL AND CCW STATUS

Influence over Provinces provides POP/RES to the Foster Faction economy (i.e., on the Production Tracks).

But only **Control** (not Influence) over Provinces counts towards NATCITIES and REDMUSTER.

CHINA CIVIL WAR VPs

Although the Chinese Civil War continued well past 1945, the Red Chinese had by then gathered enough momentum to secure eventual victory.



Chiang Kai-shek and Mao in 1945

FOSTER FACTION INTRUSION & CCW VPs

Once Foreigners have interfered in China, a Faction's control of Chinese territory is not a valid measure of CCW success without commensurate popular support. Therefore after Foster Faction Intrusion has occurred, that Faction only receives CCW VPs equal to the lesser of its China Control (NATCITIES/REDMUSTER) and Loyalty (KMT/CPC).

PARTISAN EMERGENCY COMMAND

Emergency Command *can* be used for Partisan actions, provided no Aggression results (Aggression is prohibited under Emergency Command).

MILITARIZING PARTISANS

Two Partisans cannot be simultaneously converted into a new 2 CV Militia unit. However, one can be converted to a 1 CV unit in one Season and a second Partisan converted to add the 2nd CV in a subsequent Season.



16.21 NAT CCW STATUS

-  **CONTROL:** The NATCITIES marker tracks the POP value of Nat-controlled (not Influenced) Cities in China. It starts at "4" (Nanking 2/Suchow/Wuhan).
-  **LOYALTY:** The KMT marker represents popular Loyalty to the governing Nat Kuomintang party. It starts at "1" but can be raised during Government by playing at least 5 Factories.

KMT Loyalty instantly rises by one if Nat China is Violated (16.33).

- **NAT ENLISTMENT:** each Proxy Production (7.21), the Nats can Build Provincial unit CV equal to the lesser of NATCITIES and KMT (7.211). A maximum of 1 CV can be Built per Province (including Regulars built with the Foster Faction Production).

16.22 RED CCW STATUS

-  **CONTROL:** The REDMUSTER marker tracks the Muster Value of Red-controlled (not Influenced) Cities and Towns in China (including those occupied by Russia, which are still considered Red-controlled (1.143). Starts at "2" [Sian].

Important: a City is worth 2 REDMUSTER, where it is only worth 1 NATCITY.

-  **LOYALTY:** the CPC marker represents popular Loyalty to the Communist party (CPC). It starts at "3" but can be raised during Government by playing at least 6 Factories (this is reduced to 4 Factories by the Land Reform RedTech, 9.5).

CPC Loyalty instantly rises by one if Red China is Violated (16.33).

- **RED ACTIVISM:** each Proxy Production the Soviets draw 'free' Action cards equal to the lesser of REDMUSTER and CPC.

16.23 CCW VPs

VPs are awarded for **control** of Chinese Territory, as registered by the NATCITIES and REDMUSTER markers on the Production Tracks. The KMT/CPC LOYALTY markers normally have **no VP effect**, but see 16.31.

Remember: the Nats receive 1 VP per controlled City, while the Reds receive 2 VPs per City and 1 VP per Town.

16.3 FOREIGN UNITS IN CHINA

Non-Chinese units (Japanese/US/BritEmp/Russian) in China are termed Foreign.

- Japanese units can freely enter China.
- US/BritEmp/Russian units cannot enter China unless they are *at War*.

16.31 FOSTER FACTION INTRUSION

Except for Russian units entering Manchuria, any entry into China by US, BritEmp, or Russian units is Foster Faction Intrusion. When this happens, flip the appropriate AVOIDS CHINA marker.



Foster Faction Intrusion equals interference in the CCW. Henceforth, Intruder CCW VPs (see 16.23) become limited to the lesser of NATCITIES/KMT or REDMUSTER/CPC.

16.32 FOREIGN VoNs

Foreign VoNs within China award only **one** World Reaction card to Rival Factions. (Fort CV still equals Muster Value).

Remember: VoNs by Proxy Powers trigger no World Reaction cards (16.11).

16.33 VIOLATION OF PROXY POWERS

 The first Foreign Aggression (11.54) on a Proxy Power or its Protectorates or entry into an area containing its units is a Violation of that Proxy Power (VoPP).

