

Axis AEx HQ (Place the minor step in the AEx HQ Holding Box.)



Axis AEx HQ Holding Box

Minor Infantry-Type

Axis Force Pool / Dai Senso

Ground Units

Japanese Government Marker Holding Box

Army

The Axis faction must place the Government marker in the Delay Box to “voluntarily” end a Neutrality Policy with Russia (36.21).

No Branch Leads the Govt

Navy

The Axis faction must place the Government marker in the Delay Box to “voluntarily” end a Neutrality Policy with Britain (36.21).

Blitz Marker Placement

Roll on the Cabinet Crisis Table if placing a Blitz marker in a Land Hex and the Army does not “lead the government,” or if placing a Blitz marker in an All-Sea Hex and the Navy does not “lead the government” (2.2.4).

Return to Power

When the Government marker is removed from the Turn Track, flip the marker like a coin or roll a die to see which branch leads the government. On a 3 or less, the Army leads the Government. On a 4 or more, the Navy leads. If the Military Takeover marker is in the Strategic Warfare Box, the Axis faction may select the branch.

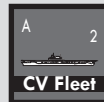
Showa Restoration

The Axis faction may flip the Government marker over by placing the Showa Restoration marker in the Delay Box.

Axis Conditional Events Box

Outbreak of War (12.2)

When Pre-War ends, place these counters in the Delay Box.



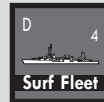
British Neutrality Pact (38.1.4)

If Britain’s Posture is *not* Neutrality, place this Japanese support unit in the Axis Force Pool. *(There won’t be a support unit here unless Neutrality Pact with Britain has occurred, 38.2.5)*



Navy Program (38.2.3)

This event can only occur *once* per game. If card 3 *Navy Program* is played, or Total War is in effect, place this unit in the Delay Box.



Army Program (38.2.1)

This event can only occur *once* per game. If card 1 *Army Program* is played, or Total War is in effect, place this unit in the Delay Box.



Political Program (38.2.4)

This event can only occur *once* per game. If card 4 *Political Program* is played, or Total War is in effect, place these counters in the Delay Box.



Economic Program (38.2.2)

This event can only occur *once* per game. If card 2 *Economic Program* is played, or Total War is in effect, place this marker in the Delay Box.



Support Units & Markers