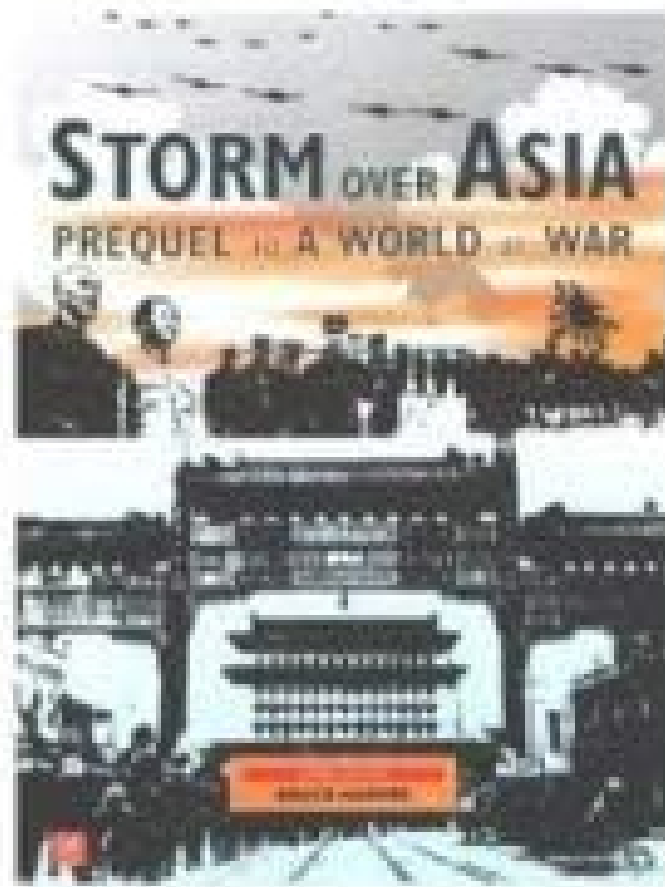


STORM OVER ASIA

PREQUEL TO A WORLD AT WAR



RULES OF PLAY



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com

Preface

The other shoe drops

There was considerable doubt in my mind as to whether it was even possible to design a Pacific theater version of *Gathering Storm*, the prequel to GMT's *A World at War*, much less whether it would be worth the effort.

In Europe, a military and technological arms race led to a series of increasingly nerve-wracking crises. Underlying it all was the strategic dilemma faced by every major power: is it better to prepare for a short war or a long war? And which war, exactly?

In Asia, Japan attacked China and bogged down.

It's true that it has been said that the first shots of the Second World War were fired in July 1937, when full-scale war broke out between Japan and China, or even in the early 1930s, when Japan seized Manchuria. It's also true that not only Japan and China, but also Russia and Britain, had to make strategic decisions in the 1930s that impacted the course of the war to come. For much of the 1930s, Russia considered Japan to be the greatest threat, and British planners were always mindful of the danger Japan posed to their Asian colonies. The naval challenges Britain faced when confronted with the combined Japanese, Italian and German fleets weighed heavily on the minds of British planners, and influenced British policy in Europe.

So there was potential. *Gathering Storm* is certainly fun to play, and no *A World at War* player who has fought a war arising out of *Gathering Storm* would go back to "classic *A World at War*", enjoyable as it is. Could a "Pacific *Gathering Storm*" work? Enough players urged me to try, and since I was inevitably going to do most of the work, who can blame them?

The scope of the game

Storm Over Asia obviously had to allow Japan and China to prepare for *A World at War*, and it had to somehow deal with the diplomatic and military struggle in China. Initially the game was limited to these tricky design issues, but after several years it was decided to include Britain in the game and to allow both British (Pacific theater) research and diplomacy in Southeast Asia.

Storm Over Asia also includes Russia, and Russo-Japanese conflict in both Manchuria and Siberia is allowed.

The expansion of the game beyond China proved to be viable, and makes *Storm Over Asia* more interesting than it would otherwise be. Since Britain and Russia can both provide aid to China, in various forms, there are subtle connections built into the game. A skillful player will find ways to exploit these connections.

Similarities between the games

Gathering Storm provided a firm foundation for the new game – not only has the *Gathering Storm* game system proven itself, but a consistent approach would make the new game easier to learn and play. Probably the trickiest rules are the ones that are similar to those in *Gathering Storm*, but not exactly the same.

Storm Over Asia has seasonal turns, tile points, activity and military counters, research, diplomacy in both Chinese regions (there are nine) and Southeast Asia (where there are six diplomatic targets), and a Japanese Aggression Index. Japan mobilizes and builds ships.

And of course there are random events. Each turn a general random event is drawn, plus a random event for Japan, China and Russia or Britain. Japan also draws from a four-card deck to determine which type of random event it will get: economic/military, research or diplomacy (the fourth category card allows Japan to choose). Each random event card has all three types of Japanese random events.

Gathering Storm players will find themselves on familiar territory, and novices will find *Gathering Storm* easier to learn once they have played *Storm Over Asia*.

Differences between the games

Despite the similarities between *Gathering Storm* and *Storm Over Asia*, it was clear from the outset that there would be differences as well.

One major difference was that China was not a stable nation-state, in contrast to Germany, Italy, Britain and France. The closest European parallel was Stalin's Russia, which was unstable by design. China therefore has a cohesion level, which is similar to the Russian purge level in *Gathering Storm*. This worked so well that it was extended to both Russia and Britain as represented in *Storm Over Asia*.

Another major difference was that there was fighting in China. No one wanted to get out *A World at War* to resolve this fighting, so a *Storm Over Asia* mechanism had to be found. Ultimately, combat in China became a super-charged form of diplomacy, with Japan able to conquer Chinese regions (historically Japan conquered four of the nine Chinese regions).

Other new concepts were introduced. A warlord card is drawn each turn, to determine the Chinese regions in which a new warlord flag will appear. The United Front tracks tensions between the Nationalist and Communist Chinese, with conflict being replaced by cooperation as Japanese influence in China spreads. Chinese Kuomintang ("KMT") counters are drawn each turn to augment China's sparse activity counter pool. And many others.

Which war?

In the end, *Storm Over Asia* is all about the war Japan and the Allies want to fight (they won't agree, and both or neither may get their way). The most common outcome is a "normal" Pacific war, likely with different Japanese research, a different Japanese navy, and variations in China and Southeast Asia.

But *Storm Over Asia* allows for more variation than this, with the most extreme example being parallel Russo-Japanese and European Axis- Western Allied wars, with no war between Germany and Russia, or between Japan and the United States.

Have such possibilities been extensively tested? Of course not – but *A World at War* - *Gathering Storm* - *Storm Over Asia* players have good nerves!

STORM OVER ASIA

Credits

Project Director: Bruce Harper

Design Team: Dave Hanson, Robert Kester, Randy Scheers, Don Stanley, Eric Thobaben, Mark Yaeger, Ian Yeo

Counter and Mapboard Art: A Hot Design, Charles Kibler, Mark Simonitch

Graphic Design: A Hot Design

Cover Design: A Hot Design

Layout: Bruce Harper, A Hot Design

Proofreading: Tim Francis, Dave Hanson, Robert Kester, Spencer Miller, Eric Thobaben, Randy Scheers, Mark Yaeger

Web Site Administrator: Randy Scheers

Playtesters: Tor Abrahamsen, Chris Collins, Chris Fleming, Dave Hanson, Ashley Johnson, Robert Kester, Francesco Lo Presti, Dave McLouth, Paul Milne, Bill Moody, Spencer Miller, Jeff Pierce, Steve Rossi, Randy Scheers, Jim Sparks, Don Stanley, Eric Thobaben, Greg Wilson, Ian Wylie, Mark Yaeger, Ian Yeo.

Motivational Consultant: Steve Rossi

STORM OVER ASIA

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38. THE END OF THE GAME

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Who actually won?

It can be frustrating to finish a game of *Storm Over Asia* and, despite the stand alone victory points, not really be sure who won.

Don't worry – the game is designed that way. GMT's *A World at War* lets you play on and fight the war you got, whether or not it's the one you (or your opponent) wanted. Then you'll know what your historical counterparts went through!



Resources

A community of *Storm Over Asia* players exists to help new and experienced players learn the game. The *Storm Over Asia* website is at:

www.stormoverasia.org.

It links to the *A World at War* website, at

<http://aworldatwar.org/>

The *A World at War* discussion group also covers both pre-war games:

<https://groups.io/g/aworldatwar>

Introduction

1. GAME COMPONENTS

1.1 STORM OVER ASIA COMPONENTS

1.1 STORM OVER ASIA COMPONENTS:

1.11 *Storm Over Asia* contains the following components:

- A. One 22" by 34" *Storm Over Asia* mapboard.
- B. Three counter sheets (840 counters).
- C. 78 Activity counters.
- D. *Storm Over Asia* Rulebook.
- E. *Storm Over Asia* Battle Manual.
- F. 80 Random Event Cards.
- G. Four Japanese Random Event Category Cards.
- H. Nine Warlord Cards.
- I. Four Russian Purge Cards.
- J. One sheet of 90 point tiles, with values of "1", "2" and "3".
- K. Scenario Cards.
- L. Japanese Garrison Charts.
- M. United Front Chart.
- N. Research record sheets.
- O. *Storm Over Asia - A World at War* transition Rulebook.
- P. *Storm Over Asia - A World at War* record sheets.



Components and Concepts

2. OVERVIEW

- 2.1 OUTLINE OF PLAY
- 2.2 NUMBER OF PLAYERS
- 2.3 DURATION OF PLAY
- 2.4 TURNS
- 2.5 PHASES

2.1 OUTLINE OF PLAY:

2.11 *Storm Over Asia* recreates Japan's expansion in China in the 1930s and its preparation for war with the other major powers that opposed its drive for Asian hegemony. The winner may be determined by using the *Storm Over Asia* victory conditions (39), or the game may be continued as an *A World at War* game.

2.12 *Storm Over Asia* may be played as a stand-alone game, or may be played in conjunction with *Gathering Storm*, the European pre-war game. Where the *Storm Over Asia* stand-alone rules vary in a Global Game, this is indicated as set out below. The detailed Global Game rules are found in the *Storm Over Asia* Battle Manual.



Global Game

2.13 The task of the players is to maximize their freedom of action and take whatever steps best position their major powers for war. Japan must balance its military and technological preparations for war with its opportunities for expansion in China and the dangers of letting China's Nationalist government consolidate its position. China must try to resolve the dilemma of creating a coherent national state, while at the same time preparing for and fighting a war against Japan. Russia's interests require it to help the Nationalists against Japan and forestall a later Japanese attack in Siberia, but what role do the Chinese Communists play in all this? Finally, Britain must use its limited resources to prepare for war, while at the same time helping China resist Japanese expansion.

2.14 At the start of each game turn, random events are drawn that affect the economic, political, military and diplomatic environment for that turn. Some random events are public, but others are secret, leaving each side uncertain as to the capabilities of its opponents.

2.15 Each major power then makes economic and research decisions, followed by diplomatic and possibly military conflict in China, Manchuria and Siberia. The fluctuating Japanese Aggression Index (JAI) influences these decisions, as do the available economic and activity counter resources.

2.2 NUMBER OF PLAYERS:

2.21 *Storm Over Asia* may be played by two to four players, each of whom controls one or more of the four major powers represented in the game (Japan, China, Russia and Britain) as follows:

A. TWO PLAYERS:

- Japan.
- China, Russia and Britain.

B. THREE PLAYERS:

- Japan.
- China.
- Russia and Britain.

C. FOUR PLAYERS:

- Japan.
- China.
- Britain.
- Russia.

2.22 Germany, Italy, France and the United States do not take part in *Storm Over Asia*.

2.3 DURATION OF PLAY:

2.31 *Storm Over Asia* begins in 1935 and ends in Summer 1939, when war historically broke out in Europe.



Storm Over Asia ends when war breaks out in Europe.

2.4 TURNS:

2.41 **GAME TURNS:** *Storm Over Asia* is played in game turns of three months each (spring, summer, fall and winter).

2.5 PHASES:

2.51 Each game turn consists of phases as set out in the sequence of play.

3. DEFINITIONS

3.1 DEFINITIONS AND ACRONYMS

3.1 DEFINITIONS AND ACRONYMS:

3.11 In *Storm Over Asia*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The definitions and acronyms used in *Storm Over Asia* are generally consistent with those used in *A World at War*.

3.12 A detailed list of these terms is set out in the **Glossary** in the *Storm Over Asia* Battle Manual.



4. THE MAPBOARD

- 4.1 GENERAL DESCRIPTION
- 4.2 RECORD TRACKS

4.1 GENERAL DESCRIPTION:

4.11 The *Storm Over Asia* mapboard consists of a map showing China and Southeast Asia.

4.12 MAJOR POWERS: Each of the four major powers that participate in *Storm Over Asia* (Japan, China, Britain and Russia) is depicted on the mapboard.



4.13 DIPLOMATIC TARGETS: All Chinese regions and Southeast Asian diplomatic targets are depicted on the mapboard. Other areas are depicted that do not play a role in *Storm Over Asia*, although they may be involved in *A World at War*.

A. DIPLOMACY: Chinese regions and Southeast Asian minor countries and colonies that contain a light blue shaded diplomatic track are diplomatic targets.

- At the start of the game, Japanese, Nationalist Chinese and Communist Chinese flags and warlord counters are placed on the diplomatic tracks for each diplomatic target. For example, Central China contains two Nationalist Chinese flags.
- A trade pact counter is placed in the third box on the diplomatic track for certain diplomatic targets. When a major power obtains a trade pact in that diplomatic target, that major power transfers the trade pact counter to its scenario card.

B. DEFENSIVE STRENGTHS: The basic defensive strengths of each Chinese region, Manchuria and Siberia are printed on the mapboard in a dark grey box.

4.2 RECORD TRACKS:

4.21 RECORD TRACKS: The *Storm Over Asia* mapboard also contains the following record tracks:

A. TIME TRACK: The turn marker is moved on the time track to indicate the current turn. When units are mobilized, they are placed on the box for the turn in which they come into play (14.8).

B. JAPANESE AGGRESSION INDEX TRACK: This is used to track the JAI (22).

C. ECONOMIC CLIMATE TRACK: This is used to track the economic climate (11.3).

D. CHINESE COHESION AND UNITED FRONT COUNTER TRACK: This is used to store Chinese cohesion and United Front counters that come into play as a result of diplomacy in China (30, 32).

E. ACTIVITY COUNTER TRACK: Once activity counters are used, they are placed in the appropriate box of that major power's activity counter track, so that they aren't inadvertently used again during that turn (12).

5. COUNTERS

5.1 UNITS AND COUNTERS

5.1 UNITS AND COUNTERS:

5.11 A detailed explanation of the units and counters in the game is set out in the **Unit and Counter Guide** in the *Storm Over Asia* Battle Manual.

6. TILES

- 6.1 TILE POINTS
- 6.2 TILES
- 6.3 TRACKING TILE USE

6.1 TILE POINTS:

6.11 TILE POINTS: Economic, research, production, diplomatic and political activities require the expenditure of resources, which are measured by tile points. The number of tile points and their equivalent activity counters, which are required for specific activities, are indicated in the rules dealing with those activities.

6.12 DEFICIT SPENDING PROHIBITED: A major power may only spend tile points that it has available. Voluntary deficit spending is prohibited. This does not prevent a major power from intentionally spending tile points rather than saving them to cover impending deficits from secret negative support events, although such deficits reduce that major power's support level in the following turn (10.41B).

6.2 TILES:

6.21 Tile points are represented by tiles. There are 30 tiles of each of three denominations (1, 2 and 3).

6.22 At the start of the game, 60 tiles (20 tiles of each denomination) are placed face up in an area accessible to all players. The other 30 tiles are placed face down.

6.23 Tiles are drawn as required and returned to the pool of tiles, face up, when played.

6.24 Once there are fewer than ten face down tiles remaining, another 15 tiles (five tiles of each denomination) are turned faced down, so that the players always have enough inverted tiles from which to draw.

6.25 Tiles are drawn as follows:

A. Random tiles are drawn from the inverted tile pool.

B. Other income tiles are drawn from the face up tile pool.

C. Both tile draws may be done in any player order.

6.26 In the course of play, players may make change for tiles by using a higher denomination tile for a lesser expense and drawing a tile from the face up tiles to make up the difference. Similarly, a player may consolidate lower denomination tiles into higher denomination tiles at any time.

If all players agree, tile draws may be determined by die rolls or some other random means, rather than drawing from the pool of unused tiles. This is especially convenient when playing Storm Over Asia electronically.

6.3 TRACKING TILE USE:

6.31 The number and value of the tiles held by each major power are not secret, and are open to other players as play progresses.

6.32 At the start of the game, no major powers have tiles.

6.33 A maximum of 21 tile points may be carried over into the next turn.

6.34 Tile racks are not included with the game, but may be created or borrowed from other games if the players wish, subject to the proviso that players must inform their opponents of the value of their tiles on request, in accordance with rule 6.31.

