

Turn:

Resource Gain and Expenditure

	Resources Gained (Check)	Food Spent/ Required	Development Cost: 3 steel, 1 oil each. Max of 1*.
China (CPC)			
China (KMT)			
France			
Germany			
Iran			
Italy			
Japan			
Netherlands			
Poland			
Romania			
Turkey			
UK			
USA			
USSR			
Yugoslavia			

* Turkey and Iran have a max of 2 Developments/turn.

Trade (at most once per turn, while the region is unconquered)

USA with Congo: 2 steel for 1 uranium	
Germany with Spain: 2 steel for 1 food	
Germany with Sweden: 1 oil for 3 steel	
Germany with Tyrolia: 1 steel for 1 food	
UK with Ontario: 2 steel for 1 food	
UK with Northwest Territories: 1 oil for 1 uranium	
USSR with Finland: 1 oil for 1 food	