When a Proxy Power is Violated:

- It draws **two** World Reaction cards (Nats 2 / Reds 2),
- Its Loyalty (KMT/CPC) rises one level
- It becomes an Enemy of the Violator.

Important: VoPP consequences apply regardless of prior Proxy Power actions vs. the Violator (optional markers provided).

16.34 FOREIGN SUPPLY IN CHINA

Foreign units in China can only trace Supply through **conquered** Chinese Provinces that are *occupied* by friendly Foreign units.

17.0 PARTISANS

Partisan markers represent Communist revolutionary societies in China. The Soviets can create Partisans by card-play during the Government Phase (17.1) and increase them by Recruiting (17.3) during friendly seasonal Player Turns.

Partisans are not military units: they cannot move or attack and have no effect on Area Control or Rival movement. However, during Soviet Player Turns, Partisans can be converted into Militia (17.2).

Partisans can never *initiate* Combat. Partisans can be attacked and normally cannot return Fire in self-defense (but see 17.5). However, Enemy attacks on Partisans can create new Partisans (see 17.4).

17.1 CREATING PARTISANS

During Government, the Soviets can create a Partisan by playing a Diplomacy card for a Chinese Province, deploying a Partisan marker there, and discarding the card.

They could alternatively play that card for Influence in that Province.

Provinces containing Partisans are termed Restive Provinces.

17.11 WILDCARD PARTISAN OPTIONS

Diplomacy WildCards have yellow Influence Options box on one end and a purple Partisan Option box on the other end.

A Partisan can be created by playing the purple-box end upright, immediately placing a Partisan in either named Province, and discarding the card.

Partisan Options allow Partisan creation in Manchurian and Nat Provinces, which have no Diplomacy cards.

Partisans *cannot* be created using WildCard yellow-box Influence Options: these are for gaining Influence over a listed Nation.

17.2 MILITARIZING PARTISANS

During friendly Movement, the Soviets can spend a Command to convert a Partisan to Militia, exchanging it (delete) for either:

- A new Militia Cadre there, or
- An added CV to a pre-existing Militia there (i.e., two Partisans cannot convert into a new 2 CV Militia unit).

Militarized Militia cannot move that Turn, but can Attack (and must do so if their arrival constitutes Aggression, 11.54).

17.3 RECRUITING PARTISANS

Once the Soviet player has finished *all* unit movement and Partisan Militarization, he can expend remaining unused Commands to Recruit new Partisans.

Important: Recruiting attempts cannot exceed the number of Restive Provinces already containing Partisans.

Roll one d6 per Recruiting Command. For each "6" result, the Soviets can place one new Partisan in any desired Restive Province (maximum one per Province).

Note: with the Propaganda Red Tech, Recruiting succeeds on results of 5-6.

17.4 PARTISAN SUPPRESSION

During friendly Combat Phases, Active units can attack Partisans in Undisputed Provinces (i.e., no current Battle there).

When Activating Battles at the beginning of Combat, any/all friendly units (not Forts) in a Restive Province can be committed to Partisan Suppression by turning them flat, face up (as for Battle Activation).

Note: Forts cannot Suppress Partisans.

During Combat, Suppressing units Fire normally using their normal "G" Firepower, each Hit eliminating an existing Partisan. However, each Combat die-roll of "6" creates a new Partisan, which is placed there after that unit's Hits are all applied.

Suppression fire by committed units *must* be made and cannot be declined even if all Partisans have already been eliminated.

Partisans cannot Fire in self-defense, except see Partisan Ambush (17.5) below.

Note: Partisan Suppression is not considered "Activating a Battle", and does not affect upcoming Peace Dividends.

17.5 PARTISAN AMBUSH



When the Soviets achieve the Guerrilla Warfare RedTech, all Partisans flip to their "G" (Guerrilla) side. Guerrilla Partisans can Ambush Suppressing units, firing *first overall* at G1!

MILITARIZATION AND AGGRESSION

The conversion of Partisans into Militia constitutes Aggression when a new Militia unit appears in an Undisputed Rival/Neutral area, starting a new Battle. Combat is mandatory with the newly appearing Militia as Attacker.