7. SEQUENCE OF PLAY

- 7.1 GAME TURN PHASES
- 7.2 ORDER OF PLAY
- 7.3 SEQUENCE OF PLAY

7.1 GAME TURN PHASES:

7.11 Each game turn consists of the following phases:

- A. Random Event phase.
- B. Income phase.
- C. Economic phase.
- D. Diplomatic phase.
- E. Combat phase.

7.2 ORDER OF PLAY:

7.21 Except where otherwise stated, the order of play in each phase is Japan, Britain, Russia and China.

7.3 SEQUENCE OF PLAY:

7.31 The sequence of play and the order of play within each phase is summarized below.

| Sequence of Play Summary | |
|--|--|
| RANDOM EVENT PHASE | |
| Draw random events (any sequence) | |
| Draw KMT counters (China only) | |
| Draw Purge cards (Russia only) | |
| REVEAL PUBLIC RANDOM EVENTS | |
| POSSIBLE UNITED FRONT DETERMINATION | |
| INCOME PHASE | |
| Determine incomes (simultaneous) | |
| ECONOMIC PHASE | |
| ALL THREE SEGMENTS ARE CARRIED OUT SECRETLY, THEN REVEALED | |
| Industrial segment | |
| Factory conversion (Japan only) | |
| Research segment | |
| Assign activity counters to research | |
| Assign research points (Japan, China, Britain only) | |
| Construction segment | |
| Unit construction and shipbuilding (Japan only) | |
| Military counter construction (China, Russia, Britain only) | |
| REVEAL FACTORY CONVERSION, RESEARCH RESULTS, CONSTRUCTION | |
| DIPLOMATIC PHASE | |
| Assign military and diplomatic counters (Japan, China, Russia, Britain, Japan) | |
| REVEAL DIPLOMATIC RANDOM EVENTS, DIPLOMATIC COUNTERS | |
| Resolve diplomacy | |
| WARLORD CARD DRAW | |
| POSSIBLE UNITED FRONT DETERMINATION | |
| COMBAT PHASE | |
| Japanese attacks in Siberia or China | |
| Nationalist attacks on Communist flags | |
| Chinese and Russian attacks on Japan | |
| Resolve combat | |
| POSSIBLE UNITED FRONT DETERMINATION | |



Random Event Phase

8. RANDOM EVENTS

- 8.1 CATEGORIES OF RANDOM EVENTS
- 8.2 TYPES OF RANDOM EVENTS
- 8.3 SECRET RANDOM EVENTS
- 8.4 MODIFIERS FROM RANDOM EVENTS
- 8.5 RANDOM EVENT CARDS

8.1 CATEGORIES OF RANDOM EVENTS:

8.11 There are two categories of random events: general and national.

8.2 TYPES OF RANDOM EVENTS:

8.21 There are several types of random events within each category:

A. GENERAL RANDOM EVENTS:

- **Diplomatic events** modify diplomacy in a Chinese region, including by placing a Communist or warlord flag in a Chinese region or replacing an existing flag in a Chinese region.
- **Other events** modify the Japanese Army and Naval Garrisons, British and Chinese cohesion, and the United Front; increase or decrease the Japanese Aggression Index, or require Nationalist attacks on Communist flags, as specified in the random event.

| | | | | | | |
|---|--|--|--------------------|--|--|--|
| | | | Global Game | | | |
| Gathering Storm general random events 67-72 and 139-144 apply to Storm Over Asia research in the same manner as they apply to Gathering Storm research, except as otherwise noted in the Global Game rules. | | | | | | |

B. NATIONAL RANDOM EVENTS:

- **Economic events** affect the national income for Japan, Britain, Russia or China.
- **Factory conversion events** affect the cost of converting Japanese factories to civilian or military use.
- **Research events** affect the research efforts of Japan, Britain, Russia or China, including by prohibiting research or allowing additional expenditures for research.
- **Construction events** affect Japanese military or naval construction, or allow Russia to build a military counter at no cost.
- **KMT events** modify the KMT counter draw for the turn.
- **United Front events** modify the United Front for the turn.
- **Diplomatic events** modify diplomacy in China or Southeast Asia, including by placing a Communist or warlord flag in a Chinese region, replacing an existing flag in a Chinese region, prohibiting diplomacy or allowing additional expenditures for diplomacy.
- **Military events** allow the use of military counters at no cost, modify combat, prohibit the offensive use of Russian military counters, or require Japan to attack Siberia or China to avoid a support reduction.
- **Support events** increase or decrease the Japanese, Chinese or British support level for the turn.

- **Russian purge events** increase Russia's purge level and either prohibit specified Russian activities or, if the activity could not have been conducted, decrease Russia's support level.
- A detailed explanation of the random events in the game is set out in the **Random Events Guide** in the *Storm Over Asia* Battle Manual.

8.3 SECRET RANDOM EVENTS:

8.31 Random events are revealed at different times during the turn, depending on the type of random event. National random events that may be concealed by the holding major power are shaded in gray.

8.4 MODIFIERS FROM RANDOM EVENTS:

8.41 MODIFYING RANDOM EVENTS: The following general random events trigger modifiers:

A. JAPANESE ARMY GARRISON:

- **+1:** General random event 53.
- **-1:** General random event 79.

B. JAPANESE NAVAL GARRISON:

- **+1:** General random event 54.
- **-1:** General random event 80.

C. CHINESE COHESION:

- **+1:** General random events 29 and 30.
- **-1:** General random events 25 and 26.

D. BRITISH COHESION:

- **+1:** General random events 67 and 68.
- **-1:** General random events 69 and 70.

E. UNITED FRONT:

- **+1:** General random event 31 and 32.
- **-1:** General random event 27 and 28.

8.42 LIMIT TO MODIFIERS: The number of general random event modifiers in effect at any one time may never favor one side by more than one. A favorable modifier is a modifier that is a benefit to one side or a detriment to the other side.

8.43 REPLACEMENT OF MODIFIERS: If a modifying random event is drawn that favors the side that already has more favorable random event modifiers than the other, the favorable modifier from the random event that was just drawn replaces the favorable modifier that has been in play the longest.

8.44 MODIFIERS DO NOT APPLY UNTIL 1936: Modifiers from general random events drawn in 1935 do not take effect until Spring 1936. The modifiers are held in abeyance until then.

This delay was found to be necessary because very early modifiers, especially to the Japanese garrisons and British cohesion, were found to unbalance the game.

EXAMPLES: In Fall 1935, general random event 80 is drawn (Japan's naval garrison -1). The modifier for this general random event comes into effect in Spring 1936 (8.44). In Winter 1936, general random event 30 is drawn (Chinese cohesion +1). This modifier applies, and the -1 modifier for Japan's naval garrison is removed, at the start of the Winter 1936 game turn (8.42, 8.43).

In Fall 1935, general random event 80 is drawn (Japan's naval garrison -1). In Winter 1936, general random event 70 is drawn (British cohesion -1). Both modifiers apply, as they favor different sides, so the 8.42 limit does not apply.

In Summer 1937, general random event 30 is drawn (Chinese cohesion +1). This modifier also applies.

In Winter 1937, general random event 31 is drawn (United Front +1). This modifier applies, but the -1 modifier for Japan's naval garrison drawn in Fall 1936 is removed, because otherwise there would be three pro-Allied modifiers and only one pro-Japanese modifier (8.42).

8.5 RANDOM EVENT CARDS:

8.51 Each random event card lists:

- The Economic Trend for that turn.
- One general random event.
- One Japanese national random event for each of the following categories:

- Economic/military.
- Research.
- Diplomacy.

D. One Russian or British national random event.

E. One Chinese national random event.

F. The number of the random event card.

Economic Trend →0

Communist survivors re-establish Soviet.
 Place a Communist flag in Southern China

| | |
|------------------------------|---|
| <small>Econ/Mil</small> | Tojo assesses modernization of Army. Japanese support level: -2 (max +2) <i>+1 for each military research result</i> |
| <small>Research</small> | Japanese foreign espionage pays dividends. Any intelligence project +1 level |
| <small>Diplomacy</small> | Japanese tentacles reach deep into China. Szechuan: +1 |
| <small>3</small> | Zhukov takes command of Siberian forces. +3 in combat |
| | Nationalists expand conscription. Chinese army +1 level |

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8.52 There are 80 random event cards in the deck, containing a total of 480 unique random events.

8.53 Once played, random event cards are placed in the discard pile.

9. SELECTING RANDOM EVENTS

- CARD DRAW
- JAPANESE RANDOM EVENTS
- ECONOMIC TRENDS
- GENERAL RANDOM EVENTS
- NATIONAL RANDOM EVENTS
- RANDOM EVENT EFFECTS

9.1 CARD DRAW:

9.11 At the start of the game, the random event card deck is shuffled and placed in an easily accessible location.

9.12 At the start of each turn:

- The first random event card is turned over where all players can see it, The Economic Trend and general event on this card are used for the turn.
- One random event card is dealt, face down, to China.
- One random event card is dealt, face down, to either Britain or Russia, depending on the card.
- One or two random events cards are dealt, face down, to Japan (9.2).

9.13 ADDITIONAL JAPANESE RANDOM EVENTS:

A. In the turn after Japan conquers Northern China, Shanghai, Central China, South China Coast or Szechuan, it draws a second card from the Japanese Random Event Category deck (9.21) and a corresponding second random event card.

B. If Japan conquers more than one of these Chinese regions in a single turn, it draws two random events in the next two or more turns.

C. When Japan draws an additional random event, it may choose not to play one of its random events. A random event that is not played is revealed and discarded at the end of the phase in which it would otherwise have been played.

9.2 JAPANESE RANDOM EVENTS:

9.21 At the start of the turn, Japan secretly draws one or two cards from the Japanese Random Event Category deck, depending on whether Japan draws one or two random event cards (Japan draws two random event cards if it conquered an economically valuable Chinese region in the previous turn - 9.13, 37.24C). This determines which category or categories of Japanese random event will apply for the turn and whether Japan may use its flexible 1 activity counter for research, diplomacy, or unit construction or shipbuilding, in addition to the effects of a research or diplomatic random event.

A. The Japanese Random Event Category deck consists of four cards:

- Economic/military.
- Research.
- Diplomacy.
- Select any category.

9.22 EFFECTS:

A. If an economic/military, research or diplomatic Random Event Category card is drawn, the Japanese random event in that category on the random event card dealt to Japan is used for the turn.

B. If the “select any category” Random Event Category card is drawn:

- Japan may choose an economic/military, research or diplomatic event from the random event card it is dealt.
- This decision made after Japan looks at the random event card it is dealt, at the point in the turn when the desired random event takes effect.
- If Japan draws two random events (9.13) and draws a “select any category” Random Event Category card for either random event, it may select a random event of the same category as its other random event.

C. The random event category for the turn determines the possible uses of Japan’s flexible 1 activity counter for that turn. If Japan has random events in two categories, it chooses how to use its flexible 1 activity counter. Japan may use its flexible 1 activity counter at no cost.

- An economic/military random event allows Japan to use its flexible 1 activity counter:
 - To assist in activating a unit.
 - As a shipbuilding 1 activity counter, to lay down a new ship, advance, accelerate or launch an existing ship, or to save a shipbuilding point for later use.
 - While the use of the Japanese flexible 1 activity counter for unit activation or shipbuilding alerts the Allied player to the existence of a Japanese economic/military random event, the Japanese economic/military random event is revealed only when it is actually played.
- A research random event allows Japan to use its flexible 1 activity counter for research, in addition to using a normal activity counter:
 - The use of an additional 1 activity counter for research is in addition to the effects of the Japanese research random event itself.
 - Japanese research random events 53-55, which allow Japan to draw two additional random event cards and apply both research effects, permits the use of Japan’s flexible 1 activity counter for research, in same manner as other Japanese research random events.
- A diplomatic random event allows Japan to use its flexible 1 activity counter as a diplomatic counter:
 - The use of Japan’s flexible 1 activity counter as an additional diplomatic counter is in addition to the effects of the Japanese diplomatic random event itself.
 - The additional diplomatic counter is placed during Japan’s initial round of diplomacy (23.51A).
 - While the placement of the additional diplomatic counter alerts the Allied player to the existence of a Japanese diplomatic random

event, the Japanese diplomatic random event is only revealed after all diplomatic counters are placed (23.81A).

- Japan may use its additional diplomatic counter in either China or Southeast Asia, regardless of the location of the diplomatic random event drawn by Japan.

9.23 SUBSEQUENT DRAWS: Japan’s Random Event Category cards are revealed when their associated random events are played. Those Random Event Category cards are then set aside and are not returned to the Japanese Random Event Category deck until after the Random Event Category card(s) are drawn for the following turn. The same Random Event Category cards may therefore never be drawn two turns in a row.

In any given turn, Japan will draw at least one Random Event Category card. Japan may never draw the same Random Event Category card in two consecutive turns, as the Random Event Category card for that category will not be put back in the Japanese Random Event Category deck until after the Random Event Category card(s) are drawn for the following turn. Japan may have two random events in the same category in the same turn, or in two consecutive turns, provided one of them was chosen after a “select any category” Random Event Category card was drawn.

9.3 ECONOMIC TRENDS:

9.31 The Economic Trend at the top of the first random event card drawn for the turn modifies the Economic Climate, possibly increasing or decreasing the National Income of Japan, Britain and China (11.3) and the JAI (22.21C).

9.4 GENERAL RANDOM EVENTS:

9.41 The general random event on the first random event card drawn for the turn is always public and applies to the current game turn, with the following possible effects:







A. JAPANESE AGGRESSION INDEX: General random events may increase or decrease the JAI.

B. MODIFYING RANDOM EVENTS: The general random events listed in 8.41 modify the Japanese Army and Naval Garrisons, British and Chinese cohesion, and the United Front.

C. CHINESE CIVIL WAR: General random events may require Nationalist China to attack Communist China.

D. DIPLOMATIC: Diplomatic general random events affect diplomacy in various ways. The major power(s) which diplomatic random events favor are indicated by the color of the effects:

- Diplomatic random event results in **brown** favor Japan.
- Diplomatic random event results in **purple** favor China.
- Diplomatic random event results in **blue** favor Britain.
- Diplomatic random event results in **red** favor Communist China.

| | | | | | | |
|--|---|---|--------------------|---|---|---|
|  |  |  | Global Game |  |  |  |
| <i>Gathering Storm</i> general random events 67-72 and 139-144 apply to <i>Storm Over Asia</i> research in the same manner as they apply to <i>Gathering Storm</i> research, except as otherwise noted in the Global Game rules. | | | | | | |

9.5 NATIONAL RANDOM EVENTS:

9.51 National random events are revealed at the indicated times, with the following possible effects:

A. ECONOMIC: Economic national random events are revealed at the start of the income phase and affect national income in two ways:

- A major power’s national income may be increased or decreased.
- Japan may draw a second random tile from the inverted tile pool or may not draw a random tile at all.

B. FACTORY CONVERSION: Japanese factory conversion events are revealed at the end of the economic phase and affect the cost of converting Japanese factories to civilian or military use.

C. RESEARCH: Research national random events are revealed at the end of the economic phase and affect the research efforts of the major power playing the card as indicated.

D. CONSTRUCTION: Japanese construction national random events are revealed at the end of the economic phase and affect Japanese unit construction or shipbuilding.

E. DIPLOMATIC: Diplomatic national random events are revealed as follows:

- Random events that trigger a spy ring effect are revealed at the start of the diplomatic phase.
- Random events that allow an additional diplomatic counter to be placed are revealed when the additional diplomatic counter is placed.
- Other diplomatic random events are revealed at the end of the diplomatic phase, when diplomacy is resolved.

Diplomatic national random events always benefit the major power that drew the random event; there are no diplomatic events that adversely affect major powers.

F. SUPPORT: Support national random events are either public or secret.

- **Public:** Public support national random events increase or decrease the support level and income of the affected major power as indicated by the random event.
- **Secret:** Secret support national random events increase or decrease the support level and income of the affected major power as indicated by the random event. Secret support events affect support levels and income for the entire turn in which they are drawn, but are only revealed when they actually affect play:
 - **Income phase:** A major power with a secret support event may defer playing the event when drawing tiles to conceal the existence of the event, although at some point during the turn that major power's income must be adjusted to take the event into account.
 - **Economic phase:** A positive secret support event must be revealed at the end of the economic phase if the additional income from the event is spent; a negative secret support event is not revealed during the economic phase if it only affects income. Both positive and negative British secret support events must be revealed at the end of the economic phase if they trigger the gain or loss of a British activity counter.
 - **Diplomatic phase:** A positive secret support event must be revealed at the start of the diplomatic phase if the additional income from the event is used to cover the cost of diplomatic counters or military counters used for diplomacy.

G. KMT: Chinese random events allowing an additional KMT counter to be drawn are revealed when KMT counters are drawn; Chinese random events modifying the value of KMT counter(s) are revealed when the KMT counter(s) are played.

H. UNITED FRONT: United Front events modify the United Front for the turn and are revealed when the United Front is determined.

