

# CONQUEST & CONSEQUENCE

## ASIAN BALANCE OF POWER 1936-1945

### JAPAN SPECIAL RULES

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

### JAPAN SNEAK ATTACK (1 per game)

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

### CHINA RULES FOR JAPAN

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

### PARTISAN SUPPRESSION


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

**SNEAK REBASING:** ANS in a Sneak Attack can always ReBase to the Land area from which they originated movement even if this involves movement through Enemy/Battle areas.

### AGGRESSIONS IN CHINA

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


- VIOLATION OF A PROXY POWER (VoPP)
- First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:
- It draws 2 World Reaction cards.
  - Its Loyalty (KMT/CPC) rises one level.
  - **It becomes an Enemy of the Violator.**

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

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

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


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

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

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

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

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


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

The brawler of the high seas.

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


**ANS units**

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

**INFANTRY**  **[Ground Unit]**

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


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

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

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


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

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

**MILITIA**  **[Ground Unit | Infantry]**

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

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

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

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

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

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

**FORTRESS**  **[Ground Unit]**

A superior combatant but completely immobile.




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

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

**TANK**  **[Ground Unit]**

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

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

**CONVOY**    **[Ground Unit] at Sea**

A Ground Unit at Sea becomes a Convoy.

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

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

### SEQUENCE OF PLAY

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

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

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

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

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

### Japan Player Aid

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

### COMBAT SEQUENCE

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

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

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

**COMBAT PHASE ENDS**

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

### AREA CONTROL TABLE

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

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

### STRATEGIC MOVEMENT

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

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



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### 3. MARKERS ON PROD TRACKS

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

### 4. DIPLOMACY MARKERS

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

\*5 in Rising Sun

### 5. ACTION CARDS

USA: Draw 12
JAPAN: Draw 7
SOVIETS: Draw 6

### SETUP GUIDE



**JAPAN TOTAL UNITS**  
30 units/37 CV

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

**RUSSIAN RESERVES**

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

**RUSSIA TOTAL UNITS**  
8 units/8 CV

**RedChina TOTAL UNITS**  
2 units/3 CV

**USA TOTAL UNITS**  
10 units/17 CV

**NatChina TOTAL UNITS**  
8 units/12 CV

**BritEmp TOTAL UNITS**  
7 units/7 CV

**RISING SUN (2 PLAYERS):**

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

**US DoW REACTION FORCES**

In the next 3 New Years after the US is DoWed

**US NAVAL CONSTRUCTION**

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

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

**City Values**

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

**Unit**

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

\* Can Re-Baso \*\* Take Double Hits

**Border Limits**

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

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Game Design: Craig Besinque  
Map Art: Charles Kibler

**Year Track**

1937 1938 1939 1940 1941 1942 1943 1944 1945

Phase Season: Spring, Summer, Fall, Winter

**Action Deck**

Blockade, Sumner, Spring, Winter

**Islets**

- Single Islet: One Unit limit (at End of Phase)
- Islet Base: Unlimited Units (Fort / SNLF Building only)
- Islet Base: Unlimited Units (Unit Promotion allowed; Fort/SNLF Cadre building only)



# CONQUEST & CONSEQUENCE

## ASIAN BALANCE OF POWER 1936-1945

### SOVIET SPECIAL RULES

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

### CHINA RULES FOR RUSSIA

- **Unit Entry:** only if at War with Japan.
  - **Manchuria:** not Foster Faction Intrusion.
  - **Other (Foster Faction Intrusion):** if so CCW VPs = lesser of CPC/RedMuster.
- **Supply:** only traceable through conquered Provinces *occupied* by Russian units.