RECRUITING PARTISANS

The CPC gained adherents with their promise of a better life to peasants who



lived very tenuous lives under the prevailing system of heartless exploitation.

RECRUITING EXAMPLE

After Movement, the Soviets have five unused Commands remaining. They currently have Partisans in only 4 "Restive" Provinces so they are limited to 4 Recruiting die-rolls. On a result of <1,4,6,6>, they can place one new Partisan in each of two Restive Provinces.

PARTISAN SUPPRESSION BLOWBACK

Due to civilian casualties, anti-Partisan operations often result in the creation of new Partisans, and the more "severe" the op, the more new Partisans arise.

PARTISAN SUPPRESSION EXAMPLE

To begin Combat, Japan assigns 3 CV AF and 3 CV Infantry units in Nanking (not Disputed) to Suppress a single Partisan there, turning them face-up.

The 3 CV AF fires 3G1, rolling <1/2/5>, killing the Partisan.

The 3cv Infantry then must *still* fire 3G3, rolling <1/4/6>, killing a non-existent Partisan and creating a new one (placed *after* Hits are applied).

Note: with Guerrilla Warfare, the Partisan would have fired first overall at 1G1.

PARTISAN EMERGENCY COMMAND

Emergency Command *can* be used to Recruit or Militarize Partisans or to activate Insurgents (but of course *not* if that would provoke Combat).

CAPTURED ENEMY BASES VP EXAMPLE

Japan controls 3 USA Bases. The USA controls 4 Japanese Bases, for +1 *net* Captured Base. The USA **gets** one Enemy Bases VP (and Japan **gets** none).

UNITED CHINA PRODUCTION EXAMPLE

UC controls Chungking, Kansu and Sian (disputed): NATCITIES = 2, KMT = 3.

ENLISTMENT: "2" is the lesser of NATCITIES & KMT, so 2 Provincial CV are added, 1 each in Kansu and Chungking. **ACTIVISM:** the UC draws 3 Action cards (KMT = 3), placed face-up on the table.

One of them offers a legal Diplomacy option in China (Sinkiang), so a UC [Nat] Influence marker is placed there.

The other two Action cards don't, so UC can potentially add another 2 Enlistment CV. However, Kansu and Chungking have already added Enlistments, and Sian is Disputed, so both remaining potential Enlistments are lost.

MAO TSE TUNG EXAMPLE

The UC plays a BROTHERS IN ARMS WildCard. **19.6 Mao Tse Tung** allows its use for Influence in Sinkiang (one of its three *Soviet* options), at *double* UC Influence *value* there.

Note that the UC could also play the INTIMIDATION WildCard for 2 Influence in Sinkiang as it's adjacent to Russia. With Mao, Russia becomes considered "friendly territory" for the UC.

TRIUMPH AND TRAGEDY

Triumph and Tragedy, the companion game to *Conquest and Consequence*, covers the situation in Europe during this same time period in a similar way.

The Axis (Germany and Italy), the West (Britain and France) and the USSR assume roles similar to Japan, the USA and Russia (respectively) in this game.

Units, cards and basic mechanics work identically in both games, so familiarity with one lends to quick grasp of the other. The two games are compatible and designed to be played together as a world-wide combined game **called** "Conquest and Tragedy".

18.0 VICTORY

18.1 VICTORY POINTS (VPS)

A Faction's total VPs equals:

- Current Production Level.
- +1 VP per Atomic Research level achieved [reveal].
- +2 VPs per Enemy Faction MainCapital or SubCapital controlled.
- **CAPTURED ENEMY BASES:** +1 VP per *net* superiority in Enemy Bases controlled.
- **CHINA CIVIL WAR:** +1 VP per REDMUSTER of NATCITIES (see 16.23).
- + Peace Dividend values [reveal].
- -1 VP per DoW issued **(-2 VPs for USA)**.

18.2 ECONOMIC VICTORY

A Faction that has a total of 25 VPs (*including* Blockade effects) at NewYear/Victory Check wins immediately.

18.3 MILITARY VICTORY

A Faction that controls two Enemy MainCapitals/SubCapitals *at the same time* wins immediately.