I. MILITARY: Random events that:

- Allow the placement of additional military counters are revealed when the military counters are placed.
- Modify combat, require combat or permit combat that is otherwise prohibited, are revealed immediately before the resolution of combat, after all military counters are placed for combat.
- Prohibit or restrict the placement of military counters are revealed at the end of the combat phase.

J. PURGES: Russian purge events are revealed when the Russian activity referred to in the random event would otherwise have taken place.

9.6 RANDOM EVENT EFFECTS:

9.61 The effects of random events are set out in the rules relating to the affected activity, and are summarized in the **Random Event Guide** in the *Storm Over Asia* Battle Manual.



10. SUPPORT LEVELS

- 10.1 OVERVIEW
- 10.2 SUPPORT LEVEL EFFECTS
- 10.3 DETERMINING SUPPORT LEVELS
- 10.4 UNIVERSAL SUPPORT MODIFIERS
- 10.5 JAPANESE SUPPORT MODIFIERS
- 10.6 CHINESE SUPPORT MODIFIERS
- 10.7 BRITISH SUPPORT MODIFIERS
- 10.8 RUSSIAN SUPPORT MODIFIERS

10.1 OVERVIEW:

10.11 Each major power has a support level which is determined at the start of each turn. A major power's support level may change during a turn.

10.12 There is no upper or lower limit to support levels. Support levels may be negative.

10.13 Support levels affect each major power's income.

10.2 SUPPORT LEVEL EFFECTS:

10.21 NATIONAL INCOME: The Japanese, Chinese, British and Russian national incomes are increased or decreased by their support level (11.6).

10.22 EVENT MODIFIERS: Certain random events increase or decrease support levels only for the turn in which they occur (10.41A). These events have no effect on support levels in subsequent turns. When these events occur, the tile point total of the major power affected by the support event is increased or decreased by the value of the support event. If the affected major power does not have enough tiles to meet this requirement, its support level for the next turn is reduced accordingly (10.41B).



10.23 ADDITIONAL BRITISH SUPPORT EFFECTS:

A. BRITISH SUPPORT LEVEL OF ONE: If the British support level is one or more, Britain adds a 1 activity counter to its activity counter pool (12.51A).

B. BRITISH SUPPORT LEVEL OF THREE: If the British support level is three or more, Britain adds a 2 activity counter to its activity counter pool (12.51B).

10.3 DETERMINING SUPPORT LEVELS:

10.31 INITIAL SUPPORT LEVELS: Each turn each major power's support level begins at zero, regardless of its support level in the previous turn. Each major power's support level is then adjusted from zero by the following modifiers. These modifiers affect national income and apply for the entire turn.

10.4 UNIVERSAL SUPPORT MODIFIERS:

10.41 The following support modifiers may apply to all major powers:

A. SUPPORT RANDOM EVENTS: National support random events may increase or decrease a major power's support level (9.51F).

- Public support random events are revealed at the start of the turn.
- Secret support random events are concealed until they take effect.
- Some support random events are conditional, as their effect depends on the game situation.
- Public diplomatic random events that may not be played because the indicated Chinese region has been conquered by Japan are treated as public support events.
- Public random events that place a Communist flag give Russia a +1 support increase in the turn in which they are drawn if the indicated Chinese region has been conquered by Japan.
- Diplomatic random events that have no diplomatic or combat effect are treated as open (general diplomatic random events) or secret (secret diplomatic random events) support events for the relevant major power, with a value equal to the random event's unused diplomatic modifier (25.53, 27.32 – random events that would otherwise place a flag have a value of one). This can occur in the following situations:
 - The Chinese region or Southeast Asian diplomatic target for which the random event was drawn already has four friendly flags and the diplomatic random event is not challenged by an opposing military counter, diplomatic counter or other diplomatic modifier, and no combat occurs in the region.

- The Chinese region for which the random event was drawn contains four Communist flags and no combat occurs in the region.
- The Chinese region for which the random event was drawn has been conquered by Japan.
- A random event allowing a flag to be replaced has no effect because no eligible flag exists to be replaced.
- The random event would place a flag in a Southeast Asian diplomatic target in excess of the JAI limit (27.31A).
- Combat modifier random events that are not used are treated as secret support events at the end of the turn. This does not apply to Russian combat modifier random events, which generate purge level increases if not used, or Japanese combat modifier events which must be used to avoid negative support modifiers.

B. PREVIOUS TURN DEFICITS: If a major power runs out of tile points and is unable to cover mandatory costs, such as the adverse tile point effect of a reduction in support or tile point losses from combat, its support level is reduced by the amount of the deficit for the following turn. This situation may also arise if a major power's income is negative and the deficit is not offset (11.12).

10.5 JAPANESE SUPPORT MODIFIERS:



10.51 The following support modifiers may apply to Japan:

A. MILITARY FACTORIES: Each turn Japan receives support based on the number of its military factories as follows: 4 military factories: +1; 6 military factories: +2. This support is tracked by transferring the relevant support counters from the military factory track on the Japanese scenario card to its support track:

| Support from Mobilizations - 10.51A | | | | | | | | | | | |
|-------------------------------------|---|---|---|----|---|----|---|---|---|----|----|
| MFs: | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| | | | | +1 | | +2 | | | | | |

B. ARMY AND NAVY GARRISONS: Changes in the Japanese garrison levels affect the Japanese support level at the start of the turn and at the end of the economic phase. For both the Japanese army and navy garrisons:

- +1 for one surplus Japanese garrison unit.
- +2 for three surplus Japanese garrison units.
- +3 for six surplus Japanese garrison units.
- +4 for ten or more surplus Japanese garrison units.
- -1 for a Japanese garrison deficit.

C. RESEARCH RESULTS: Japan's support level is increased by +1 for each:

- **Maximum (18-step) research result** for jets, strategic bombers, naval air training, advanced submarines, transports, armor, rockets, specialized units and economic preparation.
- **Atomic research result** (16.15B).

10.6 CHINESE SUPPORT MODIFIERS:



10.61 The following support modifiers may apply to China:

A. CHINESE COHESION: The Chinese support level is increased or decreased by its cohesion level (30.71).

B. CHINESE RESEARCH: China's support level is increased by +1 for each maximum (12-step) research result for Chinese army, Chinese air, elite units, fortifications, partisans, China Lobby, national unity and economic preparation (16.21).

C. UNITED FRONT SURPLUS: Once all existing warlord flags have been replaced by Nationalist flags, China's support level is increased by +1 for every five levels (round down) the United Front surplus exceeds the number of Communist flags (32.74).

D. CONQUERED CHINESE REGIONS: China's support level is decreased by -1 for each of Northern China, Shanghai, Central China, South China Coast and Szechuan conquered by Japan, starting in the turn after the conquest (37.24A).

E. KMT RANDOM EVENTS: Chinese random events 59, 60, 61 and 62 are treated as public random events that increase China's support level by +1 if they otherwise would have no effect (12.423B).

10.7 BRITISH SUPPORT MODIFIERS:



10.71 The following support modifiers may apply to Britain:

A. BRITISH COHESION: The British support level is increased or decreased by Britain's cohesion level (29.61).

B. BRITISH RESEARCH:

- **Singapore:** Britain's support level is increased by +1 for its first, 6-step Singapore research result, and is increased by another +1 for a second, 12-step Singapore research result (16.32B).
- **Maximum results:** For each 12-step Australian and Indian research result, Britain's support level is increased by +1 (16.32B).

10.8 RUSSIAN SUPPORT MODIFIERS:



10.81 The following support modifiers may apply to Russia:

A. RUSSIAN COHESION: The Russian support level increases if the Russian cohesion level rises (28.63A).

- **Medium cohesion:** +1 support.
- **High cohesion:** +2 support.
- **Full cohesion:** +3 support.

B. EXCESS PURGE EVENTS: If Russia is at full cohesion, Russia receives a +1 support increase for each increase in its purge level from Military and Party Purge Cards and from random events (28.64B).



Income Phase

11. NATIONAL INCOME

- 11.1 OVERVIEW
- 11.2 FACTORIES
- 11.3 ECONOMIC CLIMATE
- 11.4 AID TO CHINA
- 11.5 RANDOM EVENTS
- 11.6 SUPPORT LEVEL
- 11.7 TRADE PACTS
- 11.8 MAINTENANCE COSTS
- 11.9 RANDOM TILE DRAWS





























11.1 OVERVIEW:

11.11 CONCEPT: Each turn, Japan, China, Britain and Russia each receive tiles to reflect their national income for the turn. These tiles are used during the turn for various purposes. Each major power may retain up to 21 tile points for use in subsequent turns (6.33).

11.12 NEGATIVE INCOME: If a major power's income is negative and the deficit is not offset by surplus tile points from the previous turn or tile point additions during the current turn, that major power's support level for the following turn is reduced by the amount of the deficit at the end of its turn (10.41B).

11.13 DETERMINING NATIONAL INCOME:

A. Each major power's national income is determined by the net total of the following components:

| National Income Components - 11.13A | | | | | |
|-------------------------------------|--------------------------------|---|---|---|---|
| + | Income from civilian factories |  | | | |
| + | Support level |  |  |  |  |
| + | Trade pacts |  |  | |  |
| + | Additional tile draw(s) |  |  |  |  |
| +/- | Economic Climate effects |  |  | |  |
| +/- | Aid to China | |  |  |  |
| +/- | Random events |  |  |  |  |
| - | Maintenance costs |  |  |  |  |
| = | National income | | | | |

B. To save time, players need not draw tiles, then put them back, to pay maintenance costs; maintenance costs simply reduce the value of the tiles actually drawn.

11.2 FACTORIES:




11.21 JAPANESE FACTORIES: Japan's national income is increased based on the status of the factories that make up its industrial economy. Each factory must be in one of the following three states:

A. **CIVILIAN:** Japanese civilian factories represent the productive, non-military part of Japan's industrial economy. Each turn each Japanese civilian factory generates two tile points of income.

B. **MILITARY:** Japanese military factories represent Japan's military-industrial complex. Japanese military factories do not generate income, although they generate support (10.51A) and Japanese maintenance costs are reduced by one point for each military factory (11.81, 17.11).

C. **IDLE:** Idle factories represent unemployment. Idle factories do nothing.

11.22 INITIAL ECONOMIC PROFILE: Japan's economic profile at the start of the game (Spring 1935) is set out below:

| Japan's Spring 1935 Economic Profile - 11.22 | | | | |
|--|-----------|----------|----------|------|
| | Factories | Civilian | Military | Idle |
|  | 11 | 4 | 3 | 4 |
| Income effects: Each civilian factory generates two tile points. Each military factory reduces maintenance costs by one point. | | | | |

11.3 ECONOMIC CLIMATE:

11.31 ECONOMIC CLIMATE: The Economic Climate, which is driven by Economic Trends, measures the effect of the business cycle on the world economic situation.

11.32 STARTING LEVEL: In Spring 1935, at the start of the game, the Economic Climate is zero.

11.33 ECONOMIC TRENDS: Each turn, the Economic Climate is adjusted according to the Economic Trend printed on the general random event card drawn at the start of that turn.

A. "+2" improves the Economic Climate by two.

B. "+1" improves the Economic Climate by one.

C. "-1" worsens the Economic Climate by one.

D. "-2" worsens the Economic Climate by two.





E. "0" moves the Economic Climate one towards 0 (worsening the Economic Climate if it is favorable and improving it if it is unfavorable).

11.34 +/-3 MAXIMUM/MINIMUM: The Economic Climate may not go higher than +3 or lower than -3.

11.35 ECONOMIC CLIMATE EFFECTS:

A. **NATIONAL INCOME:** The Economic Climate may increase or decrease the national income of Japan (by up to +/-2), China (by +/-1) and Britain (by +/-1). The Economic Climate has no effect on Russia's national income, as Russia did not participate in the world economic system.

B. **JAPANESE AGGRESSION INDEX:** The JAI increases by +1 if the Economic Climate is -3 and decreases by -1 if the Economic Climate is +3. Less extreme Economic Climates do not affect the JAI (22.21C).

| Economic Climate Effects - 11.35 | | | | | |
|----------------------------------|-----|---|---|---|---|
| EC | JAI |  |  |  |  |
| +3 | -1 | | | | |
| +2 | | +2 | +1 | | +1 |
| +1 | | +1 | | | |
| 0 | | | | | |
| -1 | | -1 | | | |
| -2 | | -2 | -1 | | -1 |
| -3 | +1 | | | | |
| Shaded cells indicate no effect. | | | | | |

11.4 AID TO CHINA:

11.41 BRITISH AID:

A. Each turn Britain may use one 1 activity counter to transfer one tile point to China, regardless of the level of Burma Road research, provided Japan has not conquered the South China Coast, which represents China's main ports. This grant may be made at any point in the turn.

B. Additional aid may be given based on the level of Burma Road research (16.21I) or if China's economic situation justifies emergency aid (11.43).

C. If the JAI is positive, one British tile point grant may be used as a research point in the Burma Road (16.21I).

11.42 RUSSIAN AID:

A. Each turn Russia may use one 1 activity counter to transfer one tile point to China, regardless of the level of Sinkiang Road research. This grant may be made at any point in the turn.

B. Additional aid may be given based on the level of Sinkiang Road research (16.21J) or if China's economic situation justifies emergency aid (11.43).

C. If the JAI is positive, Russia's tile point grant may be used as a research point in the Sinkiang Road (16.21J).

11.43 EMERGENCY AID: Britain and Russia may grant tile points to China in excess of the normal limits as follows:

A. **AT THE END OF THE INCOME PHASE:** If China's income would be less than zero, grants may be made at the end of the income phase in excess of the normal limits to reduce the deficit and increase China's net income, to a maximum of zero tile points.

B. **AT THE END OF THE TURN:** If China would end the turn with a deficit, grants may be made at the end of the turn in excess of the normal limits to reduce the deficit and have China end the turn with a maximum of zero tile points.

C. **NORMAL GRANTS UNAFFECTED:** Emergency grants have no effect on, and are not affected by, normal grants. Emergency grants made at the end of the income phase thus do not prevent normal grants during the turn, and normal grants made during the turn do not prevent emergency grants at the end of the turn.

D. **ACTIVITY COUNTERS AND TILE POINTS REQUIRED:** Just as for normal grants, emergency grants require one activity counter point for each tile point granted (12.52D, 12.62D).

11.44 EFFECTS:

A. ECONOMIC PHASE: Grants made during the economic phase may allow research and military counter construction expenditures that China would otherwise not be able to afford. These grants are revealed at the end of the economic phase.

B. DIPLOMATIC PHASE: Grants made during the diplomatic phase may allow the allocation of diplomatic and military counters that China otherwise would not be able to afford. These grants are made and revealed at the end of the diplomatic phase, when payment for diplomatic counters is made (23.32C).

11.5 RANDOM EVENTS:

11.51 RANDOM EVENTS: Economic random events may increase or decrease national incomes by +/-1 or +/-2.

11.6 SUPPORT LEVEL:

11.61 STARTING SUPPORT LEVEL: The national incomes of Japan, China, Britain and Russia are increased or decreased by their support level, as determined at the start of the turn (10.31).

11.62 SUPPORT CHANGES DURING A TURN:

A. Support changes from Japanese mobilizations, research results, a United Front surplus, secret support national random events and redundant Russian purge random events cause the affected major power to gain or lose tile points when they take effect.

B. Support changes from changes in the Japanese army and naval garrisons and the Chinese, British and Russian cohesion levels do not affect tile point levels once income is determined.

11.7 TRADE PACTS:

11.71 GENERAL:

A. THREE OR MORE FLAGS REQUIRED: If Japan or China has three or more flags in an eligible Chinese region, it obtains a trade pact with that Chinese region. If Japan or Britain has three or more flags in a Southeast Asian diplomatic target, it obtains a trade pact with that diplomatic target.

B. TRADE PACT COUNTERS: When a trade pact is obtained, the relevant trade pact counter is transferred from the mapboard to the major power's scenario card.

C. LOSS OF TRADE PACTS: If an adverse diplomatic or military result reduces the number of flags in a Chinese region or Southeast Asian diplomatic target to less than three, the trade pact ends and the trade pact counter is returned to the mapboard. The loss of a trade pact has no economic effect until the next turn.



11.72 TRADE PACTS IN CHINESE REGIONS:

A. ELIGIBLE REGIONS: Japan and China may obtain trade pacts in Northern China, Shanghai, Central China, the South China Coast and Szechuan.

B. INELIGIBLE REGIONS: Trade pacts may not be obtained in Southern China, Eastern China, Yunnan and Shensi, although having three or more flags in those Chinese regions has military implications (35.63).

C. COMMUNIST FLAGS: Communist flags are never counted towards Chinese trade pacts, whether or not the Communist flags have adhered to the United Front.

D. JAPANESE CONQUEST: If Japan conquers Northern China, Shanghai, Central China, the South China Coast or Szechuan, it obtains or retains a trade pact with that Chinese region for the remainder of the game, unless the conquered region revolts (37.5) and Japan later loses flags from the region.