### AGGRESSIONS IN CHINA

#### FOREIGN VoNs

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

#### VIOLATION OF A PROXY POWER (VoPP)

- First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:
- It draws 2 World Reaction cards.
  - Its Loyalty (KMT/CPC) rises one level.
  - **It becomes an Enemy of the Violator.**

## Soviet Player Aid

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

### AIR FORCE



[Air Unit] [ANS]

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

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

A3/N1/G1/S1

Air Move : 2 (Land & Sea)

### SUBMARINE



[Submarine Unit] [ANS]

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

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

A0/N1/G0/S1

Land Move: 1 (along Coast) Sea Move : 2

### FORTRESS



[Ground Unit]

A superior combatant but completely immobile.

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

A2/N3/G4/S3

Land Move: n/a Sea Move : n/a

### TANK



[Ground Unit]

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

A0/N0/G2/S0

Land Move: 3 Sea Move : 2 (Convoy)

### CONVOY



[Ground Unit] at Sea

A Ground Unit at Sea becomes a Convoy.

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

A0/N0/G0/S0

Land Move: n/a Sea Move : 2

### CARRIER



[Naval Unit] [ANS]

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

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

A2/N2\*/G1/S2

Land Move: 1 (along Coast) Sea Move : 3

### FLEET



[Naval Unit] [ANS]

The brawler of the high seas.

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

### ANS units

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

### INFANTRY



[Ground Unit]

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

A1/N1/G3/S0

Land Move: 2 Sea Move : 2 (Convoy)

### MARINES / SNLFs



[Ground Unit | Infantry]

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

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

A0/N0/G2/S0

Land Move: 2 Sea Move : 2 (Convoy)

### MILITIA



[Ground Unit | Infantry]

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

A0/N0/G2/S0

Land Move: 2 Sea Move : n/a

### SEQUENCE OF PLAY

#### NEW YEAR

YEAR START [ $\geq 25$  VPs = Economic Victory]

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

#### PRODUCTION PHASE

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

#### GOVERNMENT PHASE (CARD PLAY)

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

#### SEASONS (SPRING/SUMMER/FALL)

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

#### WINTER SEASON

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

#### 1. TIME MARKERS

Place YEAR in 1936 and PHASE/SEASON in New Year

#### 2. UNIT PLACEMENT

See unit setup on central pages of this Player Aid

### COMBAT SEQUENCE

#### DECLARE ALL ACTIVE BATTLES

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

#### RESOLVE ACTIVE BATTLES (RAIDS FIRST)

Active Player selects Active Battle to Resolve.

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

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

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

#### RESOLVING LAND BATTLES

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

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

#### RESOLVING SEA BATTLES

After all units have taken a Combat Action:

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

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

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

#### COMBAT PHASE ENDS

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

### AREA CONTROL TABLE

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

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

### STRATEGIC MOVEMENT

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

### PARTISAN / INSURGENT CREATION

#### DURING GOVERNMENT PHASE

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

#### DURING SEASONS (FRIENDLY PLAYER TURN)

During the Movement Phase:

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



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### 3. MARKERS ON PROD TRACKS

