## **5** Played Spring 1938 / **Pre-War**

# Navy Program

###### Selection Requirement

* The Army is not leading the Government.

###### Option Card Segment

* Remove one *Program* card (3-6)*.*
* Remove one *Imperial Directive* card (51-56).

#### Place in Delay Box: Japan: one 0-3-0 fortress [Truk].

### Replacements Segment

* Japan: 2 infantry steps.

###### Conditional Event Segment

* If Total War is not in effect, apply *Navy Program* (38.2.3).

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The Fleet faction and Treaty faction unite on policies to expand the Imperial Japanese Navy and fortify Truk. **●**

## **4** Removed Spring 1938 / **Pre-War**

# Economic Program

###### Option Card Segment

* Remove one *Program*card (3-6)*.*
* Remove one *Imperial Directive* card (51-56)*.*
* If the Government marker is in its Holding Box, place it in the Delay Box.

#### Place in Delay Box: Axis: Scratch Convoy marker.

### Replacements Segment

* Japan: 2 infantry steps.

###### Conditional Event Segment

* If Total War is not in effect, apply *Economic Program* (38.2.2).

Foreign Minister Aoki Kazuo forces government cooperation with his Greater East Asia Ministry economic plans. **●**

## **7 Pre-War**

# Demand Hainan

**Selection Requirements**

* A *Program* card (3-6) has been played.
* The Navy is leading the Government.
* The Axis Current Card is not a *Demand* card (7-9).

### Replacements Segment

* + Japan: 2 infantry steps.

###### Political Events Segment

* If Hainan is part of Kiangsu and Nationalist China is a PAC, select Kiangsu and roll one die. If the modified result is 3 or more, apply *Ceded Land* (37.7). If the result is 2 or less, apply all of the following:
* End Nationalist China’s Policy (13.6.1.2).
* Limited War is now in effect (12.2).
* The Axis faction may place one Blitz marker in the Support Segment.

Japan demands basing rights on Hainan. **●**

## **6** Removed Spring 1937 / **Pre-War**

# Political Program

###### Option Card Segment

* Remove one *Program* card (3-6)*.*
* Remove one *Imperial Directive* card (51-56)*.*
* If the Government marker is in its Holding Box, place it in the Delay Box.

#### Place in Delay Box: Axis: Showa Restoration marker. Japan: one 0-1-1 colonial infantry [Col].

### Replacements Segment

* Japan: 2 infantry steps.

###### Political Event Segment

* Roll on the Colonialism Table.

###### Conditional Event Segment

* If Total War is not in effect, apply *Political Program* (38.2.4).

Japan’s civilian government and the Emperor get the country’s military under better control. **●**

## **3** Played Spring 1937 / **Pre-War**

# Army Program

###### Selection Requirement

* The Navy is not leading the Government.

###### Option Card Segment

* Remove one *Program* card (3-6)*.*
* Remove one *Imperial Directive* card (51-56).

#### Place in Delay Box: Japan: one 2-1-1 HQ [Nor].

### Replacements Segment

* Japan: 2 infantry steps.

###### Conditional Event Segment

* If Total War is not in effect, apply *Army Program* (38.2.1).

The 2/26 Incident is resolved in favor of the Control clique over the Imperial Way clique. **●**

## **2b** 🛠Removed Summer 1937 / **Pre-War**

# Navy Plan Adopted

**Selection Requirements**

* Card 1 Food Shortages has been played.
* Pre-War is in effect.
* The Navy is leading the Government.
* Only one Axis Rearmament card can be played per year.

###### Option Card Segment

* Remove card 2a *Army Plan Adopted.*
* If Pre-War is in effect, select a Policy marker in the British or US Posture Boxes and end that Policy.
* If the Navy is leading the Government, you may place the Government marker in the Delay Box and receive one Blitz marker.
* Limited War is now in effect (12.2).

###### Conditional Events Segment

* If the Navy is leading the Government, receive:

Japan: 1 infantry step.

The Navy’s “Strike South” war plan is adopted. **●**

## **2a** 🛠Removed Summer 1937 / **Pre-War**

# Army Plan Adopted

**Selection Requirements**

* Card 1 Food Shortages has been played.
* Pre-War is in effect.
* The Army is leading the Government.
* Only one Axis Rearmament card can be played per year.

###### Option Card Segment

* Remove card 2b *Navy Plan Adopted.*
* If Pre-War is in effect, select a Policy marker in the Communist Chinese, Nationalist Chinese, or Russia Posture Boxes and end that Policy.
* If the Army is leading the Government, you may place the Government marker in the Delay Box and receive one Blitz marker.
* Limited War is now in effect (12.2).

###### Conditional Events Segment

* If the Army is leading the Government, receive:

Japan: 1 infantry step.

The Army’s “Strike North” war plan is adopted. **●**

## **1** 🛠Played Winter 1939-40 / **Pre-War**

# Food Shortages

**Selection Requirement**

* Only one Axis Rearmament card can be played per year.