E. EFFECT: Japan's or China's income is increased by one each turn for each trade pact it holds in an eligible Chinese region.



11.73 TRADE PACTS IN SOUTHEAST ASIA: Trade pacts in three of the six Southeast Asian diplomatic targets increase income; trade pacts in the other three Southeast Asian diplomatic targets do not, but have other effects, as set out below. A trade pact in the Dutch East Indies both increases income and assists in economic preparation research.

11.731 TRADE PACTS THAT INCREASE INCOME: Trade pacts in the following Southeast Asian diplomatic targets increase income:

A. DUTCH EAST INDIES: Japan or Britain receives one tile point in income each turn. In addition:

- **Japan:** Japan adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.
- **Britain:** Britain adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.

B. MALAYA: Japan or Britain receives one tile point in income each turn.

C. THAILAND: Japan or Britain receives one tile point in income each turn.

11.732 TRADE PACTS THAT DO NOT INCREASE INCOME: Trade pacts in the following Southeast Asian diplomatic targets do not increase income, but have the effects set out below:

A. AUSTRALIA:

- **Japanese flags:** If Britain places a research point in an Australian research project, it must pay one additional tile point.
- **British flags:** Britain adds one research step to an Australian research project. No more than one such research step may be added to each Australian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.

B. BURMA:

- **Japanese flags:**
 - Japan adds one step in Indian subversion research at no cost. This effect continues in each turn in which Japan maintains three or more flags in Burma. The additional step is added at the end of each diplomatic phase in which this condition is met.
 - If Britain uses activity counters for grants to China or for Chinese research, it must pay one additional tile point.
- **British flags:** Britain may use an additional 1 activity counter for Chinese research.

C. INDIA:

- **Japanese flags:**
 - Japan adds one step in Indian subversion research at no cost. This effect continues in each turn in which Japan maintains three or more flags in India. The additional step is added at the end of each diplomatic phase in which this condition is met.
 - If Britain places a research point in an Indian research project, it must pay one additional tile point.
- **British flags:** Britain adds one research step to an Indian research project. No more than one such research step may be added to each Indian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.

11.8 MAINTENANCE COSTS:

11.81 JAPAN:

A. Japan must pay a maintenance cost of one tile point for each active armor, infantry and air unit (17.11A).

B. Japan's unit maintenance cost is reduced by one tile point for each Japanese military factory (17.11B).

11.82 CHINA:

A. China must pay a maintenance cost of one tile point for each Chinese military counter (17.21).

B. China does not incur maintenance costs for military counters in the turn in which they are built or that have been eliminated by the Japanese conquest of a Chinese region (17.23).

11.83 BRITAIN:

A. Britain must pay a maintenance cost of one tile point for each British military counter (17.21).

B. Britain does not incur maintenance costs for military counters in the turn in which they are built or acquired (17.23)

11.84 RUSSIA:

A. Russia must pay a maintenance cost of one tile point for each Russian military counter (17.21). Russian maintenance costs are increased to two tile points for each Russian military counter in turns in which Russia is subject to a Military or Great Purge (17.22, 28.31B, D).

B. Russia does not incur maintenance costs for military counters in the turn in which they are built or that have been eliminated by a Great Purge and not yet rebuilt (17.23B).

11.9 RANDOM TILE DRAWS:

11.91 TILE DRAWS: Each turn each major power draws one tile at random from the inverted tile pool, unless otherwise agreed (6.25, 6.26).

11.92 RANDOM EVENTS: Random events may allow a major power to draw a second tile at random from the inverted tile pool or may prohibit any random tile draw.

11.93 ECONOMIC PREPARATION:

A. Three steps of Economic Preparation research allows Japan, China and Britain to immediately draw an additional tile for income in the turn in which the research level is achieved.

B. Nine steps of Economic Preparation research allows Japan, China and Britain to immediately draw two additional tiles for income in the turn in which the research level is achieved.

11.94 TIMING: Players may wish to draw their random tiles at the start of the income phase, so they don't forget to do so.



Economic Phase

12. ACTIVITY COUNTERS

- 12.1 ACTIVITY COUNTER FUNCTIONS
- 12.2 STARTING ACTIVITY COUNTERS
- 12.3 JAPANESE ACTIVITY COUNTERS
- 12.4 CHINESE ACTIVITY COUNTERS
- 12.5 BRITISH ACTIVITY COUNTERS
- 12.6 RUSSIAN ACTIVITY COUNTERS
- 12.7 COST OF ACTIVITY COUNTERS

12.1 ACTIVITY COUNTER FUNCTIONS:

12.11 Activity counters are used for research, diplomacy, unit construction (Japan only), shipbuilding, (Japan only) and military counter construction (China, Britain and Russia only). Activity counters used for these purposes are referred to as “research”, “diplomatic”, “construction” and “shipbuilding” counters.

12.12 Chinese KMT counters may be used to modify Chinese cohesion and the United Front (12.44A, B).





12.13 Each major power's ability to carry out these functions, to the extent they are permitted, is limited by the number of activity counters it has available for the turn and the tile points it has to pay for using those activity counters.

12.14 Activity counters are not required for Japanese factory conversions or to use military counters.

12.2 STARTING ACTIVITY COUNTERS:

12.21 STARTING ACTIVITY COUNTER POOLS: Each major power begins the game with the following activity counter pools, which are increased as set out in 12.22.

Spring 1935 Activity Counter Pool - 12.21

| Value: | 2 | 1 | 0 | Flexible | Ship* |
|---|---|---|---|----------|-------|
|  | 2 | 2 | 1 | 1 | 1 |
|  | 0 | 3 | 1 | - | - |
|  | 0 | 3 | 1 | - | - |
|  | 0 | 3 | 1 | - | - |

*May only be used for shipbuilding. Japan adds one additional shipbuilding 1 activity counter when it mobilizes a shipbuilding increase.

12.22 INCREASING ACTIVITY COUNTER POOLS: Major power activity counter pools may be increased as set out below.

12.3 JAPANESE ACTIVITY COUNTERS:

 **12.31 ADDITIONAL JAPANESE ACTIVITY COUNTERS:** Japan's activity counter force pool is increased as follows:

A. CIVILIAN FACTORIES:

- Japan adds a 1 activity counter that may only be used for research if it has five civilian factories.
- Japan adds a 2 activity counter that may be used for any purpose if it has six civilian factories.

B. MILITARY FACTORIES:


- Japan adds a 1 activity counter that may be used for any purpose when it mobilizes its fifth military factory.
- Japan adds a 2 activity counter that may be used for any purpose when it mobilizes its seventh military factory.

C. SHIPBUILDING INCREASES: Japan adds a 1 activity counter that may only be used for shipbuilding if it mobilizes a shipbuilding increase.

D. ECONOMIC PREPARATION:

- The first Japanese economic preparation result adds a 1 activity counter.
- The second Japanese economic preparation result adds a 2 activity counter.

E. JAPANESE CONQUESTS: Japan adds a 1 activity counter for the conquest of Northern China, Shanghai, Central China, South China Coast and Szechuan (37.24B).

 **12.32 USING JAPANESE ACTIVITY COUNTERS:** Japan may use activity counters for the following activities, provided it has the tile points to pay for them:

A. UNIT CONSTRUCTION: Any denomination of activity counter may be used for Japanese unit construction: a unit may be built using one 2 activity counter or two 1 activity counters.

B. SHIPBUILDING:

- The activity counters associated with Japanese shipyards may only be used for shipbuilding; any other activity counters of any denomination may also be used for shipbuilding. To lay down a ship, at least one activity counter associated with a shipyard or Japan's flexible 1 activity counter must be used.
- Saved shipbuilding counters are used to track the number of saved shipbuilding points generated when Japan uses a shipbuilding counter, or uses its flexible 1 activity counter as a shipbuilding counter, and saves the resulting shipbuilding point for use in a future turn (19.75).

C. RESEARCH: Japan may use only one activity counter for research, plus:

- Its flexible 1 activity counter if Japan has drawn a research random event (9.22C).
- The research-only 1 activity counter acquired by converting to a civilian factory (15.22A).

D. DIPLOMACY: Japan is limited in the number of activity counters it may use as diplomatic counters (23.41E).

The exact denomination of Japanese activity counters matters for research and diplomacy, but not for unit construction and shipbuilding.

E. FLEXIBLE: Japan's flexible 1 activity counter may be used at no cost for one of the following, depending on the random event category applicable for the turn (9.22C):

- **Economic/military:** For unit construction or shipbuilding, including to lay down a new ship or to save a shipbuilding point.
- **Research:** As an additional research activity counter.
- **Diplomacy:** As an additional diplomatic counter.

12.4 CHINESE ACTIVITY COUNTERS:



12.41 ADDITIONAL CHINESE ACTIVITY COUNTERS:

China's activity counter force pool is increased as follows:

A. ECONOMIC PREPARATION:

- The first Chinese economic preparation result adds a 1 activity counter to China's activity counter pool.
- The second Chinese economic preparation result adds a 2 activity counter to China's activity counter pool.

B. JAPANESE CONQUESTS: China adds a 1 activity counter for the conquest of Northern China, Shanghai, Central China, South China Coast and Szechuan (37.24B). These activity counters may only be used for diplomacy.

C. KMT DRAWS: Each turn China draws one or more KMT counters from the KMT counter pool (12.42).

12.42 KMT COUNTERS: At the start of each turn, China draws KMT counters from the KMT counter pool to augment its activity counter pool for that turn. The value of the KMT counters drawn is known to the Chinese player, but is not revealed to the Japanese player until the counters are used.

12.421 STARTING COUNTER POOL: At the start of the game, the KMT counter pool consists of six counters, with the following values: 0, 1, 1, 2, 2, and a +1 counter, which may be played independently as a 1 activity counter or along with another Chinese activity counter to increase its value by one.

12.422 KMT RESEARCH EFFECTS: If China achieves KMT results (16.21K), the KMT counter pool is changed as follows:

A. THREE STEPS: Three steps of KMT research replace the KMT 0 counter with a KMT 1 counter.

B. FIRST RESULT: The first KMT result (six steps) replaces the new KMT 1 counter with a KMT 2 counter.

C. NINE STEPS: Nine steps of KMT research add a second +1 counter to the KMT counter pool.

D. SECOND RESULT: The second KMT result (twelve steps) adds a +2 counter to the KMT counter pool.

E. TIMING: The new KMT counters are substituted at the end of the turn, whether or not the counter being replaced was drawn.

F. RESEARCH STEPS: Each time China draws the KMT 0 counter, or the KMT 1 counter that replaces it from 3 steps of KMT research, China gains one additional step of KMT research. This research step is applied to KMT research in same manner as a step from a research random event. Once China has achieved a 6-step KMT result, additional draws of these KMT counters have no beneficial research effect (15.22B).

12.423 KMT COUNTER DRAW: At the start of each turn the Chinese player draws KMT counters as follows:

A. BASIC KMT DRAW: The Chinese player always draws at least one KMT counter.

B. ADDITIONAL COUNTERS: In addition to the basic draw of one KMT counter, the Chinese player draws additional KMT counters as follows:


- **JAI:** One additional KMT counter for each +1 JAI. A negative JAI does not reduce the basic draw of one KMT counter.
- **Random events:** Chinese random events 59, 60, 61 and 62 allow China to draw an additional KMT counter. If the JAI is high enough to allow China to draw all its available KMT counters, these random events are treated as public random events that increase China's support level by +1.

C. NO MAXIMUM DRAW: There is no limit on the number of KMT counters the Chinese player may draw, other than the number of KMT counters available to be drawn.

12.424 SUBSEQUENT DRAWS: At the end of the turn, KMT counters that were drawn are returned to the KMT counter pool as follows:

A. ORIGINAL KMT 1 AND KMT 2 COUNTERS RETURNED TO COUNTER POOL: The four original KMT 1 and KMT 2 counters, whether or not they were used, are returned to the KMT counter pool and may be drawn in the following turn.

B. OTHER COUNTERS WITHHELD FROM COUNTER POOL: The KMT 0 counter, the KMT 1 or KMT 2 counters that replace it from KMT research, and any KMT +1 and KMT +2 counters are set aside and not returned to the KMT counter pool until after the KMT counters are drawn for the following turn. These counters may therefore not be drawn two turns in a row.

 **12.43 USING CHINESE ACTIVITY COUNTERS:** China may use activity counters for the following, provided it has the tile points to pay for them:

A. RESEARCH: China may use only one activity or KMT counter for research, plus:

- KMT +1 and +2 counters (12.45).
- One British activity counter if China has achieved a six-step Burma Road result or if the JAI is +1 or greater (15.22B, 16.21I). British random events 67, 68 and 71 allow Britain to use one additional activity counter for British or Chinese research.
- One Russian activity counter if China has achieved a six-step Sinkiang Road result or if the JAI is +1 or greater (15.22B, 16.21J), provided Russia is not subject to a Party or Great Purge. Russian random events 17, 18 and 21 allow Russia to use one additional activity counter for research.

B. DIPLOMACY: China may use two activity and KMT counters for diplomacy, plus additional activity counters as allowed by rule 23.41E, including Chinese 1 activity counters from Japanese conquests.

12.44 FREE USE OF KMT COUNTERS: KMT counters may be used at no cost to increase Chinese cohesion and the United Front level. Other Chinese activity counters may not be used to increase Chinese cohesion and the United Front level.

A. CHINESE COHESION: Any number of KMT counters may be used at the start of the turn to increase the Chinese cohesion level, to modify Chinese support and income (30.21C).

B. UNITED FRONT: One KMT counter may be used when the United Front is determined to increase the United Front level (32.31E).

12.45 USE OF KMT +1 AND +2 COUNTERS:

A. USE: KMT +1 and +2 counters may be used at no cost:

- **Chinese cohesion:** To increase the Chinese cohesion level, either alone or in conjunction with other KMT counters.
- **United Front:** To increase the United Front level, either alone or in conjunction with another KMT counter.
- **Research:** For research, either alone or in conjunction with another activity or KMT counter.
- **Building military counters:** To build Chinese military counters, either alone or in conjunction with other Chinese activity or KMT counters.
- **Diplomacy:** For diplomacy, but KMT +1 and +2 counters may not be used to increase the value of Chinese activity or KMT counters used for diplomacy and, if used for diplomacy, count against the limit on the number of Chinese activity and KMT counters that may be used for diplomacy (23.41E).

B. COST: There is no tile point cost associated with the use of KMT +1 and +2 counters.

12.5 BRITISH ACTIVITY COUNTERS:



12.51 ADDITIONAL BRITISH ACTIVITY COUNTERS:

Britain's activity counter force pool is increased as follows:

A. If the British support level is one or more, Britain adds a 1 activity counter to its activity counter pool.

B. If the British support level is three or more, Britain adds a 2 activity

counter to its activity counter pool.

C. British secret support random events 33, 34, 39 and 40 must be revealed at the end of the economic phase if they remove or add an activity counter to the British activity counter force pool (9.51F).



12.52 USING BRITISH ACTIVITY COUNTERS: Britain may use activity counters for the following activities, provided it has the tile points to pay for them:

A. CONSTRUCTING MILITARY COUNTERS: Britain must use activity counters to construct its military counter. Britain may build its military counter using one 2 activity counter or two 1 activity counters.

B. RESEARCH: Britain may use one activity counter for research. Britain may use an activity counter to conduct Chinese research if China has achieved a six-step Burma Road result or if the JAI is +1 or greater (15.22B, 16.21I). British random events 67, 68 and 71 allow Britain to use one additional activity counter for British or Chinese research.

C. DIPLOMACY: Britain may use two activity counters for diplomacy, plus additional activity counters as allowed by rule 23.41E.

D. AID TO CHINA: In a turn in which Britain gives aid to China, it must use activity counters equal in value to the number of tile points transferred to China to send the aid (11.41, 11.43, 16.21I).

12.6 RUSSIAN ACTIVITY COUNTERS:



12.61 ADDITIONAL RUSSIAN ACTIVITY COUNTERS: Russia's activity counter force pool is increased as follows:

A. Russia adds a 1 activity counter when it reaches medium cohesion.

B. Russia adds a 2 activity counter when it reaches high cohesion.



12.62 USING RUSSIAN ACTIVITY COUNTERS: Russia may use activity counters for the following activities, provided it has the tile points to pay for them:

A. CONSTRUCTING MILITARY COUNTERS: Russia must use activity counters to construct Russian and Chinese military counters.

- Russia may build its military counter using one 2 activity counter or two 1 activity counters.
- Russia may only construct Chinese military counters if China has achieved a 6-step Sinkiang Road result (16.21J).

B. RESEARCH: One Russian activity counter if China has achieved a six-step Sinkiang Road result or if the JAI is +1 or greater (15.22B, 16.21J), provided Russia is not subject to a Party or Great Purge. Russian random events 17, 18 and 21 allow Russia to use one additional activity counter for research.

C. DIPLOMACY: Russia may use one activity counter in China as a diplomatic counter if China has achieved a three-step Sinkiang Road result and Russia is not subject to a Party or Great Purge. Russian random events 19, 20 and 21 allow Russia to use one additional activity counter for diplomacy.

