**Final *DoD* Setup Chart – *Totaler Krieg***

### 

### Axis Faction Setup

**On Map:**

* In any hex(es) in Germany – two 1-2-3 infantry

**Force Pool:**

* Thirty-two 1-2-3 infantry
* One Convoy
* One Axis Beachhead

**Conditional Events Box:**

* *Outbreak of War*  – one Air Force [2], one Sub Fleet [Type VII], one 1-2-4 airborne [1 Flsj], Axis Minor Country Production +1

### Western Faction Setup

**On Map:**

* Famagusta (e1814) – Detachment1
* Alexandria (e1411) – Detachment1
* Basra (e1427) – one 0-1-0 garrison [Basra]2
* Port Said (e1312) – one 0-1-0 garrison [Said]2
* Suez (e1213) – one 0-1-0 garrison [Suez]2
* Scapa Flow (w4716) – Detachment
* Gibraltar (w2208) – one 0-2-0 fortress [Gib]
* Malta (w1824) – one 0-1-0 garrison [Malta]2
* In any hex in Britain – one 1-2-2 infantry
* Beirut (e1715) – French Detachment1, 3
* Damascus (e1716) – one French 0-1-0 garrison [Dam]2, 3
* Algiers (w2114) – French Detachment1, 3
* Casablanca (w2005) – French Detachment1, 3
* Tunis (w2021) – French Detachment1, 3
* In any hex(es) in France – three French 0-1-2 infantry [*re:* 3, 5, 8]3

**Force Pool:**

* Four 1-1-3 infantry [*re:* 9, 10, NW, W]
* One 1-2-2 infantry
* One Convoy
* One French 0-1-2 infantry [Res]3
* Five French 1-1-2 infantry [*re:* 2, 4, 6, 9, 10]3
* One French 1-2-3 infantry [*re:* 7]3
* One French 1-1-2 colonial infantry [Col]3
* One French Convoy3
* One Western Beachhead

**Conditional Events Box:**

* *Outbreak of War* – one French 1-2-3 mech [Exp]3, one CV Fleet [Force H], Western Minor Country Production +1
* *Their Finest Hour* – one 2-2-0 HQ [Lon], one Interceptor [FC], one 1-2-2 colonial infantry [Can]
* *Paris Threatened* – one French 2-2-2 HQ [2]3, one French 1-1-2 infantry [Def]3, one French Surface Fleet [1]3

**Conquered Minor Countries Box**

* Six 1-2-2 colonial infantry [Fra, Italy, Pol, Spain, Swe, Turk]

### Soviet Faction Setup

**On Map:**

* In any hex(es) in Russia – six 1-1-2 infantry [*re:* 3, 4, 5, 6, 7, 8], two 1-1-3 cavalry [*re:* Bel, Plv]

**Force Pool:**

* Five 1-1-2 infantry [*re:* 9, 10, 11, 12, 13]
* Two 1-1-3 cavalry [*re:* Obu, Gor]
* Two 1-1-3 tank4
* One Convoy
* One Soviet Beachhead

**Conditional Events Box:**

* *Outbreak of War* – three 0-3-0 fortress [Len, Mos, Sev], Soviet Minor Country Production +1
* *Emergency Mobilization* – one Air Force [1By], eight 1-1-2 infantry [*re:* 31, 33, 34, 37, 40, 42, 43, 48]

### Notes

**1:** Place this counter in the owning faction’s Force Pool if this Region is not a friendly Dependent.

**2:** Remove this counter from play if this Region is not a friendly Dependent.

**3:** If France is a Neutral Minor Country, set these units aside for later use.

**4:** Replace these units with two Russian 1-1-3 cavalry [Cos] if Russia’s Leadership is Tsarist Russia.

### Playing with *Schiffskrieg*

\*Refer to §26 if you are playing *TK* alone, ©or §49 if you are playing the combined game. Note these possible changes:

* If France is a Neutral Minor Country, set aside all French ships for later use.
* If all of Crimea, Caucasus (including the Southern Region), and Ukraine are *not* part of Russia, then remove all Russian ships with black Sea Stripes from the game.