#### Option Card Segment

* + **Add to Force Pool:** Japan: six 1-1-1 infantry [31, 32, 33, 34, 35, 37], three 0-1-1 infantry.

###### Political Events Segment

* If *Economic Program* (38.2.2) has notbeen applied, roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Cabinet Crisis Table

4. Conflicting Plans: No Result

5. *Failure (Supply): Axis* (37.14)

6. Roll on Colonialism Table

“The Japanese people are asked to sleep on kindling and lick gall.” –Marquis Koichi Kido

Japan struggles to meet food production. **●**

## **13** Played Summer 1940 / **Pre-War**

# Diplomatic Overtures

**Selection Requirement**

* The Axis Current Option Card is not a Diplomatic Overtures card.

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

###### Conditional Events Segment

* If an Axis *Demand* card (7-9) has been played, or Pre-War is not in effect, receive:

Japan: 1 infantry step.

The Japanese government makes efforts to negotiate. **●**

## **12** Played Autumn 1939 / **Pre-War**

# Diplomatic Overtures

**Selection Requirement**

* The Axis Current Option Card is not a Diplomatic Overtures card.

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

###### Conditional Events Segment

* If an Axis *Demand* card (7-9) has been played, or Pre-War is not in effect, receive:

Japan: 1 infantry step.

The Japanese government makes efforts to negotiate. **●**

## **15 Pre-War**

# Army Plot

###### Option Card Segment

* If the Navy is leading the Government, flip the Government marker to Army.

###### Political Events Segment

* Roll on this table.

1. *Failure (Command): Axis* (37.14)

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. *Japan Supports Nationalists* (37.20)

6. Conflicting Plans: No Result

IJA factions agitate with the Japanese government. **●**

## **14** Played Summer 1941 / **Pre-War**

# Diplomatic Overtures

**Selection Requirement**

* The Axis Current Option Card is not a Diplomatic Overtures card.

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

###### Conditional Events Segment

* If an Axis *Demand* card (7-9) has been played, or Pre-War is not in effect, receive:

Japan: 1 infantry step.

The Japanese government makes efforts to negotiate. **●**

## **11** Played Spring 1939 / **Pre-War**

# Diplomatic Overtures

**Selection Requirement**

* The Axis Current Option Card is not a Diplomatic Overtures card.

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

###### Conditional Events Segment

* If an Axis *Demand* card (7-9) has been played, or Pre-War is not in effect, receive:

Japan: 1 infantry step.

The Japanese government makes efforts to negotiate. **●**

## **10** Played Autumn 1937 / **Pre-War**

# Diplomatic Overtures

**Selection Requirement**

* The Axis Current Option Card is not a Diplomatic Overtures card.

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

###### Conditional Events Segment

* If an Axis *Demand* card (7-9) has been played, or Pre-War is not in effect, receive:

Japan: 1 infantry step.

The Japanese government makes efforts to negotiate. **●**

## **9 Pre-War**

# Demand Mongol Frontier

**Selection Requirements**

* A *Program* card (3-6) has been played.
* The Army is leading the Government.
* The Axis Current Card is not a *Demand* card (7-9).
* The Soviet Minors Posture is *not* Neutrality.

### Replacements Segment

* + Japan: 2 infantry steps.

###### Political Events Segment

* If Mongol Frontier is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 3 or more, apply *Ceded Land* (37.7). If the result is 2 or less, apply *Country Resists* (37.9).

Japan demands concessions from Mongolia. **●**

## **8** Played Summer 1937 / **Pre-War**

# Demand Inner Mongolia

**Selection Requirements**

* A *Program* card (3-6) has been played.
* The Army is leading the Government.
* The Axis Current Card is not a *Demand* card (7-9).

### Replacements Segment

* + Japan: 2 infantry steps.

###### Political Events Segment

* If Inner Mongolia is part of a Neutral Minor Country, select that Country and roll one die. If the modified result is 3 or more, apply *Ceded Land* (37.7). If the result is 2 or less, apply *Country Resists* (37.9).

“China’s anti-Japanese attitude has been markedly serious of late, and in order to make China reflect upon her attitude, Japan has now decided to dispatch troops of due numerical strength.” –Prince Konoye

War Minister Gen. Sugiyama tells the Emperor it will take less than a month to subdue China. **●**

## **21** Removed Summer 1939 / **Limited War**

# First Army Expansion

**Selection Requirement**

* Card 3 Army Program has been played or Army Program (38.2.1) has been applied.

###### Option Card Segment

* Remove two *Expansion* cards (21-26*).*
* **Add to Force Pool:** Japan: one 1-1-2 tank.
* **Place in Delay Box:** Japan: one 2-1-1 infantry [7].