D. AID TO CHINA: In a turn in which Russia grants a tile point to China, it must use a 1 activity counter to send the aid (11.42, 11.43, 16.21J).

12.7 COST OF ACTIVITY COUNTERS:

12.71 TILE POINT COST: The tile point cost of each activity counter is equivalent to its strength: a 1 strength activity counter costs one tile point to use; a 2 strength activity counter costs two tile points to use.

12.72 PAY AS YOU GO: The cost of activity counters is paid when they are used.

12.73 EXCEPTIONS:

A. JAPANESE FLEXIBLE ACTIVITY COUNTER: There is no tile point cost associated with the use of Japan's flexible 1 activity counter (12.32E).

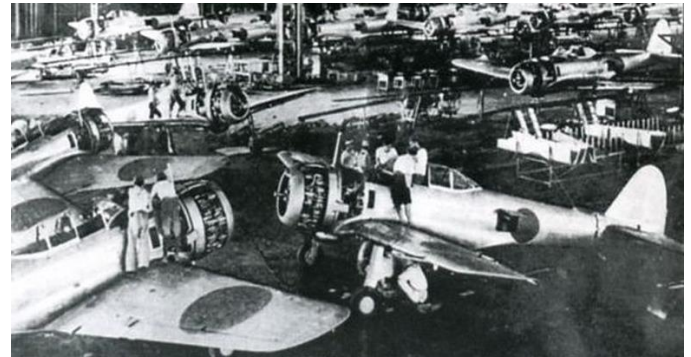
B. KMT COUNTERS: There is no tile point cost associated with the following use of KMT counters:

- The use of KMT counters to modify Chinese cohesion or the United Front (12.44 A, B).
- The use of Chinese KMT +1 and +2 counters for any purpose (12.45).

C. AUSTRALIAN RESEARCH: If Japan has three or more flags in Australia, British research in Australian projects costs one additional tile point (27.41A).

D. INDIAN RESEARCH: If Japan has three or more flags in India, British research in Indian projects costs one additional tile point (27.41D).

E. BURMA: If Japan has three or more flags in Burma, British grants to China or and British expenditures for Chinese research costs one additional tile point (27.41B).



13. ECONOMIC PHASE

13.1 ECONOMIC PHASE SEGMENTS

13.2 EFFECTS

13.1 ECONOMIC PHASE SEGMENTS:

13.11 The economic phase consists of the following segments, which are carried out sequentially in secret, then revealed simultaneously by all players:

A. INDUSTRIAL SEGMENT:

- Japan may convert factories to civilian or military use.

B. RESEARCH SEGMENT:

- Japan assigns research points, including one intelligence research point, to research.
- China assigns research points, including one intelligence research point, to research.
- Britain assigns research points, including one intelligence research point, to research.
- Research point assignments are recorded on the Japanese, Chinese and British research record sheets.

C. CONSTRUCTION SEGMENT:

- Japan uses one or more activity counters for unit construction and shipbuilding. Japanese armor, infantry and air units are moved from reserve to active status and ships are laid down, advanced and launched.
- China, Britain and Russia may build military counters.

13.12 SECRECY: Economic activities are concealed, by whatever mechanism the players agree to use, until completed. At the end of the economic phase:

A. Japan announces any factory conversion, pays the related tile point cost, and adjusts the factories on its scenario card.

B. Japan, China and Britain announce any research results. Research counters are placed on the Japanese Army Garrison Track, the Japanese Naval Garrison Track or the Japanese, Chinese or British Scenario Cards, as required, and the activity counters used for research are placed on the appropriate space on the mapboard.

C. Japan implements the results of any unit construction and shipbuilding, moves the units or ships on its scenario card, adjusts the Japanese Army Garrison and Japanese Naval Garrison Tracks, and puts the activity counters used for unit construction and shipbuilding on the appropriate space on the mapboard.

D. China, Britain and Russia implement the results of any military counter construction. China, Britain and Russia adjust their Cohesion Tracks, and the activity counters used for military counter construction are placed on the appropriate space on the mapboard.

13.2 EFFECTS:

13.21 FACTORY CONVERSION: Japanese factory conversion affects research and unit construction in the turn in which the factory conversion occurs.

A. CIVILIAN FACTORIES:

- The first conversion of a Japanese idle to a civilian factory:
 - Adds a 1 activity counter to the Japanese activity counter pool that may be used for research in addition to any other activity counter, and for no other purpose (12.31A).
 - Adds one negative counter to the Japanese army garrison (20.22D). This negative counter is removed if the civilian factory is later converted to military use.
 - Adds one negative counter to the Japanese naval garrison (20.32B).
- The second conversion of a Japanese idle to a civilian factory:
 - Adds a 2 activity counter to the Japanese activity counter pool (12.31A).
 - Adds a second negative counter to the Japanese army garrison (20.22D). This negative counter is removed if the civilian factory is later converted to military use.
 - Adds one negative counter to the Japanese naval garrison (20.32B).
- These effects take place at the start of the economic phase in the turn in which the factory is converted. Similarly, if later Japanese mobilizations reduce the number of civilian factories below the required level, the activity counter and Japanese army garrison effects associated with the additional civilian factories are eliminated in the turn of mobilization, prior to research and shipbuilding.

B. MOBILIZATIONS:

- The second Japanese mobilization (creating its fifth military factory) adds a 1 activity counter to the Japanese activity counter pool (12.31B).
- The fourth Japanese mobilization (creating its seventh military factory) adds a 2 activity counter to the Japanese activity counter pool (12.31B).
- Each Japanese mobilization of an idle factory adds one negative counter to the Japanese naval garrison (20.32B). If Japan mobilizes a civilian factory, a negative counter will already have been added to its naval garrison.
- An additional negative counter is added to the Japanese naval garrison if Japanese mobilizes a shipbuilding increase (20.32C).
- The military units generated by Japanese mobilization are added to Japan's Reserve, with a time delay of two (infantry), four (air) or six (armor) turns after the mobilization.
- Units may be constructed in the turn they are added to Japan's Reserve.
- The Japanese shipyard generated from mobilizing is added immediately and may be used to lay down new ships in the turn in which it is added.

C. INCOME AND MAINTENANCE EFFECTS DELAYED: Because the Japanese income phase for the turn has already been completed, the additional income from civilian factories and the reduced maintenance from military factories take effect only in the turn following factory conversion.

D. SUPPORT EFFECTS IMMEDIATE: If mobilization results in a support increase (10.51A), Japan gains one tile point.

E. JAPANESE MILITARY COUNTERS: If Japan's army or naval garrison status changed or if Japan achieved an 18-step research result in a relevant project, the number of Japanese military counters is adjusted.

13.22 RESEARCH: Research results affect unit (Japan) and military counter (China) construction in the turn in which the research result occurs.

A. NAVAL AIR TRAINING: A Japanese naval air training result allows the construction of carriers by Japan (16.13B). Construction of carriers may begin in the turn in which the research result is achieved.

B. BATTLESHIP DESIGN: A Japanese battleship design result allows the construction of 4-factor battleships by Japan; a second Japanese battleship design result allows the construction of 5-factor battleships by Japan (16.13B). Construction of these battleships may begin in the turn in which the research result is achieved.

C. CARRIER DESIGN: A Japanese carrier design result allows the construction of 3-factor carriers (CVs) by Japan; a second Japanese carrier design result allows the construction of 4-factor carriers (CVBs) by Japan (16.13B). Construction of these carriers may begin in the turn in which the research result is achieved.

D. ELITE UNITS: Every three steps of elite unit research generates one Chinese military counter at no cost in the turn in which the result is achieved (16.21C).



Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

- 14.1 CONVERTING FACTORIES
- 14.2 CONVERTING TO CIVILIAN USE
- 14.3 CONVERTING TO MILITARY USE
- 14.4 RESTRICTIONS
- 14.5 MECHANICS
- 14.6 EFFECTS OF MOBILIZATIONS
- 14.7 ADDITIONAL UNITS
- 14.8 MOBILIZATION DELAYS
- 14.9 INITIAL MOBILIZATIONS

14.1 CONVERTING FACTORIES:

14.11 FACTORY CONVERSION: Japan may convert its four idle factories to a different use at the indicated cost. Idle factories converted to civilian use may later be converted to military use; Japan's four starting civilian factories may not be converted to military use until the outbreak of war.

14.12 FACTORY CREATION PROHIBITED: New factories may not be created.

14.2 CONVERTING TO CIVILIAN USE:

14.21 COST: The cost of converting Japanese idle factories to civilian use is 10 tile points. This cost may be increased or decreased by random events.

14.22 EFFECTS: Converting idle factories to civilian use has the following effects. These effects are reversed if the civilian factories are later converted to military use.

A. JAPANESE GARRISON One negative counter is added to both the Japanese army and naval garrisons for each Japanese idle factory converted to civilian use (20.22D, 20.32B).

B. ACTIVITY COUNTERS:

- Japan adds a 1 activity counter that may only be used for research if it converts an idle factory to civilian use.
- Japan adds a 2 activity counter that may be used for any purpose if it converts a second idle factory to civilian use.

14.3 CONVERTING TO MILITARY USE:

14.31 COST: The cost of converting both Japanese idle and civilian factories to military use ("mobilizing") is 10 tile points, adjusted as follows:

A. YEAR: Minus one point for every year that has been played (1935: 10 points; 1936: 9 points; 1937: 8 points; 1938: 7 points; 1939: 6 points; etc.).

B. JAI: Plus or minus the JAI for the current turn, as determined after all public random events are revealed.

- The cost of mobilizing is decreased by a positive JAI.
- The cost of mobilizing is increased by a negative JAI.

C. RANDOM EVENTS: The cost of mobilizing may be increased or decreased by random events.

14.4 RESTRICTIONS:

14.41 ONE CONVERSION PER TURN: Japan may convert only one factory per turn.

14.42 STARTING CIVILIAN FACTORIES MAY NOT BE MOBILIZED: Japan's four starting civilian factories may not be converted to military use until the outbreak of war and the start of *A World at War*.

14.42 DEMOBILIZATION PROHIBITED: Japan may not convert a military factory to civilian or idle status.

14.5 MECHANICS:

14.51 FACTORY CONVERSION SIMULTANEOUS: Japanese factory conversion is done secretly and is revealed at the end of the economic phase.

14.6 EFFECTS OF MOBILIZATIONS:

14.61 ADDITIONAL UNITS AND SHIPYARDS: Each Japanese mobilization generates one armor unit or shipbuilding increase, one infantry unit and one air unit. No more than one shipbuilding increase is allowed each game.

14.62 REDUCED MAINTENANCE COSTS: Each military factory reduces Japan's maintenance costs by one point.

14.63 SUPPORT INCREASES:

A. Japan's support level increases by +1 when it mobilizes its fourth military factory (10.51A).

B. Japan's support level increases by an additional +1 when it mobilizes its sixth military factory (10.51A).

14.64 ACTIVITY COUNTERS:

A. Japan adds a 1 activity counter to its activity counter pool when it mobilizes its fifth military factory (12.31B).

B. Japan adds a 2 activity counter to its activity counter pool when it mobilizes its seventh military factory (12.31B).

14.65 JAPANESE NAVAL GARRISON EFFECTS: One negative counter is added to the Japanese naval garrison for each Japanese idle factory converted to civilian or military use; an additional negative counter is added to the Japanese naval garrison if Japan mobilizes a shipbuilding increase (20.32B, C).

14.7 ADDITIONAL UNITS:

14.71 UNITS: Each Japanese mobilization creates one of each of the following:

- A.** One armor unit or shipbuilding increase.
- B.** One infantry unit.
- C.** One air unit.

14.72 RESTRICTIONS:

A. Japan may not mobilize both an armor unit and a shipbuilding increase in the same turn.





B. Japan may mobilize only one shipbuilding increase per game. The initial Japanese shipbuilding levels do not count against this limit.

14.8 MOBILIZATION DELAYS:

14.81 Military units are subject to delay from when they are mobilized to the turn in which they may be built. There is no delay for shipbuilding. Once this period has elapsed, the military unit is placed in the Reserve portion of Japan's Scenario Card.

14.82 *Storm Over Asia* "reserve" military units are equivalent to *A World at War* "allowable builds".

14.83 The mobilization delays in *Storm Over Asia* are the same as those in *A World at War*.

| Mobilization Delays - 14.83 | | | | |
|-----------------------------|---|---|---|---|
| Unit |  |  |  |  |
| Delay | 2 turns | 4 turns | 6 turns | None |

14.9 INITIAL MOBILIZATIONS:

14.91 The *Storm Over Asia* mobilization restrictions as to the types of units Japan may mobilize do not apply to the pre-*Storm Over Asia* mobilizations which establish the initial conditions for the game.

14.92 At the start of *Storm Over Asia*, Japan has mobilized three times and has created the following nine units or their shipbuilding increase equivalent:

- A.** No armor units.
- B.** One shipbuilding increase.
- D.** Four infantry units.
- D.** Four air units.



Research Segment

15. RESEARCH

- 15.1 OVERVIEW
- 15.2 RESEARCH ALLOCATIONS
- 15.3 RANDOM EVENTS
- 15.4 RESEARCH PROJECTS
- 15.5 STARTING RESULTS
- 15.6 RESEARCH RESULTS

15.1 OVERVIEW:

15.11 OVERVIEW: During the research segment, Japan, China and Britain may research one or more eligible projects by assigning research points generated by their basic allocations, plus activity counters used for research. Britain and Russia may also assist China in its research. Research may also be augmented by random events.

15.12 RESEARCH CATEGORIES:

A. JAPAN: There are five Japanese research categories: air, naval, military, atomic and intelligence.

B. CHINA: There are three Chinese research categories: military, economic and intelligence.

C. BRITAIN: There are four British research categories: Australia, India, Singapore and intelligence.

15.13 STEPS AND LEVELS: Each incremental advance on a research track is referred to as a "step". The cells in the research record sheets that are marked by "+" numbers or icons indicate the "levels" of research. For every

two steps achieved in a research or production project, the project advances by one “level”.




15.14 RESEARCH AND PRODUCTION: In *A World at War*, there is an important distinction between research and production projects. In *Storm Over Asia*, both types of projects are referred to as “research projects”, except where clarity requires otherwise (for example, ASW research and the production of ASW units), and the same mechanisms apply to both.

15.15 RESEARCH SECRET: The placement of research points is concealed until results are revealed.

15.2 RESEARCH ALLOCATIONS:

15.21 BASIC RESEARCH ALLOCATIONS: Each turn Japan, China and Britain receive the following basic research point allocations:

A. JAPAN: 3 research points + 1 intelligence point + 1 European research point (starting in Spring 1936).

| | | | | | | |
|---|---|---|--------------------|---|---|---|
|  |  |  | Global Game |  |  |  |
| Japan receives European research points based on Axis research results. | | | | | | |

B. CHINA: 1 research point + 1 intelligence point.

C. BRITAIN: 1 research point + 1 intelligence point.

D. RUSSIA: None.

15.22 SUPPLEMENTAL RESEARCH POINTS: In addition to their basic research point allocations, each turn:

A. JAPAN: Japan may use activity counters for research as follows:

- Japan may use one activity counter for research.
- If Japan converts an idle factory to a fifth civilian factory, it adds a 1 activity counter to its activity counter pool that may be used for research in addition to one other activity counter, and for no other purpose (12.31A).

This benefit is not permanent; if the fifth Japanese civilian factory is later mobilized, the dedicated research counter is removed from Japan’s activity counter pool in the turn in which the mobilization occurs.
- If Japan draws a research Random Event Category card, or a research random event is selected after a “select any category” Random Event Category card is drawn, it may use its flexible 1 activity counter for research (9.22C).
- Japan may use an additional activity counter for research if permitted to do so by research random events 15, 16, 17 or 18.
- If Japan has a trade pact in the Dutch East Indies, it adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact. This additional step is added at the end of the diplomatic phase in which this condition is met.
- If Japan conquers Northern China, Shanghai, Central China, South China Coast or Szechuan, it gains one additional step of Chinese Puppets research for each conquest. Once Japan has achieved a maximum 12-step Chinese Puppets result, additional conquests have no beneficial research effect.

B. CHINA: China may use activity counters for research as follows:

- China may use one activity counter for research, plus one or more KMT +1 and +2 counters.
- China may use an additional activity counter for research if permitted to do so by Chinese random events 71, 73 or 74.
- Each time China draws the KMT 0 counter, or the KMT 1 counter that replaces it from 3 steps of KMT research, China gains one additional step of KMT research. This research step is applied to KMT research in same manner as a step from a research random event. Once China has achieved a 6-step KMT result, additional draws of these KMT counters have no beneficial research effect.
- **Burma Road:**
 - If China has achieved a Burma Road result (six steps - three levels), Britain may use one activity counter for Chinese research, at Britain’s expense (16.21I).
 - Prior to the completion of the Burma Road, Britain may use a 1 activity counter for Chinese research provided:

- The JAI is +1 or greater; and
- One research point is placed in the Burma Road.