IND: 6 | POP: 11 | RES: 10

NatCities: 4\* | KMT: 1

IND: 11 | POP: 10 | RES: 5

IND: 4 | POP: 6 | RES: 8

RedMuster: 2 | CPC: 3

### 4. DIPLOMACY MARKERS

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

\*5 in Rising Sun

### 5. ACTION CARDS

USA: Draw 12

JAPAN: Draw 7

SOVIETS: Draw 6

### SETUP GUIDE



**JAPAN TOTAL UNITS**  
30 units/37 CV

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

**RUSSIAN RESERVES**  
In '45 or New Year after DoW on Soviets in Novosibirsk or Tashkent.

**RUSSIA TOTAL UNITS**  
8 units/8 CV

**RedChina TOTAL UNITS**  
2 units/3 CV

**BritEmp TOTAL UNITS**  
7 units/7 CV

**NatChina TOTAL UNITS**  
8 units/12 CV

**US TOTAL UNITS**  
10 units/17 CV

**RISING SUN (2 PLAYERS):**

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

**US DoW REACTION FORCES**

In the next 3 New Years after the US is DoWed

**US NAVAL CONSTRUCTION**

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

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

**ACTION**  
**Action Deck**

**Border Limits**

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

**City Values**

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

**Year Sequence**

1937 1938 1939 1940 1941 1942 1943 1944 1945

Phase Season: Spring, Summer, Fall, Winter

**Unit**

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

\* Can Re-Baso \*\* Take Double Hits

**Islets**

- Single Islet: One Unit limit (at End of Phase)
- Islet Base: Unlimited Units (Fort / SNLF Building only)
- Islet Base: Unlimited Units (Unit Promotion allowed; Fort/SNLF Cadre building only)



# CONQUEST & CONSEQUENCE

## ASIAN BALANCE OF POWER 1936-1945

### AGGRESSIONS IN CHINA

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

### VIOLATION OF A PROXY POWER (VoPP)

- First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:
- It draws 2 World Reaction cards.
  - Its Loyalty (KMT/CPC) rises one level.
  - It becomes an Enemy of the Violator.

## USA Player Aid

### CHINA RULES FOR USA

- Diplomacy:** WildCards played in China place TWO Nat Influence markers each.
- USA Unit Entry:** only if at War with Japan; if so CCW VPs = lesser of KMT/NatCities.
- USA Supply:** only traceable via controlled Provinces occupied by US/BritEmp units.
- Nat Unit Building:** 1 CV max (Nat + USA).

### PARTISAN SUPPRESSION

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

### 2 PLAYERS RULES FOR THE USA


UNITED CHINA [UC] PROXY PRODUCTION

- Enlistment:** Build UC Provincial unit CV = lesser of NatCities and KMT as usual.
- Activism:** Draw Action Cards equal to KMT, *face up*. If playable Diplomatically, place 1 Influence marker there. If not, add 1 Enlistment if possible. Discard cards.

MAO TSE TUNG

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


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

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

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

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

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

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

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

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


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

**FORTRESS**  **[Ground Unit]**

A superior combatant but completely immobile.


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

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

**TANK**  **[Ground Unit]**

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


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

**CONVOY**  **[Ground Unit] at Sea**

A Ground Unit at Sea becomes a Convoy.

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

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

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

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

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

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


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

The brawler of the high seas.

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


**ANS units**

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

**INFANTRY**  **[Ground Unit]**

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


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

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

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

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

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

**MILITIA**  **[Ground Unit | Infantry]**

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

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

### SEQUENCE OF PLAY

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

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

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

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

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

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

### COMBAT SEQUENCE

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

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

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

**COMBAT PHASE ENDS**

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

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

### AREA CONTROL TABLE

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

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

### USA SPECIAL RULES

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

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

### 3. MARKERS ON PROD TRACKS

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

### 4. DIPLOMACY MARKERS

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

### 5. ACTION CARDS

USA: Draw 12
JAPAN: Draw 7
SOVIETS: Draw 6

\*5 in Rising Sun **SETUP GUIDE**



**JAPAN TOTAL UNITS**  
30 units/37 CV

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

**RUSSIAN RESERVES**

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

**RUSSIA TOTAL UNITS**  
8 units/8 CV

**RedChina TOTAL UNITS**  
2 units/3 CV

**CONQUEST & CONSEQUENCE**

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

**Unit Legend:**

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

\* Can Re-Baso \*\* Take Double Hits

**Border Limits:**

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

**City Values:**

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

**Game Design:** Craig Besinque  
**Map Art:** Charles Kibler

**US DoW REACTION FORCES**

In the next 3 New Years after the US is DoWed

**US NAVAL CONSTRUCTION**

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

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

**RISING SUN (2 PLAYERS):**

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

**US TOTAL UNITS**  
10 units/17 CV

**NatChina TOTAL UNITS**  
8 units/12 CV

**BritEmp TOTAL UNITS**  
7 units/7 CV