### Replacements Segment

* Japan: 1 tank step.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan expands IJA forces. **●**

## **20** 🛠Played Winter 1938-39 / **Limited War**

# Continuing Mobilization

#### Selection Requirements

#### Card 19 *Japanese Mobilization* has been played.

#### Only one Axis Rearmament card can be played per year.

#### Option Card Segment

* + **Add to Force Pool:** Japan: four 1-1-1 infantry [27, 28, 29, 30], three 0-1-1 infantry.
  + **Place in Delay Box:** Axis: Scratch Convoy marker.

###### Conditional Events Segment

* If Pre-War is not in effect, receive:

Japan: 1 infantry step.

* If any Allied Country has a Posture of War, receive:

Japan: 1 colonial infantry step.

Japan expands its military forces. **●**

## **23** Removed Summer 1939 / **Limited War**

# Economic Expansion

**Selection Requirement**

* Card 4 Economic Program has been played or Economic Program (38.2.2) has been applied.

###### Option Card Segment

* Remove two *Expansion* cards (21-26*).*
* **Place in Delay Box:** Japan: War Production marker.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan expands economic ties with its Asian neighbors. **●**

## **22** Removed Summer 1938 / **Limited War**

# Second Army Expansion

**Selection Requirements**

* Card 21 First Army Expansionhas been played.
* The Navy is not leading the Government.

###### Option Card Segment

* Remove two *Expansion* cards (21-26*).*
* **Place in Delay Box:** Japan: one 1-1-2 airborne [SNLF], one 2-1-1 infantry [8], one Interceptor [AG], §two LBA [1FD, 12AF].

### Replacements Segment

* Japan: 1 tank step.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan continues to expand IJA forces. **●**

## **19** 🛠Played Winter 1937-38 / **Limited War**

# Japanese Mobilization

**Selection Requirement**

* Only one Axis Rearmament card can be played per year.

###### Option Card Segment

* Remove one *Imperial Directive* card (51-56).
* **Add to Force Pool:** Japan: four 1-1-1 infantry [20, 21, 22, 23], three 0-1-1 infantry, three 0-1-1 colonial infantry [Col].
* **Place in Delay Box:** Axis: Scratch Convoy marker. Japan: one 2-1-1 HQ [CEx].

###### Conditional Events Segment

* If Pre-War is not in effect, receive:

Japan: 1 infantry step.

* If any Allied Country has a Posture of War, receive:

Japan: 1 colonial infantry step.

*Japan mobilizes for protracted war.*  **●**

## **18 Pre-War**

# Navy Plot

###### Option Card Segment

* If the Army is leading the Government, flip the Government marker to Navy.

###### Political Events Segment

* Roll on this table.

1. *Failure (Supply): Axis* (37.14)

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. *Japan Supports Nationalists* (37.20)

6. Conflicting Plans: No Result

IJN factions agitate with the Japanese government. **●**

## **17 Pre-War**

# Navy Plot

###### Option Card Segment

* If the Army is leading the Government, flip the Government marker to Navy.

###### Political Events Segment

* Roll on this table.

1. *Failure (Supply): Axis* (37.14)

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. *Japan Supports Nationalists* (37.20)

6. Conflicting Plans: No Result

IJN factions agitate with the Japanese government. **●**

## **16 Pre-War**

# Army Plot

###### Option Card Segment

* If the Navy is leading the Government, flip the Government marker to Army.

###### Political Events Segment

* Roll on this table.

1. *Failure (Command): Axis* (37.14)

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. *Japan Supports Nationalists* (37.20)

6. Conflicting Plans: No Result

IJA factions agitate with the Japanese government. **●**

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## **28b** 🗲 Removed Winter 1941-42 / **Limited War**

# North Wind Cloudy

###### Selection Requirements

* The Navy is not leading the Government.
* The VP marker reads Axis Tide or card 27 Tripartite Pact has been played.

###### Option Card Segment

* Remove card 28a *East Wind Rain.*
* If European Total War is *not* in effect, remove card 38a *Greater East Asia Co-Prosperity Sphere.*
* If Limited War is in effect, roll on the Surprise Attack Table.
* Total War is now in effect (12.3).

#### Add to Force Pool: Japan: one CV Fleet [3], three 1-1-2 tank.

### Replacements Segment

* Japan: 1 tank & 4 infantry steps.

###### Political Events Segment

* Apply *Operation Z* (37.289, §10.7)*.*

The hokushin (“Strike North”) plan for war is adopted. **●**

## **28a** 🗲 Played Winter 1941-42 / **Limited War**

# East Wind Rain

###### Selection Requirements

* The Army is not leading the Government.
* The VP marker reads Axis Tide or card 27 Tripartite Pact has been played.

###### Option Card Segment

* Remove card 28b *North Wind Cloudy*.
* If European Total War is *not* in effect, remove card 38a *Greater East Asia Co-Prosperity Sphere.*
* If Limited War is in effect, roll on the Surprise Attack Table.
* Total War is now in effect (12.3).