• **Sinkiang Road:**

- If China has achieved a Sinkiang Road result (six steps - three levels), Russia may use one 1 activity counter for Chinese research, at Russia’s expense (16.21J).
- Prior to the completion of the Sinkiang Road, Russia may use a 1 activity counter for Chinese research provided:
 - The JAI is +1 or greater; and
 - One research point is placed in the Sinkiang Road.

C. BRITAIN: Britain may use activity counters for research as follows:

- Britain may use one activity counter for research.
- Britain may use an additional activity counter for research if permitted to do so by British random events 67, 68 or 71.
- Britain may use one activity counter for Chinese research if China has achieved a Burma Road result (six steps - three levels) (16.21I).
- Britain may use an additional 1 activity counter for Chinese research if it has a trade pact in Burma (27.41B).
- If Britain has a trade pact in the Dutch East Indies, it adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.
- If Britain has three or more flags in Australia, it adds one step of research to an Australian research project. No more than one such research step may be added to each Australian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.
- If Britain has three or more flags in India, it adds one step of research to an Indian research project. No more than one such research step may be added to each Indian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.

15.23 EXPENDITURES REVEALED: Research expenditures are revealed at the end of the economic phase.

15.24 RESTRICTIONS: Research points may be assigned to any eligible project, subject to the following restrictions. Each turn:

A. ONE RESEARCH POINT PER PROJECT: No more than one research point may be assigned to each project.

B. RESEARCH POINTS TO DIFFERENT STAGES OF PROJECTS: For Japan, China and Britain:

- Its first, fourth, seventh and tenth research points must be assigned to the first three steps of a project (clear cells). If there are more such research points than there are available clear cells, the remaining research points may be assigned to light grey cells or, if there are insufficient light grey cells, to dark grey cells.
- Its second, fifth and eighth research points may be assigned to any of the first six steps of a project (clear or light grey cells). If there are more such research points than there are available clear or light grey cells, the remaining research points may be assigned to dark grey cells.
- Its third, sixth and ninth research points may be assigned to any steps of a project (clear, light grey or dark grey cells).
- The Japanese, Chinese and British research record sheets include these restrictions, which apply to each major power’s automatic research point allocations and supplemental research points from activity counters used for research.

C. INTELLIGENCE RESEARCH POINT: The Japanese, Chinese and British intelligence research points:









- Must be assigned to counter-intelligence, espionage, covert operations, codebreaking (Japan and Britain only) or KMT (China only).
- Must be assigned to whichever unfinished counter-intelligence, espionage, covert operations, codebreaking or KMT project has the fewest research points in it up to that point in the game, including research points from random events (player choice if tied), prior to the assignment of any basic or supplemental research points.
- Prevent the assignment of a second, normal research point to the same project in that turn (the 15.24A restriction applies).

- May be assigned to an eligible project regardless of the stage of that project's research (the 15.24B restriction does not apply).

Because intelligence research points have to be assigned to the unfinished project with the fewest research points, they may only be used for the seventh or higher step of codebreaking or KMT research once counter-intelligence, espionage and covert operations research has been completed.

D. EUROPEAN RESEARCH POINT: Starting in Spring 1936, Japan may assign one additional research point each turn as follows, to reflect knowledge gained from European Axis research developments:

- Each year Japan's European research point must be assigned to projects in the following categories:
 - One air project.
 - One naval project.
 - One military or atomic project.
 - One air, naval, military or atomic project of the Japanese player's choice.
- The Japanese player determines the sequence in which the above yearly category requirements are met.
- Japan's European research point is not subject to the same stage restriction (15.24B) as normal Japanese research points, but no more than one Japanese European research point may be placed in the same project per game.
- Both a normal research point and Japan's European research point may be assigned to a project in the same turn. The European research point is assigned after the normal research point is assigned.

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| Japan receives European research points based on Axis research results. The restrictions in 15.24B do not apply. | | | | | | | |

15.25 REASSIGNING RESEARCH POINTS: Once assigned to a project, research points may only be switched to a different project if a random research event is drawn that would fail to have its full effect because of the earlier assignment of research points to that project. The surplus research points are then reassigned to other projects in the same research category, subject to the restriction that no more than three research points may be reassigned to a single project.

15.251 This situation may arise if a random event that advances a project one step or one or more levels cannot fully apply because that project is completed or nearly completed.

EXAMPLES: Japan has invested 12 research points in battleship design, achieving the maximum possible research result. Japan draws research random event card 3: "Plans for super-battleships approved. Battleship design +1 level." Since this random event can have no effect on Japanese battleship design, Japan may reassign two research points (one level) to other naval project(s).

If Japan had only 11 research points in battleship design, the random event would complete Japanese battleship design, leaving one research point to be reassigned to another naval project, or Japan could use one research point to complete Japanese battleship design, so that two research points could be reassigned to other naval project(s).

15.3 RANDOM EVENTS:

15.31 TIMING AND EFFECTS: Research random events may be played any time during the research segment, as desired by the player, and are revealed at the end of the economic phase. Research random events may have the following effects:

- A. One project advances one or two levels.
- B. One or two projects each advance one step.
- C. An additional activity counter may be applied to research.

15.4 RESEARCH PROJECTS:

15.41 The projects that may be researched by Japan, China and Britain are indicated on their respective Research Record Sheets.

15.5 STARTING RESULTS:

15.51 STARTING RESULTS: The game begins with the following Japanese research results having already been attained:

- A. One naval air training result.
- B. One torpedo result.

C. One specialized unit result.

15.52 ADDITIONAL RESEARCH: *Storm Over Asia* Japanese naval air training, torpedo and specialized unit research begins in the first clear cell for each project, in the same manner as for all research projects, as indicated on the Japanese Research Record Sheet.

15.6 RESEARCH RESULTS:

15.61 Once all research points are assigned, research and production are recorded on the Japanese, Chinese and British Research Record Sheets.

15.62 RESULTS ON RESEARCH RECORD SHEET: Research results that affect play in *Storm Over Asia* are indicated on the relevant Research Record Sheets.

15.63 ANNOUNCING RESULTS: Research results are announced at the end of the economic phase in which they are achieved, with the following exceptions:

A. COVERT OPERATIONS AND COUNTER-INTELLIGENCE: Covert operations and counter-intelligence results are announced only when they are used. This exception does not apply to espionage results, which must be announced when first obtained (16.16B).

B. CHINESE ARMY AND AIR: Chinese army and air research results are revealed when combat is resolved if used for combat, and are revealed for a support increase at the end of the turn if not used for combat.

C. CHINA LOBBY: 3-step and 9-step China Lobby results are not revealed.

D. PARTISANS: 3-step and 9-step partisan results are revealed only when China uses them to build a partisan in a conquered Chinese region.

15.64 SEQUENCE: Research results are announced in the following sequence: Japan, then China, then Britain. This sequence also applies to intelligence results; for example, covert operations (16.16A) and spy rings (16.16B) are announced in this sequence.

16. RESEARCH EFFECTS

16.1 *STORM OVER ASIA* RESEARCH EFFECTS

16.2 CHINESE RESEARCH

16.3 BRITISH RESEARCH

16.4 *A WORLD AT WAR* RESEARCH EFFECTS

16.1 *STORM OVER ASIA* RESEARCH EFFECTS:

16.11 EFFECTS: Research results affect play in *Storm Over Asia* as set out below. On the research record chart:

- A. Results that generate one counter for a Japanese garrison are in **green**.
- B. Results that generate two counters for a Japanese garrison are in **red**.
- C. Results that generate one counter for each Japanese garrison track are in **blue**.
- D. Economic preparation results that generate activity counters are in **black**.
- E. Other results are outlined in **grey**.
- F. Results that generate a +1 support modifier are indicated by a support counter.



16.12 AIR RESEARCH:

A. The following research result requires six steps (three levels) for the first result, which generates one counter which is placed on the Japanese **army** garrison track; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the Japanese **army** garrison track.

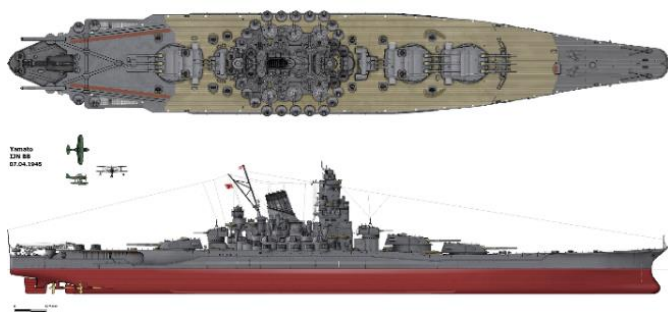
- **Jets.**
 - The first jet result (three levels - “1944”) generates one counter.
 - The second jet result (six levels - “1943”) generates two additional counters.
 - The third jet result (nine levels) does not generate any additional army garrison counters. Instead, the result generates an additional Japanese army military counter.
 - In addition to the effects of the first two jet results, the third jet result (another six steps - nine levels) increases the Japanese support level by +1.
- **Strategic bombers.**
 - The first strategic bomber result (six steps - three levels) generates one counter.
 - The second strategic bomber result (six levels) generates two additional counters.
 - The third strategic bomber result (nine levels) does not generate any additional army garrison counters. Instead, the result generates an additional Japanese army military counter.
 - In addition to the effects of the first two strategic bomber results, the third strategic bomber result (another six steps - nine levels) increases the Japanese support level by +1.

B. The following research results require ten steps (five levels) and generate two counters; one is placed on the Japanese **army** garrison track, and the other is placed on the Japanese **naval** garrison track.

- **Air Range.**
- **Air Defense.**

C. The following research result requires ten steps (five levels) and generates two counters which are placed on the Japanese **army** garrison track.

- **Air Transports.**



16.13 NAVAL RESEARCH:

A. The following research results require six steps (three levels) and generate a counter which is placed on the Japanese **naval** garrison track.

- **ASW research.**
- **Torpedoes.**
- **Harbor attacks.**

B. The following research results require six steps (three levels) for the first result, which generates one counter which is placed on the Japanese **naval** garrison track; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the Japanese **naval** garrison track.

- **Naval Air Training.**

The number of carriers that Japan may build is determined by Japan's naval air training research. Each Japanese naval air training result allows Japan to build two carriers (19.63A):

- Japan starts with one naval air training result, which has already been used for the *Kaga* and *Akagi*, and therefore does not allow the construction of additional carriers.
- Japan's second naval air training result (the first researched in *Storm Over Asia*) allows it to build a third and fourth carrier.
- Japan's third naval air training result (the second researched in *Storm Over Asia*) allows it to build a fifth and sixth carrier.

- 15 steps of Japanese naval air training allow Japan to build a seventh carrier.
- Japan's fourth naval air training result (the third researched in *Storm Over Asia*; another six steps - nine levels) allows it to build an eighth carrier.
- Japan may lay down new carriers in the turn in which it achieves the required naval air training result.
- The fourth naval air training result does not generate any additional naval garrison counters. Instead, the result generates an additional Japanese naval military counter.
- In addition to the effects of the second and third naval air training results, the fourth naval air training result increases the Japanese support level by +1.

- **Carrier design.**

- If Japan has not achieved a carrier design result, it may not build carriers.
- Japan's first carrier design result allows it to build CVs.
- Japan's second carrier design result allows it to build CVBs.
- Japanese carrier construction is permitted in the turn in which the required carrier design research level is achieved.
- The number of carriers that Japan may build is limited by its naval air training research.

- **Battleship design.**

- If Japan has not done any battleship design research, it may only build battlecruisers.
- Japan's first battleship design result allows it to build 4-factor battleships.
- Japan's second battleship design result allows it to build 5-factor battleships.
- Japan may build 4-factor battleships only if it has achieved a battleship design result.
- Japan may build 5-factor battleships only if it has achieved two battleship design results.
- Japanese battleship construction is permitted in the turn in which the required battleship design research level is achieved.

- **Advanced submarines.**

- The first advanced submarine result (three levels - “1944”) generates one counter.
- The second advanced submarine result (six levels - “1943”) generates two additional counters.
- The third advanced submarine result (nine levels) does not generate any additional naval garrison counters. Instead, the result generates an additional Japanese naval military counter.
- In addition to the effects of the first two advanced submarine results, the third advanced submarine result (another six steps - nine levels) increases the Japanese support level by +1.

- **Light ships.**

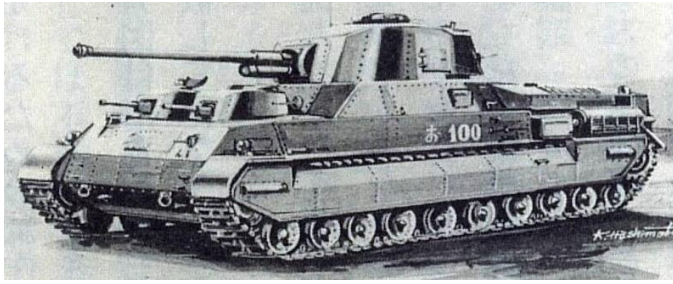
- **Submarines.**

- **ASW production.**

- **Ports.**

- **Transports.**

- The first transport result (three levels) generates one counter.
- The second transport result (six levels) generates two additional counters.
- The third transport result (nine levels) does not generate any additional naval garrison counters. Instead, the result generates an additional Japanese naval military counter.
- In addition to the effects of the first two transport results, the third transport result (another six steps - nine levels) increases the Japanese support level by +1.



16.14 MILITARY RESEARCH:

A. The following research results require six steps (three levels) for the first result, which generates one counter which is placed on the Japanese **army** garrison track; and another six steps (three levels) for the second result, which generates two additional counters which are placed on the Japanese **army** garrison track. A third result does not generate any additional army garrison counters. Instead, the result generates an additional Japanese army military counter and increases the Japanese support level by +1.

- **Armor.**

- The third armor result (nine levels) does not generate any additional army garrison counters. Instead, the result generates an additional Japanese army military counter.
- In addition to the effects of the first two armor results, the third armor result (another six steps - nine levels) increases the Japanese support level by +1.
- Regardless of its armor research, Japan may mobilize a total of three armor units.

- **Rockets.**

- The third rocket result (nine levels) does not generate any additional army garrison counters. Instead, the result generates an additional Japanese army military counter.
- In addition to the effects of the first two rocket results, the third rocket result (another six steps - nine levels) increases the Japanese support level by +1.

B. SPECIALIZED UNITS: Specialized unit results require six steps (three levels) for the first result, which generates one counter which is placed either the Japanese **army** or **naval** garrison track; and another six steps (three levels) for the second result, which generates two additional counters which are placed on either the Japanese **army** or **naval** garrison track, or one on each.

- Japan starts with one specialized unit result which has generated an airborne unit, which is on the Japanese **army** garrison track.
- The first specialized unit result (three levels) generates one counter, which may be placed on either the Japanese **army** or **naval** garrison track.
- The second specialized unit result (six levels) generates two additional counters which may be placed on either the Japanese **army** or **naval** garrison track, or one on each.
- The third specialized unit result (nine levels) does not generate any additional army garrison counters. Instead, the result generates an additional Japanese **army** or **naval** military counter.
- In addition to the effects of the first two specialized unit results, the third specialized unit result (nine levels) increases the Japanese support level by +1.

C. ECONOMIC PREPARATION:

- Three steps of economic preparation research allow Japan to immediately draw an additional tile in income.
- The first Japanese economic preparation result (six steps - three levels) adds a 1 activity counter to Japan's activity counter pool.
- Nine steps of economic preparation research allow Japan to immediately draw two additional tiles in income.
- In addition to the effects of the first economic preparation result, the second Japanese economic preparation result (another six steps - six levels) adds a 2 activity counter to Japan's activity counter pool.

- In addition to the effects of the first two economic preparation results, the third Japanese economic preparation result (another six steps - nine levels) increases the Japanese support level by +1.
- If Japan obtains a trade pact in the Dutch East Indies, it adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.
- If Britain obtains a trade pact in the Dutch East Indies, it adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.









16.15 ATOMIC RESEARCH:

A. RADAR: A Japanese radar result requires ten steps (five levels) and generate two counters; one is placed on the Japanese **army** garrison track, and the other is placed on the Japanese **naval** garrison track.

B. ATOMIC GENERAL RESEARCH:

- If Japan obtains a 10-step atomic general result it increases its support level by +1.
- Japan may not place research points in atomic general research until it has achieved at least one step of atomic general research from a Japanese research random event.

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| Japan may only conduct atomic research if <i>Gathering Storm</i> general random events 72 or 144 are drawn. | | | | | | |



16.16 INTELLIGENCE RESEARCH:

A. COVERT OPERATIONS:

- Covert operations may be conducted by Japan, Britain and China, in that order.
- A covert operations result allows the following covert operations to be conducted:
 - **Japan:** A Japanese covert operations result allows Japan to conduct one covert operation in an unconquered Chinese region or a Southeast Asian diplomatic target.
 - **China:** A Chinese covert operations result allows China to conduct one covert operation in an unconquered Chinese region.
 - **Britain:** A British covert operations result allows Britain to conduct one covert operation in a Southeast Asian diplomatic target.
- Covert operations are conducted after all diplomatic counters and all diplomatic random events have been revealed.
- Unless countered by an opposing counter-intelligence result, a covert operation generates:

- a +1 diplomatic modifier in favor of the major power that conducts it; and
- a combat modifier of one if the covert operation was conducted in a Chinese region and combat occurs in that Chinese region in the same turn.
- A covert operations result may be used only once.