**Final *DoD* Setup Chart – *Dai Senso***

### Axis Faction Setup

**On Map:**

* Paramushiro (p5609) – Detachment
* Toyohara (p5505) – Detachment
* Marcus Island (p4308) – Detachment
* Saipan (p3906) – Detachment1
* Truk (p3408) – Detachment1
* Mukden (a5226) – Kwantung Logistics
* Dairen (a5125) – one 0-3-0 fortress [Dai]
* Keijo (a5027) – one 0-1-0 garrison [Kor]
* Shanghai (a4725) – one 2-2-1 infantry [11]2
* Okinawa (a4427) – Detachment
* Taihoku (a4324) – one 0-1-0 garrison [Tai]
* In any hex(es) in Manchukuo or Korea – two 3-3-1 infantry [1, 2], four Kwantung 2-1-1 infantry [*re:* 3, 4, 5, 6], one Kwantung 2-1-1 HQ [*re:* Kwa]3

**Force Pool:**

* Three 0-1-1 infantry
* Three 1-1-1 infantry [*re:* 12, 13, 16]
* One Kwantung 1-2-1 infantry [*re:* KDA]
* One 0-1-1 colonial infantry [Col]
* One Convoy
* One Axis Beachhead

**Conditional Events Box:**

* *Outbreak of War* – one Air Force [1], one Surface Fleet [1], one CV Fleet [2], Axis Minor Country Production +1 marker
* *Army Program* – one Air Force [2]
* *Navy Program* – one Surf Fleet [4]
* *Economic Program* – IGHQ Logistics
* *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

### Western Faction Setup

**On Map:**

* Brisbane (p1609) – one 0-1-0 garrison [Bris]4
* Auckland (p1516) – one 0-1-0 garrison [Auck]4
* Melbourne (p1106) – one 0-1-0 garrison [Mel]4
* Calcutta (a4213) – one 0-1-0 garrison [Cal]4
* Hong Kong (a4222) – one 0-1-0 garrison [HK]
* Bombay (a4106) – one 0-1-0 garrison [Bom]4
* Trincomalee (a3509) – one 0-1-0 garrison [Cey]
* Singapore (a3218) – one 0-2-0 fortress [Sing]4
* Dutch Harbor (p5720) – one US 0-1-0 garrison [DH]
* Honolulu (p4226) – US Detachment
* Manila (a3824) – one US 0-1-0 garrison [Man]4
* Chengchow (a4922) – one Kiangsu 0-1-0 garrison [Cheng]5
* Wuhan (a4722) – one Kiangsu 0-1-0 garrison [Wu]5
* Nanking (a4724) – one Kiangsu 0-1-0 garrison [Nan]5
* Canton (a4321) – one Kiangsu 0-1-0 garrison [Can]5
* In any hex(es) in Kiangsu – one Kiangsu 1-2-1 infantry [1], one Kiangsu 2-3-1 infantry [3]5

**Force Pool:**

* Four 1-1-1 infantry
* Two 1-2-1 colonial infantry [Aus, Ind]6
* Five US 1-1-1 infantry
* One Kiangsu 0-1-1 infantry [Res]5
* One Western Beachhead

**Conditional Events Box:**

* *Outbreak of War* – one Nationalist China 0-2-1 HQ [KMT], Western Minor Country Production +1 marker
* *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
* *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
* *\*European Reserves* – Limited War Reserves marker, one CV Fleet [Force H], one French Surf Fleet [1], one US Surface Fleet [Atlantic], one Bomber [BC]

### Soviet Faction Setup

**On Map:**

* Vladivostok (p5301) – one 0-3-0 fortress [Vlad]1
* In any hex(es) in Russia – two 3-3-1 infantry [1, 2]

Yenan (a5021) – one Kansu 0-1-0 garrison [Yen]7

* In any hex in Kansu – one Kansu 2-3-1 infantry [8]7

**Force Pool:**

* Four 0-1-1 infantry
* One 1-1-2 cavalry [*re:* Plv]
* One 2-2-1 HQ [*re:* 1FE]
* One Kansu 0-1-1 infantry [Res]7
* One Soviet Beachhead

**Conditional Events Box:**

* *Outbreak of War* – One Communist China 0-2-1 HQ [CCP], Soviet Minor Country Production +1 marker
* *Russian Far Eastern Forces* – one 2-2-1 HQ [*re:* 2FE], one Air Force [1FE], one Convoy
* *\*European Reserves* – Limited War Reserves marker, one Interceptor [PVO], one Air Force [1By]

### Notes

**1:** Place this counter in the owning faction’s Force Pool if this Region is not a friendly Dependent or part of a Major Country.

**2:** Place this counter in any hex in Japan if Shanghai is not a Japanese Dependent.

**3:** If Manchukuo is a Neutral Minor Country, these units may set up in Liaoning or Korea.

**4:** Remove this counter from play if this Region is not a friendly Dependent.

**5:** These units belong to the Soviet faction if the Communist Home Country marker is in Kiangsu.

**6:** If either Australia or India are a Neutral Minor Country, the Western faction may setup its corresponding 1-2-1 colonial infantry unit on the map in any British Dependent.

**7:** If Kansu is a Neutral Minor Country, set these units aside for later use.

### Playing with *Schiffskrieg*

\*Refer to §40 if you are playing *DS* alone, ©or §49 if you are playing the combined game. Note this possible change:

* If Australia is a Neutral Minor Country, the Western faction must remove the British CAs Australia and Canberra from play.