#### Add to Force Pool: Axis: one Scratch Convoy marker. Japan: one CV Fleet [3], one 1-1-2 tank.

### Replacements Segment

* Japan: 6 infantry steps.

###### Political Events Segment

* Apply *Operation Z* (37.28, §10.7)*.*

The nanshin (“Strike South”) plan for war is adopted. **●**

## **30** Played Winter 1940-41 / **Limited War**

# Imperial Rule

# Assistance Association

**Selection Requirement**

* Card 1 *Food Shortages* has been played.

###### Option Card Segment

* If the Government marker is in its Holding Box, you may flip it to its Army or Navy side.
* **Place in Delay Box:** Japan: one 2-1-1 HQ [IEx], one 1-1-2 infantry/port-a-fort [IG].

###### Conditional Events Segment

* If the VP marker reads Axis Tide, or a Separate Peace (+14) is in effect, receive:

Japan: 1 infantry step.

“The people must be enlisted to restore the spirit and virtues of the old Japan.” –Prince Konoye

*Prince Konoye advances Japanese totalitarianism by creating a “political party above parties.”* **●**

## **29** Played Autumn 1941 / **Limited War**

# Change of Government

**Selection Requirement**

* European Total War is in effect.

###### Option Card Segment

* If the Government marker is in its Holding Box, you may flip it to its Army or Navy side.
* If the Government marker is *not* in its Holding Box, roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Cabinet Crisis Table

4. Conflicting Plans: No Result

5. *Chinese Incident* (37.8)

6. *Japan Supports Nationalists* (37.20)

* **Add to Force Pool:** Japan: one 2-1-1 HQ [Sou], four 2-1-1 infantry [14, 15, 17, 25].

### Replacements Segment

* Japan: 6 infantry steps.

*Tojo forms a new government and prepares for war.* **●**

## **27** Played Autumn 1940 / **Limited War**

# Tripartite Pact

**Selection Requirement**

* European Limited War has occurred.

###### Option Card Segment

* If the US Policy is Quarantine, andthe France Defeated marker is in the Strategic Warfare Box, apply *Ceded Land* (37.7) to Indochina.
* If Russia’s Policy is Disputes, and the Russia Defeated marker is in the Strategic Warfare Box, apply *Ceded Land* (37.7) to Sakhalin.
* **Place in Strategic Warfare Box:** Axis: Allied Collapse marker.

### Replacements Segment

* Japan: 3 infantry steps.

Japan assumes control of French Indochina. **●**

## **26** Removed Summer 1938 / **Limited War**

# Political Expansion

**Selection Requirement**

* Card 6 Political Program has been played or Political Program (38.2.4) has been applied.

###### Option Card Segment

* Remove two *Expansion* cards (21-26)*.*
* Select *one* of the following Political Events and apply it:

• *Chinese Incident* (37.8)

• *Influence* (37.18)

• *Japan Supports Nationalists* (37.20)

• *Minor Country Created* (37.24)

* **Place in Delay Box:** Axis: one 1-1-1 HQ [AEx].

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan expands diplomatic ties with its neighbors. **●**

## **25** Played Summer 1939 / **Limited War**

# Second Navy Expansion

**Selection Requirements**

* Card 24 *First Navy Expansion* has been played.
* The Army is not leading the Government.

###### Option Card Segment

* Remove two *Expansion* cards (21-26*).*
* **Add to Force Pool:** Japan: two 0-1-1 infantry.
* **Place in Delay Box:** Axis: one Scratch Convoy marker. Japan: one 1-1-2 marine [SNLF], one Surface Fleet [5].

### Replacements Segment

* Japan: 2 infantry steps.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

The IJN completes its pre-war expansion plans. **●**

## **24** Played Summer 1938 / **Limited War**

# First Navy Expansion

**Selection Requirement**

* Card 5 *Navy Program* has been played or *Navy Program* (38.2.3) has been applied.

###### Option Card Segment

* Remove two *Expansion* cards (21-26*).*

#### Add to Force Pool: Japan: two 0-1-1 infantry.

#### Place in Delay Box: Axis: one Scratch Convoy marker. Japan: one 1-1-2 marine [SNLF].

### Replacements Segment

* Japan: 2 infantry steps.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan accelerates naval production. **●**

## **33b** Played Spring 1940 / **Limited War**

# Puppet Government

###### Option Card Segment

* Remove card 33a *Treaty*.

### Replacements Segment

* Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. Setback: No Result

2. Roll on Strategy Board Table

3. Setback: No Result

4. *Chinese Incident* (37.8)

5. *Minor Country Created* (37.24)

6. *Minor Country Created* (37.24)

###### Conditional Events Segment

* If any Allied Country has a Posture of War, receive:

Axis Minor Country: 1 infantry step.

Japan installs collaborationists in positions of power. **●**

## **33a** Removed Spring 1940 / **Limited War**

# Treaty

###### Option Card Segment

* Remove card 33b *Puppet Government*.