B. ESPIONAGE:

- Espionage may be conducted by Japan, China and Britain.
- An espionage result compels the immediate placement of a spy ring in a diplomatic target. Spy rings are placed at the end of the economic phase, after all economic activities have been revealed, prior to diplomacy, and may not be held for placement in a later turn. A spy ring is considered to be activated for one turn when it is first placed, and may be reactivated for one turn each year thereafter if not eliminated. In contrast to *Gathering Storm*, spy rings may not be placed in research.
- Spy rings are announced and reactivated in the following sequence:
 - Japan announces any new espionage result, where it is placing a new spy ring, and whether an existing spy ring is being reactivated.
 - Britain and China then announce any new espionage results, where they are placing a new spy ring, and whether an existing spy ring is being reactivated.
- Spy rings may be placed in the following diplomatic targets:
 - **Japan:** A Japanese espionage result allows Japan to place one spy ring in an unconquered Chinese region or a Southeast Asian diplomatic target.
 - **China:** A Chinese espionage result allows China to place one spy ring in an unconquered Chinese region.
 - **Britain:** A British espionage result allows Britain to place one spy ring in a Southeast Asian diplomatic target.
- When a spy ring is placed, whether or not it is eliminated by an opposing counter-intelligence result or an enemy spy ring:
 - All opposing secret diplomatic random events in the Chinese region or Southeast Asian diplomatic target must be revealed before diplomacy begins.
 - Any opposing military and activity counters used for diplomacy in that region must be placed openly before any other diplomatic counters are placed.
- If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring:
 - In addition to the above effects, a diplomatic counter placed in that Chinese region or Southeast Asian diplomatic target does not count against the owning major power's limit on diplomatic counter placement (23.41E). A spy ring does not allow the placement of two diplomatic counters in the same region.
 - The owning major power receives a +1 diplomatic modifier in the turn in which the spy ring is placed, in the same manner as a random event, whether or not any diplomatic counters are placed in that Chinese region or Southeast Asian diplomatic target.
 - The owning major power receives a combat modifier of one if combat occurs in a Chinese region in which a spy ring is active.
- If Japan and either Britain or China both have an active spy ring in the same diplomatic target in the same turn, or if one side plays a spy ring effect random event in a region in which the other side has an active spy ring, each side secretly commits to its diplomatic effort in that diplomatic target, then both commitments are revealed.
- If a spy ring is not eliminated by a counter-intelligence result or an enemy spy ring in a subsequent turn, it may be reactivated for one turn, no sooner than four turns after it was last activated, with the same effects as in the turn in which it was placed.

Eliminating spy rings:

- Spy rings may be eliminated by a counter-intelligence result (16.16C).
- If a spy ring is placed in a Chinese region or Southeast Asian diplomatic target that already has a spy ring, both spy rings are eliminated.

C. COUNTER-INTELLIGENCE: A counter-intelligence result may be used to eliminate a covert operation or a spy ring.

- Counter-intelligence results have the following effects:
 - **Japan:** Japan obtains one counter-intelligence result which must be used in an unconquered Chinese region or a Southeast Asian diplomatic target.
 - **China:** China obtains one counter-intelligence result which must be used in an unconquered Chinese region.
 - **Britain:** Britain obtains one counter-intelligence result which must be used in a Southeast Asian diplomatic target.
- A counter-intelligence result eliminates a covert operation before it takes effect.
- A counter-intelligence result eliminates a spy ring after random events and diplomatic counter placement in the region containing the spy ring are revealed. A counter-intelligence result has no effect on an opposing spy ring effect random event.
- A counter-intelligence result may be used only once.

D. CODEBREAKING:

- **Japan:**
 - Each Japanese codebreaking result generates a positive modifier counter for the Japanese naval garrison (20.31B).
 - A maximum of two codebreaking results may be achieved by Japan.
 - Japanese codebreaking research affects the initial composition of the Japanese Magic card deck in *A World at War*.
- **Britain:**
 - Each British codebreaking result generates a negative modifier for the Japanese naval garrison (20.32E).
 - A maximum of two codebreaking results may be achieved by Britain.
 - British codebreaking research affects the initial composition of the American Magic card deck in *A World at War*.



E. CHINESE PUPPETS:

- Three steps of Chinese Puppets research allow Japan to place an additional diplomatic counter in China in the diplomatic phase after the research result is achieved.
- A Chinese Puppets result:
 - gives Japan a +1 diplomatic modifier in one Chinese region of the Japanese player's choice in the diplomatic phase after the research result is achieved. This acts like a public diplomatic random event and modifies any combat in the selected Chinese region.
 - is a -1 United Front modifier (32.41D).
- Nine steps of Chinese Puppets research allow Japan to place two additional diplomatic counters in China in the diplomatic phase after the research result is achieved.
- A second Chinese Puppets result:
 - gives Japan a +1 diplomatic modifier in two Chinese regions of the Japanese player's choice in the diplomatic phase after the research result is achieved. This acts like a public diplomatic random event and modifies any combat in the selected Chinese regions.

- is a -2 United Front modifier, in addition to the -1 modifier for the first Chinese Puppets result achieved by Japan. (32.41D).
- Chinese Puppets results are announced at the end of the economic phase.
- If Japan conquers Northern China, Shanghai, Central China, South China Coast or Szechuan, it gains one additional step of Chinese Puppets research for each conquest (37.24D). This research step is added at the start of the game turn following the conquest (37.22). Once Japan has achieved a maximum 12-step Chinese Puppets result, additional conquests have no beneficial research effect (15.22A).

F. INDIAN SUBVERSION:

- Three steps of Indian subversion research allow Japan to place an additional diplomatic counter in Burma or India in the turn in which the research result is achieved.
- An Indian subversion result gives Japan a +1 diplomatic modifier in Burma or India in the turn in which the research result is achieved.
- Nine steps of Indian subversion research allow Japan to place an additional diplomatic counter in both Burma and India in the turn in which the research result is achieved.
- A second Indian subversion result gives Japan a +1 diplomatic modifier in both Burma and India in the turn in which the research result is achieved.
- Indian subversion results are announced when they take effect:
 - For three- and nine-step Indian subversion results, when Japan makes its initial diplomatic counter placements.
 - For six- and 12-step Indian subversion results, at the end of the diplomatic phase, immediately before resolving diplomacy.
 - The diplomatic modifiers for six- and twelve-step Indian subversion results apply whether or not diplomacy in Southeast Asia is permitted.
- If Japan has three or more flags in Burma or India, it immediately gains one additional step in Indian subversion research for each at no cost. This effect continues in each turn in which Japan maintains three or more flags in Burma or India. The additional Indian subversion research steps are added at the end of each diplomatic phase in which this condition is met (11.732B, C; 27.41B, D).



16.2 CHINESE RESEARCH:

16.21 China may research military (Chinese army, Chinese air, elite units, fortifications, partisans), economic (China Lobby, National Unity, economic preparation, Burma Road, Sinkiang Road) and intelligence (KMT, covert operations, espionage, counter-intelligence) projects, with the following effects:

A. CHINESE ARMY:

- Three steps of Chinese army research give China a +1 combat modifier.
- A Chinese army result (six steps - three levels):
 - gives China a +1 combat modifier.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of Chinese army research give China a +2 combat modifier.
- A second Chinese army result (12 steps - six levels):
 - generates an additional Chinese military counter.

- increases the Chinese support level by +1 (10.61B).
- Chinese army combat modifiers:
 - apply to one combat in the turn in which the result is achieved.
 - are announced during the combat phase, at the same time as random event combat modifiers.
 - are treated as support events if not used in combat.

B. CHINESE AIR:

- Three steps of Chinese air research give China a +1 combat modifier.
- A Chinese air result (six steps - three levels):
 - gives China a +1 combat modifier.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of Chinese air research give China a +2 combat modifier.
- A second Chinese air result (12 steps - six levels):
 - generates an additional Chinese military counter.
 - increases the Chinese support level by +1 (10.61B).
- Chinese air combat modifiers:
 - apply to one combat in the turn in which the result is achieved.
 - are announced during the combat phase, at the same time as random event combat modifiers.
 - are treated as support events if not used in combat.

C. ELITE UNITS:

- Three steps of elite unit research generate a second Chinese military counter.
- An elite unit result (six steps - three levels):
 - Generates a third Chinese military counter.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of elite unit research generate a fourth Chinese military counter.
- A second elite unit result (12 steps - six levels):
 - generates a fifth Chinese military counter.
 - Increases the Chinese support level by +1 (10.61B).
- The creation of Chinese military counters by elite unit research does not require the expenditure of tile points or the use of activity counters. When 3, 6, 9 or 12 steps of elite unit research is achieved, China may not defer the creation of a military counter.

D. FORTIFICATIONS:

- Three steps of fortification research allow China to fortify one unconquered Chinese region.
- A fortification result (six steps - three levels):
 - allows China to fortify a second unconquered Chinese region.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of fortification research allow China to fortify a third unconquered Chinese region.
- A second fortification result (12 steps - six levels):
 - allows China to fortify a fourth unconquered Chinese region.
 - Increases the Chinese support level by +1 (10.61B).
- Fortification results are announced at the end of the economic phase:
 - The location of the fortification is determined by the Chinese player.
 - Once built, fortifications may not be moved, and are destroyed if Japan achieves a diplomatic result in the region as a result of combat.
 - Until a fortification is destroyed, it gives Nationalist China a +1 combat modifier for all combat in the fortified region, whether against Communist China or Japan, and regardless of who is attacking, each turn for the remainder of the game.

E. PARTISANS:

- Three steps of partisan research generate a negative Japanese garrison modifier.

- A partisan result (six steps - three levels):
 - generates a second negative Japanese garrison modifier.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of partisan research generate a third Japanese garrison modifier.
- A second partisan result (12 steps - six levels):
 - generates a fourth negative Japanese garrison modifier.
 - Increases the Chinese support level by +1 (10.61B).
- Partisan results are announced at the end of the economic phase, before Japan has revealed its economic activities:
 - One partisan result may be applied to each Chinese region that is garrisoned either by a Japanese army military counter (20.22B) or a Japanese naval military counter (20.32F). The partisan result generates a negative modifier for either the Japanese army or naval garrison, depending on which type of Japanese military counter was garrisoning the conquered Chinese region.
 - Once applied, the partisan result may not be changed to a different Chinese region unless the chosen region revolts.
 - China may obtain partisan results in anticipation of Japanese conquests or to obtain Chinese cohesion and support modifiers, but Chinese partisan results obtained prior to the matching Japanese conquest have no effect on the Japanese garrisons. Such results are applied at the end of the turn in which the required conquest occurs (20.22B, 20.32F).

F. CHINA LOBBY:

- Three steps of China Lobby research give China one research step in a clear cell in another project.
- A China Lobby result (six steps - three levels):
 - gives China one research step in a light grey cell in another project.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of China Lobby research give China one research step in a dark grey cell in another project.
- A second China Lobby result (12 steps - six levels):
 - gives China one research step in a dark grey cell in another project.
 - increases the Chinese support level by +1 (10.61B).
- Research steps from China Lobby results are immediately assigned to any other Chinese research project in the same manner as a research random event. The light grey step may be assigned to a clear cell; the dark grey steps may be assigned to light grey or clear cells. No Chinese research project may receive more than China Lobby one research step.

G. NATIONAL UNITY:

- Three steps of National Unity research generate a positive United Front modifier.
- A National Unity result (six steps - three levels):
 - generates a second positive United Front modifier.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of National Unity research generate a third positive United Front modifier.
- A second National Unity result (12 steps - six levels):
 - generates a fourth positive United Front modifier.
 - Increases the Chinese support level by +1 (10.61B).

H. ECONOMIC PREPARATION:



- Three steps of economic preparation research allow China to immediately draw an additional tile in income.
- The first Chinese economic preparation result (six steps - three levels):
 - adds a 1 activity counter to China's activity counter pool for the remainder of the game.
 - generates a permanent +1 Chinese cohesion modifier.
- Nine steps of economic preparation research allow China to immediately draw two additional tiles in income.

- A second Chinese economic preparation result (12 steps - six levels):
 - adds a 2 activity counter to China's activity counter pool for the remainder of the game.
 - Increases the Chinese support level by +1 (10.61B).



I. BURMA ROAD:

- Britain may use one British 1 activity counter to grant a tile point to China, regardless of the level of Burma Road research, provided the South China Coast has not been conquered by Japan (11.41A).
- Three steps of Chinese Burma Road research allow Britain to use another British 1 activity counter to grant a second tile point to China, in addition to the tile point that Britain can grant through the South China Coast.
- A Chinese Burma Road result (six steps - three levels) allows Britain to use a British activity counter for Chinese research, at Britain's expense.
 - If Britain uses a 1 activity counter for Chinese research, it may also grant up to two tile points to China.
 - If Britain uses a 2 activity counter for Chinese research, it may grant only one tile point to China.
 - The British grant level is reduced by one if the South China Coast has been conquered by Japan.
- The British activity counter used for Chinese research is in addition to any other Chinese or Russian activity counter(s) used for research. It may not be used for any other purpose.
- Prior to the completion of the Burma Road, one tile point of British grants may take the form of a 1 activity counter for Chinese research provided:
 - The JAI is +1 or greater; and
 - One research point is placed in the Burma Road. The placement of this research point must conform to the requirements of 15.24B.
- Chinese Burma Road results allow additional aid in the turn in which they are achieved, and allow additional research in the turn after a result is achieved.

|  Burma Road  | | | |
|--|---|---|---------|
| Steps | 0 | 3 | 6 |
| Grants | 1 | 2 | 2 |
| Chinese research | | | AC1/AC2 |
| Total aid | 1 | 2 | 3 |
| The British grant level is reduced by one if Japan has conquered the South China Coast. If the JAI is +1 or greater, Britain may use a 1 activity counter for Burma Road research prior to the completion of the Burma Road. Random events may increase Britain's ability to conduct Chinese research. | | | |

J. SINKIANG ROAD:

- Russia may use one Russian 1 activity counter to grant aid to China, regardless of the level of Sinkiang Road research (11.42), unless Russian grants to China are prohibited by Russian random events 29 or 30 (28.41D).
- Three steps of Sinkiang Road research allow Russia to spend an additional tile point in China, in addition to using a Russian 1 activity

counter to grant aid to China, by using:

- another 1 activity counter for diplomacy in China; or
- one military counter to assist China in combat against Japan (24.52C).
- A Sinkiang Road result (six steps - three levels) allows Russia to spend two additional tile points in China, in addition to using a Russian 1 activity counter to grant aid to China, by using, in any combination:
 - one or two activity counter points to cover the costs of using a Chinese military counter.
 - one 1 or 2 activity counter to conduct Chinese research, starting in the turn in which the result is achieved, in addition to any other Chinese and British activity counter(s) used for Chinese research.
 - one 1 or 2 activity counter for diplomacy in China.
 - one military counter to assist China in combat against Japan (24.52C).
- Prior to the completion of the Sinkiang Road, one tile point of Russian grants may take the form of a 1 activity counter for Chinese research provided:
 - The JAI is +1 or greater; and
 - One research point is placed in the Sinkiang Road. The placement of this research point must conform to the requirements of 15.24B.
- Unless permitted by a random event, Russian diplomacy and research in China are prohibited if Russia is subject to a Party or Great Purge (28.31C, D).
- Chinese Sinkiang Road results allow additional aid in the turn in which they are achieved, and allow additional research in the turn after a result is achieved.

| Sinkiang Road | | | |
|---|---|-----|---------|
| Steps | 0 | 3 | 6 |
| Grants | 1 | 1 | 1 |
| Diplomacy in China | | AC1 | AC1/AC2 |
| Military counters in China | | 1 | 1 |
| Chinese research | | | AC1/AC2 |
| Chinese military counters | | | AC1/AC2 |
| Total aid | 1 | 2 | 3 |
| If the JAI is +1 or greater, Russia may use a 1 activity counter for Sinkiang Road research prior to the completion of the Sinkiang Road. Russian expenditures for Chinese research and diplomacy in China are prohibited if Russia is subject to a Party or Great Purge. Random events may increase or impair Russia's ability to provide assistance to China. | | | |

K. KMT:

- Three steps of KMT research replace the KMT 0 counter with a KMT 1 counter. (12.422A).
- A KMT result (six steps - three levels) replaces the new KMT 1 counter with a KMT 2 counter (12.422B).
- Nine steps of KMT research add a second +1 counter to the KMT counter pool (12.422C).
- A second KMT result (12 steps - six levels) adds a +2 counter to the KMT counter pool (12.422D).
- The new KMT counters are substituted at the end of the turn, whether or not the counter being replaced was drawn (12.422E).
- Each time China draws the KMT 0 counter, or the KMT 1 counter that replaces it from KMT research, China gains one additional step of KMT research. This research step is applied to KMT research in same manner as a step from a research random event. Once China has achieved a 6-step KMT result, additional draws of these KMT counters have no beneficial research effect.

