Turn:

Resource Gain and Expenditure

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|  | 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)

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| 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 |  |