### Replacements Segment

* Japan: 1 infantry step.

###### Political Events Segment

* Select *one* Neutral Minor Country sharing a Border with an Axis Country or Japanese Dependent, and roll on this table:

1. Roll on Cabinet Crisis Table

2. Roll on Cabinet Crisis Table

3. Setback: No Result

4. *Japan Supports Nationalists* (37.20)

5. *Influence* (37.18)

6. *Influence* (37.18)

Japan pursues diplomatic options with its neighbors. **●**

## **34b** Played Summer 1943 / **Limited War**

# Puppet Government

###### Option Card Segment

* Remove card 34a *Treaty*.

### Replacements Segment

* Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. Setback: No Result

2. Roll on Strategy Board Table

3. Setback: No Result

4. *Chinese Incident* (37.8)

5. *Minor Country Created* (37.24)

6. *Minor Country Created* (37.24)

###### Conditional Events Segment

* If any Allied Country has a Posture of War, receive:

Axis Minor Country: 1 infantry step.

Japan installs collaborationists in positions of power. **●**

## **34a** Removed Summer 1943 / **Limited War**

# Treaty

###### Option Card Segment

* Remove card 34b *Puppet Government*.

### Replacements Segment

* Japan: 1 infantry step.

###### Political Events Segment

* Select *one* Neutral Minor Country sharing a Border with an Axis Country or Japanese Dependent, and roll on this table:

1. Roll on Cabinet Crisis Table

2. Roll on Cabinet Crisis Table

3. Setback: No Result

4. *Japan Supports Nationalists* (37.20)

5. *Influence* (37.18)

6. *Influence* (37.18)

Japan pursues diplomatic options with its neighbors. **●**

## **32b** Removed Autumn 1938 / **Limited War**

# Limited War Production

###### Option Card Segment

* Remove card 32a *Operation WU-Go*.

### Replacements Segment

* Japan: 1 tank step.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

*Japan builds additional tanks and military bases.* **●**

## **32a** 🗲 Played Autumn 1938 / **Limited War**

# Operation WU-Go

###### Option Card Segment

* Remove card 32b *Limited War Production.*

### Replacements Segment

* Japan: 2 infantry steps.

###### Political Events Segment

* Roll on this table:

1. *Cabinet Shuffle* (37.6)

2. *Failure (Command): Axis* (37.14)

3. Conflicting Plans: No Result

4. Roll on Cabinet Crisis Table

5. *Banzai!* (37.2, §10.1)

6. Conflicting Plans: No Result

Hoping to end the stalemate in China, the IJA launches an offensive against Wuhan. **●**

## **31b** Played Spring 1941 / **Limited War**

# Russian Neutrality Pact

**Selection Requirements**

* The VP Marker reads Axis Tide, or a German Victory marker is in the Strategic Warfare Box.
* Russia’s Posture is Disputes or ®Neutrality.

###### Option Card Segment

* Remove card 31a *British Neutrality Pact.*

### Replacements Segment

* Japan: 3 infantry steps.

###### Conditional Events Segment

* If Russia is a TAC, or its Posture is Disputes or ®Neutrality, apply *Neutrality Pact with Russia* (38.2.6, ®43.29).

Japan and Russia negotiate a non-aggression pact. **●**

## **31a** Removed Spring 1941 / **Limited War**

# British Neutrality Pact

**Selection Requirements**

* The VP Marker reads Axis Tide, or a German Victory marker is in the Strategic Warfare Box.
* Britain’s Posture is Treaty or ®Neutrality.

###### Option Card Segment

* Remove card 31b *Russian Neutrality Pact.*

### Replacements Segment

* Japan: 3 infantry steps.

###### Conditional Events Segment

* If Britain is a TAC, or its Posture is Treaty or ®Neutrality, apply *Neutrality Pact with Britain* (38.2.5, ®43.28).

Japan and Britain negotiate a non-aggression pact. **●**

## **38b** 🗲 Removed Winter 1942-43 / **Total War**

# Hakko Ichiu

###### Selection Requirement

* Card 37 Tojo Expands Power has been played.

###### Option Card Segment

* Remove cards 36 *Peace Offer,* 38a *Greater East Asia Co-Prosperity Sphere,* and39a *Imperial Conference.*
* **Place in Delay Box:** Japan: one 2-1-1 HQ [BA], two 2-1-1 infantry [9, 10], one 0-1-1 colonial infantry [Bur], two 1-1-2 infantry/port-a-fort [IG], one Air Force [4], Hakko Ichiu marker, §two LBA [6FD, 7FD].

### Replacements Segment

* Japan: 1 tank step.

“The key to victory lies in a faith in victory… as long as there remains under the policy of *Hakko Ichiu* this great spirit of loyalty and patriotism, we have nothing to fear.” –Hideki Tojo

*Japan pushes for total victory.* **●**

## **38a** Played Winter 1942-43 / **Total War**

# Greater East Asia

# Co-Prosperity Sphere

###### Selection Requirement

* Card 37 Tojo Expands Power has been played.