18.4 ATOMIC VICTORY

A Faction that reveals Achievement of the A-Bomb Technology (4th level) *and* the ability to deliver it to a Rival Production Center (an AF beginning a friendly Movement Phase within range) wins immediately.

18.5 ASIAN HEGEMONY

If no other victory is scored by the end of 1945, the player with the most VPs wins. Calculate Production Levels as for 1946 (*excluding* Blockade effects).

19.0 RISING SUN (2-WAY)

19.1 DELETE SOVIET FACTION

For a 2-sided game, disregard all Russian and Red Chinese units and markers. Russia is out of play, but see 19.6.

19.2 TURN ORDER

USA and Japan also use the nearest Soviet Turn Order triangles, i.e.:

- 1/2/6 = Japan first;
- 3/4/5 = USA first.

19.3 UNITED CHINA (UC)

The USA player plays United China, which is played as the Nationalists with some modifications to simulate a Nat/Red "United Front". UC uses Nat units and markers

(NATCITIES still scores CCW VPs) and incorporates [Red] Sian into its Home Territory.

19.4 RISING SUN SETUP

Place Japanese/USA Starting Forces as for 1936 setup (see 5.0), except:

- **USA:** POP starts at 12 (+1 for Sian).
- **UNITED CHINA:** set up Nat units, adding a Nat 2 CV Fort and Cadre in Sian. NATCITIES now starts at "5" (+1 for Sian).
- **BRITEMP:** the Punjab starting Cadre must be a Fortress (cannot be disbanded).
- **JAPAN:** the Hailar/Harbin starting Cadres are Fortresses (cannot be disbanded).

19.5 UC PROXY PRODUCTION

- **ENLISTMENT:** Build UC (Nat) Provincial unit CV (steps/Cadres) equal to the *lesser of* NATCITIES and KMT as usual (16.21).
- **ACTIVISM:** UC draws Action cards equal to KMT, *placed face-up*:
 - If a card is currently playable diplomatically *in China* (using yellow-box Influence Options for WildCards), place an Influence marker (takes effect at Diplomatic Resolution) and discard.
 - For each card that is not, Build one Enlistment CV in a Province that has not already Built an Enlistment CV that Proxy Production (if impossible the CV is lost) and discard **the card**.

19.6 MAO TSE TUNG

UC can play Diplomacy WildCards using yellow-box *Soviet* Influence Options, and these generate double Influence within China (as for 8.31 Chiang Kai Shek, on page 13).

Re Intimidation: for UC, Provinces adjacent to Russia are considered "adjacent to friendly territory".

19.7 INSURRECTIONS

During friendly Movement, the USA can expend one Command **to raise an Insurrection:** play a Diplomacy card for a Chinese Province and place a 1 CV UC *Militia* Cadre there (discard).

Note: WildCards played for this can only use purple-box Partisan Options.

Multiple Insurrections can occur in a Movement Phase. Arriving Insurrectionist Cadres cannot move further that Turn. Insurrections that constitute Aggression (see 11.54) incur the usual consequences for that.

DESIGNER'S NOTES

The different conditions in the Pacific/East Asia theater naturally required some modifications to the original T&T system.

To preserve the distinctive 3-sided nature of this game series, the Chinese Civil War is featured, and today it is hard to deny its historical importance in retrospect.

The Soviet Faction plays Red China along with Siberian Russia. Red Chinese play heavily involves Partisans, which are not military units (blocks), but on-map counters that represent revolutionary *political* power. Partisan presence tends to spread unless actively suppressed and can ultimately be *converted* into military power.

The USA Faction plays the opposing Nationalist Chinese. Both Chinese Powers have their own form of independent 'Proxy Production' dependent on their current level of Chinese **popular** support. Chinese armies consist largely of Militia, a weak Infantry subtype that can exist on so little supply that it is considered automatically supplied.

The USA Faction also controls the US itself and the British Empire, which has an extensive presence in the South Pacific and South Asia. However, the British Empire is initially passive militarily and must be diplomatically coaxed into active operations, although game events can hasten this process.