###### Option Card Segment

* Remove card 38b *Hakko Ichiu***.**
* **Add to Force Pool:** Japan: two 0-3-0 fortress [Per], ten 0-2-0 fortress [Per].
* **Place in Delay Box:** Japan: one 2-1-1 HQ [BA], one 0-1-1 colonial infantry [Bur], one Air Force [4], Japanese Mandate marker, §two LBA [6FD, 7FD].

### Replacements Segment

* Japan: 2 infantry steps.

*Japan establishes a defensive perimeter to defend the Home Islands.* **●**

## **39b** 🗲 Removed Spring 1943 / **Total War**

# Operation Roku-Go

**Selection Requirement**

* Either card 38 (*Greater East Asia Co-Prosperity Sphere* or *Hakko Ichiu*) has been played.

###### Option Card Segment

* Remove card 39a *Imperial Conference*.
* Remove one *Imperial Directive* card (51-56).

### Replacements Segment

* Japan: 1 tank step.

###### Political Events Segment

* Roll on this table:

1. *Japan Supports Nationalists* (37.20)

2. Roll on Bushido Table

3. *Japan Supports Nationalists* (37.20)

4. Roll on Bushido Table

5. *Japan Supports Nationalists* (37.20)

6. Roll on Bushido Table

Operation Six, the “final offensive” in China to capture Chunking and end Chinese resistance. **●**

## **39a** Played Spring 1943 / **Total War**

# Imperial Conference

**Selection Requirement**

* Card 38a *Greater East Asia Co-Prosperity Sphere* has been played.

###### Option Card Segment

* Remove card 39b *Operation Roku-Go*.
* Remove one *Imperial Directive* card (51-56).
* **Add to Force Pool:** Axis: one Scratch Convoy marker. Japan: two 0-3-0 fortress [Per].

###### Conditional Events Segment

* If Britain, Russia, or US Posture is War, receive:

Japan: 1 infantry step.

“In the future, please see to it that you have a reasonable chance of success before launching into an operation.” –Emperor Hirohito

Japan adopts a defensive strategy. **●**

## **37** Played Autumn 1942 / **Total War**

# Tojo Expands Power

###### Option Card Segment

* Remove the Western Oil Embargo marker from play**.**
* **Place in Delay Box:** Japan: two 0-1-1 colonial infantry [Col].

### Replacements Segment

* Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. Roll on Bushido Table

2. *Failure (Command): Axis* (37.14)

3. Roll on Colonialism Table

4. Conflicting Plans: No Result

5. *Chinese Incident* (37.8)

6. *Banzai!* (37.2, §10.1)

Foreign minister Shigenori Togo, the last civilian member of the Cabinet, resigns, and War Minister/Premier Hideki Tojo assumes his reesponsibilities. **●**

## **36** Played Autumn 1945 / **Limited War**

# Peace Offer

###### Option Card Segment

* If the Government marker is in its Holding Box, place it in the Delay Box.
* Set this card aside. When the Government marker is removed from the Turn Track, roll on this table:

1. *Military Takeover* (37.23)

2. *Failure (Supply): Axis* (37.14)

3. *Failure (Supply): Axis* (37.14)

4. Plot Failed: No Result

5. *Failure (Supply): Axis* (37.14)

6. Plot Failed: No Result

###### Political Events Segment

* Roll on this table:

1. Negotiations Fail: No Result

2. *Political Option: Western* (37.29)

3. *Political Option: Soviet* (37.29)

4. *Political Option: Axis* (37.29)

5. *Political Option: Axis* (37.29)

6. Negotiations Fail: No Result

Japan tries to negotiate an end to the war. **●**

## **35b** **Limited War**

# Saipan Fortifications

###### Option Card Segment

* Remove card 35a *Additional Japanese Bases.*
* **Place in Delay Box:** Japan: one 0-3-0 fortress [Sai].

###### Political Events Segment

* Roll on this table:

1. Roll on Cabinet Crisis Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Cabinet Crisis Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

Japan fortifies Saipan in defiance of treaties. **●**

## **35a Limited War**

# Additional Japanese Bases

###### Option Card Segment

* Remove card 35b *Saipan Fortifications.*

### Replacements Segment

* Japan: 1 infantry step.

###### Conditional Events Segment

* If Total War is not in effect, the Axis faction may select *one* Port or City hex in a Japanese Dependent and place a Japanese Detachment there. The hex cannot contain an enemy unit or marker.

Japan builds additional bases in the Pacific in defiance of treaties. **●**

## **45** Played Winter 1944-45 / **Total War**

# Balloon Bombs

**Selection Requirement**

* Card 44 *Sho-Go Defense Plan* has been played.

#### Option Card Segment

* **Add to Force Pool:** Japan: Five 0-2-1 infantry [HD].

###### Political Events Segment

* Roll on Bushido Table.

###### Conditional Events Segment

* If the VP marker reads Axis Tide, or a Separate Peace (+14) is in effect receive:

Japan: 1 infantry step.

* If Russia’s Posture is War, receive:

Japan: 1 colonial infantry step.

Japan launches thousands of incendiary balloons aimed at North America. **●**

## **44** Played Autumn 1944 / **Total War**

# Sho-Go Defense Plan

**Selection Requirement**

* Card 42 *Materiel Shortages* has been played.

#### Option Card Segment

* **Place in Strategic Warfare Box:** Japan: Kamikazes marker.

### Replacements Segment

* Japan: 2 infantry steps.

###### Political Events Segment

* If the Government marker is in its Holding Box, place it in the Delay Box.

“The military developments in the Pacific Theater are in a state that does not necessarily admit optimism. However, the greatly extended supply lines of the enemy on all fronts are exposed to our attacks, and in this fact, I believe, is to be found our golden opportunity to grasp victory.” –Prime Minister Koiso

Japan begins suicidal kamikaze attacks. **●**

## **47 Total War**

# Tenno Heika Banzai!

**Selection Requirement**

* The VP marker reads Allied Crusade, *or* a Separate Peace (+14) is in effect.

###### Option Card Segment

* Place the Japanese 0-1-0 HQ [IG] in any City hex in Japan not occupied by an enemy ground unit.

###### Political Events Segment

* Apply *Failure (Command): Axis* (37.14)

###### Conditional Events Segment

* If the IG HQ unit is on the map, receive:

Japan: 4 infantry steps.

“Long live the Emperor!” Japan commits to a last-ditch defense of the Home Islands and the Emperor. **●**

## **46** Played Spring 1945 / **Total War**

# Ketsu-Go Defense Plan

**Selection Requirement**

* Card 45 *Balloon Bombs* has been played.

#### Option Card Segment

* + **Place in Strategic Warfare Box:** Japan: §Ten-Go Plan marker.
  + **Place in Delay Box:** Japan: one Interceptor [6], §two LBA [8FD, 12FD].

### Replacements Segment

* + Japan: 2 infantry steps.

###### Conditional Events Segment

* If Russia’s Posture is War, receive:

Japan: 1 colonial infantry step.

Japan’s final defense plans are set in motion. **●**

## **43** 🗲 Played Spring 1944 / **Total War**

# Operation Ichi-Go

**Selection Requirement**

* Card 42 *Materiel Shortages* has been played.

#### Option Card Segment

* + **Place in Delay Box:** Japan: three 1-2-1 HQ [6A, 10A, 14A].

### Replacements Segment

* + Japan: 1 tank & 2 infantry steps.

###### Political Events Segment

* Roll on this table:

1. *Japan Supports Nationalists* (37.20)

2. Roll on Bushido Table

3. *Japan Supports Nationalists* (37.20)

4. Roll on Bushido Table

5. *Japan Supports Nationalists* (37.20)

6. Roll on Bushido Table

Japan launches offensives in China and Burma. **●**

## **42** Played Winter 1943-44 / **Total War**

# Materiel Shortages

#### Option Card Segment

* **Add to Force Pool:** Japan: one Air Force [5], §two LBA [13AF, 14AF].
* **Place in Delay Box:** Japan: Materiel Shortages marker.

###### Political Events Segment

* Roll on this table:

1. Conflicting Plans: No Result

2. Conflicting Plans: No Result

3. Roll on Bushido Table

4. *Failure (Command): Axis* (37.14)

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

Tojo asks the Japanese people to make greater sacrifices and creates the Greater Asia Ministry. **●**

## **41** 🗲 Played Summer 1942 / **Total War**

# Operation MI-Go

#### Option Card Segment

* **Place in Delay Box:** Japan: two 2-1-1 HQ [2A, 8A].

### Replacements Segment

* Japan: 1 tank & 2 infantry steps.

###### Conditional Events Segment

* If Russia’s Posture is War, receive:

Japan: 1 colonial infantry step.

“This position cannot be maintained if we go on the defensive. To secure it we must keep striking at the enemy’s weak points one after another.” –Isoroku Yamamoto

Japan attempts to capture Midway. **●**

## **40** Played Spring 1942 / **Total War**

# Victory Disease

#### Option Card Segment

* **Add to Force Pool:** Japan: one Air Force [3], §two LBA [5FD, 9FD].

### Replacements Segment

* Japan: 2 infantry steps.