The Pacific Ocean is the other major arena. As it covers half the globe, naval bases become critical to effective military presence across vast ocean areas of both strategic and economic importance.

For oceanic campaigning, Marines units are introduced as a special Infantry subtype which *can* fire immediately upon making a Sea Landing. Japanese Marines ("SNLFs," for Special Naval Landing Forces) are even more special, assuming Fort-like defensive abilities when occupying Islands/Straits, able to build and survive without Supply.

Japan has other special capabilities, namely:

- Enhanced Fleet Firepower representing its powerful Long Lance torpedo,
- Precision Optics that allow Fleets FirstFire if not facing Enemy Naval Radar,
- Its Airpower can self-destruct for enhanced anti-Naval Firepower (Kamikaze), and
- Devastating Sneak Attacks made *prior* to a DoW.

The overall strategic position at game start is that Japan (like Germany in T&T) seeks a greater role in East Asia, **to come** at the expense of the European colonial powers, the struggling Nationalist China regime and **the various** independent Chinese Warlords.

The USA, USSR and Great Britain have previously gained colonial control over the most valuable prizes of East Asia and intend to preserve it, but are unprepared militarily. Nationalist China is an economic, military and administrative basket case.

Japan's well-developed military has gained combat and occupation experience from the conquest of Chinese Manchuria several years prior. This aggression naturally caused consternation and alarm in the USSR, USA, Great Britain and *especially* in China itself.

CnC therefore consists of two separate theaters: China and the Pacific/Indian Oceans (including Southeast Asia). Results in both theaters impact overall Victory.

Due to the lack of transport infrastructure in Asia compared to Europe, engagement Border Limits are reduced. Otherwise the T&T system survives intact, with some necessary additions and Tech substitutions. However, the Partisan sub-game and greater emphasis on naval and air power make CnC quite a different animal.

Enjoy!



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Conquest and Consequence is
dedicated to the memory of

Ron Hodwitz,

without whom this game and all the
others we did together would never
have happened.

GLOSSARY

ARMED MINOR: a Minor that has been attacked by a Faction and has deployed defensive Forces.

BATTLE: an area containing units of two or more sides. Must be Activated in a Combat Phase to fight.

CADRE: a 1 CV unit.

CAPITAL: the largest City or Town in a Nation or Colony.

CITY BASE: a Base located in a City rather than an Islet.

COLONIES: Land Areas that belong to a Power but are not part of its Home Territory. Colonies are shown in a lighter shade of their Power's color and have their own Capitals.

COMMAND ORDER: order of Player Turns during a Season, established alphabetically by the Command Priority letters of Action Cards played in the Command Phase.

COASTAL AREAS: Land Areas that border Sea Areas. Straits and Islands are special types of Coastal Areas.

FACTION: one of the three sides in the game (Japan/Soviets/USA).

FOREIGN: non-Chinese units within China. US, BritEmp and Russian units can only enter China if at War with Japan.

GREAT POWER: Japan, Russia, the US and BritEmp.

HOME TERRITORY: Land Areas within the national boundaries of a Great, Major or Proxy Power.

LOYALTY: popular Loyalty toward the Nationalist government of China (indicated by the KMT marker) or to the Red Chinese Communist Party (indicated by the CMC marker). Loyalty can be raised by expenditure of Factories and other game events.

MINOR: an independent Nation that can become influenced or controlled by other Factions via Diplomacy or conquest, [treated as an independent "faction" while it is a Neutral or Armed Minor](#),

NATION: Land Areas that share a common color, including: Great Powers, Proxy Powers, Colonies and Minors.

NEUTRAL: a Nation that is not a member of any Faction.

POWER: Great Powers and Proxy Powers.

PRODUCTION CENTER: MainCapitals and *Novosibirsk*.

PROVINCE: a Land Area within China.

PROXY POWER: Nat China and Red China.

RIVAL & ENEMIES: the three opposing Factions are termed Rivals. Rivals that are at War with each other are termed Enemies.

TERRITORY: the sum total of Land Area controlled by a Faction, e.g., 'Friendly Territory', 'Rival Territory', etc.

TURN ORDER: player Order for the Year, established at each Year Start by rolling 1d6.

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