###### Political Events Segment

* Roll on this table:

1. Roll on Bushido Table

2. *Failure (Command): Axis* (37.14)

3. Roll on Colonialism Table

4. Conflicting Plans: No Result

5. *Chinese Incident* (37.8)

6. *Banzai!* (37.2, §10.1)

“The mindless rejoicing at home is really appalling; it makes me fear that the first blow against Tokyo will make them wilt at once.” –Isoroku Yamamoto

*The IJN urges continued offensives.* **●**

## **53** Removed Winter 1937-38 / **Total War**

# Imperial Directive:

# Fujiyama Bombers

**Selection Requirement**

* The Army is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Prod. Success: Bombers* (37.31, §10.9)

2. Roll on Bushido Table

3. *Prod. Success: Bombers* (37.31, §10.9)

4. Roll on Bushido Table

5. *Prod. Success: Bombers* (37.31, §10.9)

6. Roll on Bushido Table

Japan accelerates the production of long-range strategic bombers. **●**

## **52** Removed Spring 1938 / **Total War**

# Imperial Directive:

# Convoy Strategy

**Selection Requirement**

* The Navy is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Production Success: Convoys* (37.31)

2. Roll on Bushido Table

3. *Production Success: Convoys* (37.31)

4. Roll on Bushido Table

5. *Production Success: Convoys* (37.31)

6. Roll on Bushido Table

Japan dedicates more naval assets to protecting its merchant marine ships. **●**

## **55** Removed Spring 1943 / **Total War**

# Imperial Directive:

# Jet Fighters

**Selection Requirement**

* The Army is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Prod. Success: Jet Fighters* (37.31, §10.9)

2. *Prod. Success: Jet Fighters* (37.31, §10.9)

3. Roll on Bushido Table

4. Roll on Bushido Table

5. *Prod. Success: Jet Fighters* (37.31, §10.9)

6. Roll on Bushido Table

*Mitsubishi creates jet engine military aircraft.* **●**

## **54** Removed Spring 1937 / **Total War**

# Imperial Directive:

# I-boat Strategy

**Selection Requirement**

* The Navy is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Prod. Success: I-boats* (37.31, §10.9)

2. Roll on Bushido Table

3. *Prod. Success: I-boats* (37.31, §10.9)

4. Roll on Bushido Table

5. *Prod. Success: I-boats* (37.31, §10.9)

6. Roll on Bushido Table

Japan changes its approach to submarine warfare and targets merchant pipelines. **●**

## **51 Total War**

# Imperial Directive:

# Chemical Weapons

**Selection Requirement**

* The Army is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Production Success: Poison Gas* (37.31)

2. Roll on Bushido Table

3. *Production Success: Poison Gas* (37.31)

4. Roll on Bushido Table

5. *Production Success: Poison Gas* (37.31)

6. Roll on Bushido Table

Japan commits to a wider use of poison gas. **●**

## **50** 🗘 **Total War**

# Asia for the Asians

###### Conditional Events Segment

* If any Allied Country has a Posture of War, receive:

Japan: 2 colonial infantry steps.

Japan raises troops from its satellites. **●**

## **49** 🗲 **Total War**

# Final Offensive

**Selection Requirement**

* A Military Takeover marker is in the Strategic Warfare Box.

### Replacements Segment

* + Japan: 1 tank step.

###### Political Events Segment

* Roll on this table:

1. Roll on Bushido Table

2. *Failure (Command): Axis* (37.14)

3. Roll on Strategy Board Table

4. Conflicting Plans: No Result

5. *Banzai!* (37.2, §10.1)

6. *Banzai!* (37.2, §10.1)

*The military junta leads Japan on a final offensive.* **●**

## **48 Total War**

# Military Conspiracy

###### Option Card Segment

* Roll on this table:

1. *Failure (Command): Axis* (37.14)

2. *Military Takeover* (37.23)

3. *Failure (Command): Axis* (37.14)

4. Plot Failed: No Result

5. *Failure (Command): Axis* (37.14)

6. Plot Failed: No Result

### Replacements Segment

* + Japan: 2 infantry steps.

###### Conditional Events Segment

* If a Military Takeover marker is in the Strategic Warfare Box, receive:

Japan: 1 infantry step.

Radical elements in the military move against the government. **●**

## **+57** 🗲Separate Peace Card / **Total War**

# Divine Wind

**Selection Requirement**

* A Separate Peace (+14) is in effect.

### Replacements Segment

* Japan: 2 infantry steps.

###### Political Events Segment

* Roll on the Strategy Board Table.

###### Conditional Events Segment

* If there is a Truce marker in any box of the Posture Display, receive:

Japan: 2 infantry steps.

**Used with Separate Peace optional rules**

## **56** Played Summer 1944 / **Total War**

# Imperial Directive:

# Naval Projects

**Selection Requirement**

* The Navy is leading the Government.

### Replacements Segment

* + Japan: 1 infantry step.

###### Political Events Segment

* Roll on this table:

1. *Prod. Success: Naval Projects* (37.31, §10.9)

2. *Prod. Success: Naval Projects* (37.31, §10.9)

3. Roll on Bushido Table

4. Roll on Bushido Table

5. *Prod. Success: Naval Projects* (37.32, §10.9)

6. Roll on Bushido Table

Japan struggles to complete the armored carrier Shinano and other special naval projects. **●**