L. INTELLIGENCE PROJECTS: Covert operations, espionage and counter-intelligence (16.16), in addition to KMT research.



16.3 BRITISH RESEARCH:

16.31 BRITISH RESEARCH: Britain's research projects are listed below. All British research projects except for counter-intelligence, covert operations and espionage have 12 steps.

A. AUSTRALIAN PROJECTS:

- Australian army.
- Australian air.
- Australian naval air training.
- Australian light ships.
- Australian shipbuilding.

B. INDIAN PROJECTS:

- Indian army.
- Indian air.
- Chindits.
- Indian shipbuilding.
- Economic preparation.

C. SINGAPORE:

- Singapore.

D. INTELLIGENCE:

- Counter-intelligence.
- Covert operations.
- Espionage.
- Codebreaking.

16.32 EFFECTS:

A. COHESION EFFECTS: Each 6-step Australian and Indian result generates one counter which is placed on the British cohesion track. Six-step results for Singapore and intelligence projects do not generate counters for the British cohesion track. The British cohesion level modifies the British support level (10.71A, 29.6).

B. SUPPORT EFFECTS:

- Britain's support level is increased by one for each 12-step Australian and Indian result it achieves (10.71B).
- Both 6-step and 12-step Singapore results increase Britain's support level by one (10.71B).

C. ECONOMIC PREPARATION:

- Three steps of economic preparation research allow Britain to immediately draw an additional tile in income.
- The first British economic preparation result (six steps - three levels) adds a 1 activity counter to Britain's activity counter pool for the remainder of the game.
- Nine steps of economic preparation research allow Britain to immediately draw two additional tiles in income.
- A second British economic preparation result (12 steps - six levels) adds a 2 activity counter to Britain's activity counter pool for the remainder of the game.

D. INTELLIGENCE PROJECTS:

- British counter-intelligence, covert operations and espionage results have the effects set out in 16.16.
- Each British codebreaking result generates a negative modifier for the Japanese naval garrison (20.32E).

16.4 A WORLD AT WAR RESEARCH EFFECTS:

16.41 Details of how *Storm Over Asia* research results affect *A World at War* are set out in the *Storm Over Asia* transition rules.



Construction Segment

17. MAINTENANCE

- 17.1 MAINTAINING UNITS
- 17.2 MAINTAINING MILITARY COUNTERS

17.1 MAINTAINING UNITS:

17.11 JAPANESE UNITS:

A. Once built, each Japanese active military unit triggers a one point maintenance cost to maintain it in active service. This maintenance cost must be paid if possible; if it is not paid, the military unit is removed from active status and returned to reserve duty.

B. Japanese unit maintenance costs are reduced by one point for each Japanese military factory.

17.2 MAINTAINING MILITARY COUNTERS:

17.21 ALLIES ONLY: China, Britain and Russia must pay a maintenance cost of one tile point each turn for each military counter.

17.22 INCREASED RUSSIAN MAINTENANCE: Russia must pay a maintenance cost of two tile points each turn for each military counter in turns in which Russia is subject to a Military or Great Purge (28.31B, D).

17.23 WHEN MAINTENANCE NOT REQUIRED: Maintenance is not required for military counters in the turn in which they are built or acquired. In addition, there is no maintenance cost for:

- A.** Chinese military counters that have been permanently eliminated by the Japanese conquest of a Chinese region; or
- B.** Russian military counters that have been eliminated by a Great Purge and not yet rebuilt.

18. UNIT CONSTRUCTION

- 18.1 UNIT CONSTRUCTION COSTS
- 18.2 PLACEMENT
- 18.3 MECHANICS
- 18.4 RESTRICTIONS
- 18.5 REQUIRED CONSTRUCTION
- 18.6 A WORLD AT WAR EQUIVALENCE
- 18.7 MILITARY COUNTERS

18.1 UNIT CONSTRUCTION COSTS:

18.11 BUILDING UNITS: A Japanese unit in Reserve may be built at a cost of two activity counter points. Armor, infantry and air units are all built at the same cost.

18.2 PLACEMENT:

18.21 When Japanese military units are built:

- A.** The newly-built unit is placed on the Japanese Army Garrison Chart.
- B.** The Japanese maintenance counter is adjusted on the Active section of the Japanese scenario card, so that Japan can quickly determine its unit maintenance costs in subsequent turns.

18.3 MECHANICS:

18.31 UNIT CONSTRUCTION SIMULTANEOUS: Japanese unit construction, shipbuilding and Allied military counter construction are done simultaneously and secretly by both Japan and the Allies during the construction segment of the economic phase, and are revealed at the end of the economic phase (13.12).

18.4 RESTRICTIONS:

18.41 RESTRICTIONS: Subject to construction random events:

A. BUILDS LIMITED BY ACTIVITY COUNTERS: Japan may not build units, and China, Britain and Russia may not build military counters, unless they have assigned the required activity counter(s) to that task.

B. ONE UNIT OF EACH TYPE PER TURN: Japan may, if it uses sufficient activity counters, build one unit of each type in a single turn, but it may not build more than one unit of the same type unless allowed to do so by a random event.

18.5 REQUIRED CONSTRUCTION:

18.51 JAPANESE ARMY GARRISON DEFICIT: If the Japanese army garrison has a deficit, Japan must build at least one unit (21.22):

A. This expenditure takes priority over any other expenditures - Japan may not mobilize a factory, spend on research or build ships if this would reduce Japan's point total below the level needed to construct the required unit.

B. If Japan is unable to build a unit because it lacks sufficient tile points, it may make no other expenditures.

C. If Japan is unable to build a unit because there is no unit available to be built, this requirement is disregarded.

18.6 A WORLD AT WAR EQUIVALENCE:

18.61 *Storm Over Asia* "active" Japanese military and air units are equivalent to *A World at War* "at start forces".

18.62 *Storm Over Asia* "reserve" Japanese military and air units are equivalent to *A World at War* "allowable builds".

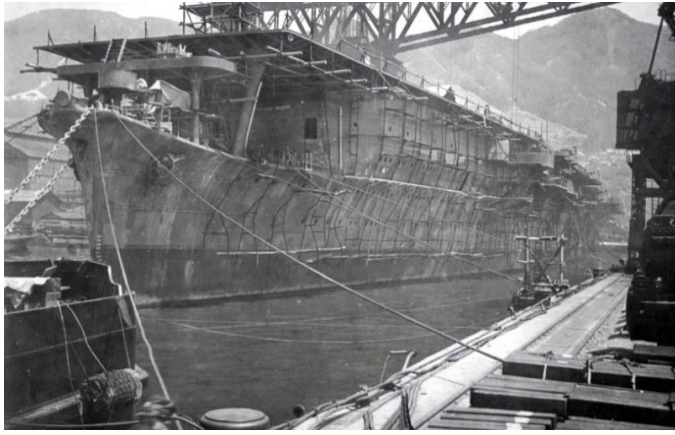
18.7 MILITARY COUNTERS:

18.71 CONSTRUCTION: China, Russia and Britain may construct military counters during the economic phase at a cost of two activity counter points per military counter, subject to the following restrictions:

A. CHINA: China may generate military counters if allowed to do so by its level of elite unit research (16.21C, 24.41). The creation of Chinese military counters by elite unit research does not require the expenditure of tile points or the use of activity counters.

B. BRITAIN: Britain may not build a military counter unless the JAI is +1 or higher (24.61A). The construction of a British military counter costs two activity counter points.

C. RUSSIA: The construction of a Russia military counter costs two activity counter points. This cost is increased by one tile point if Russia is subject to a Military Purge and by two tile points if Russia is subject to a Great Purge. Regardless of the tile point cost, only two activity counter points are required to build each Russian military counter (24.51A, 28.31B, D).



19. SHIPBUILDING

- 19.1 OVERVIEW
- 19.2 NAVAL CONSTRUCTION CHARTS
- 19.3 SHIPBUILDING RATE
- 19.4 SHIPYARD CAPACITY
- 19.5 SHIPBUILDING COSTS
- 19.6 LAYING DOWN NEW SHIPS
- 19.7 NAVAL CONSTRUCTION
- 19.8 JAPANESE NAVAL GARRISON EFFECTS

19.1 OVERVIEW:

19.11 Japan may lay down new ships and continue the construction of and launch existing ships.

19.12 Japanese shipbuilding is done secretly and the results revealed at the end of the economic phase.

19.13 Japanese shipbuilding is limited by the activity counters it assigns to shipbuilding, its shipbuilding rate (19.3), shipyard capacity (19.4) and the restrictions set out in 19.63, including whether unused ship counters are available.

19.2 NAVAL CONSTRUCTION CHARTS:

19.21 Japan tracks its naval construction on the naval construction chart on its scenario card:

| Level | Spring | Summer | Fall | Winter |
|--------|--------|--------|------|--------|
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| Launch | | | | |

19.22 When new ships are laid down, they are placed on the naval construction chart. As construction continues, ships are moved down the naval construction chart until they reach the bottom row, when they are launched.

19.3 SHIPBUILDING RATE:



19.31 Japan's initial shipbuilding rate is two, as indicated by the shipyard symbols on Japan's scenario card.

19.32 Japan may increase its shipbuilding rate to three by mobilizing a shipbuilding increase. Japan may only mobilize one shipbuilding increase per game (14.61).

19.33 The number of ships that Japan lays down and advances in a turn may not exceed its shipbuilding rate, unless allowed by a random event.

19.34 ADDITIONAL ACTIVITY COUNTER: If Japan increases its shipbuilding rate it adds a 1 activity counter to the Japanese activity counter pool that may only be used for shipbuilding (12.31C).

19.4 SHIPYARD CAPACITY:

19.41 The number of ships Japan may have under construction on its shipyard time track is limited to its shipyard capacity, which is twice its shipbuilding rate. Japan's initial shipyard capacity is four ships.

19.5 SHIPBUILDING COSTS:

19.51 In any given turn, Japanese shipbuilding may involve laying down new ships and continuing or accelerating the construction of existing ships until they are launched.

19.52 Subject to random events, the costs of Japanese shipbuilding are:

A. BEGINNING AND CONTINUING CONSTRUCTION: Activity counter points equal to the size of the ship, minus one for each positive JAI or plus one for each negative JAI, to a minimum cost of one activity counter point per ship (the higher the JAI, the cheaper it is for Japan to build ships).

B. ACCELERATION: One activity counter point to accelerate a ship by one turn; two activity counter points to accelerate a ship by two turns (19.73).

19.6 LAYING DOWN NEW SHIPS:

19.61 LAYING DOWN NEW SHIPS: New Japanese ships are placed in the row corresponding to their size and the column for the season of the turn in which they are laid down.

19.62 SHIPBUILDING ACTIVITY COUNTER REQUIRED: A new Japanese ship may only be laid down by using at least one shipbuilding counter or Japan's flexible 1 activity counter when it is being used as a shipbuilding counter. This requirement limits the number of new ships that may be laid down by Japan each turn to the number of Japanese shipyard counters, plus Japan's flexible 1 activity counter when used as a shipbuilding counter. This requirement does not apply when a Japanese random event allows a ship to be laid down at no cost.

19.63 RESTRICTIONS: New Japanese naval construction is limited by the counter mix, which restricts the maximum number of ships of each type that may be built. In addition, the following restrictions apply:

A. AIRCRAFT CARRIERS: Japan may build 3-factor carriers (CVs) and 4-factor carriers (CVBs) as set out below. Japan may not build 2-factor carriers (CVLs) in *Storm Over Asia*.

- Japan may build 3-factor carriers (CVs) only if it has achieved a 6-step carrier design result.
- Japan may build 4-factor carriers (CVBs) only if it has achieved a 12-step carrier design result.
- The number of carriers that Japan may build is determined by Japan's naval air training research:
 - Each Japanese naval air training result allows Japan to build two carriers.
 - Japan's first, pre-game, naval air training result allowed the pre-*Storm Over Asia* construction of the *Kaga* and *Akagi*, and does not allow the construction of additional carriers.
 - Japan's second naval air training result (a 6-step result) allows it to build a third and fourth carrier.
 - Japan's third naval air training result (a 12-step result) allows it to build a fifth and sixth carrier.
 - 15 steps of Japanese naval air training research allows Japan to build a seventh carrier.
 - Japan's fourth naval air training result (an 18-step result) allows it to build an eighth carrier.

- Japan may not lay down a new carrier in the same turn that it defers construction of an existing carrier or modern battleship.

B. 3-FACTOR BATTLESHIPS OR BATTLECRUISERS: Japan may build 3-factor battlecruisers and 4- and 5-factor battleships as set out below. Japan may not build 2-factor battlecruisers in *Storm Over Asia*.

- Japanese 3-factor capital ships are referred to as battlecruisers.
- There are no research requirements for the construction of battlecruisers.

C. MODERN BATTLESHIPS: 4- and 5-factor battleships are referred to as “modern battleships”.

- Japan may build 4-factor battleships only if it has achieved a 6-step battleship design result.
- Japan may build 5-factor battleships only if it has achieved a 12-step battleship design result.
- Japan may not lay down a modern battleship in the same turn that it defers construction of an existing carrier or modern battleship.

D. LIGHT SHIPS: Light ships are not represented in *Storm Over Asia*. Japan’s starting levels of cruisers and destroyers in *A World at War* are unaffected by the number of turns played in *Storm Over Asia* before the outbreak of war, but may be augmented by light ship research.



19.7 NAVAL CONSTRUCTION:

19.71 CONTINUING CONSTRUCTION: The continued construction of Japanese ships already in a shipyard is permitted in the season corresponding to the seasonal column in which the ship is located.

A. The cost of continued construction is the same as for laying down a ship - the size of the ship, minus one for each positive JAI or plus one for each negative JAI, to a minimum cost of one activity point per ship (19.52A).

B. Continued construction of an existing ship, as opposed to laying down a new ship, does not require the use of an activity counter associated with a shipyard (19.62), although such an activity counter may be used.

C. A ship for which construction is continued is moved down one row in the same column.

19.72 DEFERRING CONSTRUCTION: Naval construction may be deferred. A ship that is deferred is moved along the same row one column to the right. Naval units in the “Winter” column are moved to the “Spring” column. The ultimate launch of the ship is thereby delayed one turn.

19.73 ACCELERATING CONSTRUCTION: Naval construction may be accelerated by spending an additional one or two activity counter points.

A. The expenditure of one additional activity counter point moves the accelerated ship down one row and one column to the left, so the next opportunity to advance the ship comes one turn earlier than would otherwise be the case.

B. The expenditure of two additional activity counter points moves the accelerated ship down one row and two columns over in either direction (a “knight’s move”, in chess terms), so the next opportunity to advance the ship comes two turns earlier than would otherwise be the case.

C. The JAI does not affect the cost of acceleration.

D. Japanese random events may allow the acceleration of ships at no cost, regardless of the seasonal column they occupy.

- Acceleration from random events occurs before or after normal naval construction, at the option of the Japanese player.
- Acceleration from random events may be applied to ships in columns other than that of the current turn. Such ships move one or two columns to the left along the same row, depending on the random event. Ships in the Spring column move to the Winter column.
- A ship that moves into the column for the current turn may be advanced to the next row, at the normal shipbuilding cost (19.71A). Similarly, a ship that moves through the column for the current turn may be advanced to the next row, at the normal shipbuilding cost, after which it is moved to the next column to the left.

If normal acceleration may be described as a “knight’s move” (19.73B), then advancing a ship during acceleration is similar to en passant. Non-chess players should think about invading China.

E. Acceleration is not allowed when a ship is first laid down.

19.74 LAUNCHING SHIPS: Japanese ships are launched when they reach the “Launch” row of the Naval Construction Chart. A ship no longer counts against Japan’s shipyard capacity on the turn it is launched.

19.75 SAVING SHIPBUILDING POINTS:

A. Japan may spend tile points for shipbuilding counters or Japan’s flexible 1 activity counter when it is being used as a shipbuilding counter and postpone the use of the shipbuilding points generated by those activity counters until a future turn.

B. The maximum number of shipbuilding points that may be saved in this manner is limited to Japan’s shipbuilding rate (initially two, increasing to three when Japan mobilizes a shipbuilding increase).

C. Shipbuilding points may be saved in a turn in which a ship is deferred.

D. Saved shipbuilding points are tracked using the Japanese saved shipbuilding activity counters provided for that purpose. These are placed on the Japanese shipbuilding portion of the mapboard when purchased.

E. Japanese saved shipbuilding activity counters may not be used to meet the 19.62 requirement that at least one activity counter associated with a shipyard is required to lay down a new ship.

EXAMPLE: Japan spends one tile point in Spring 1935 to use its 1 shipbuilding activity counter associated with its shipyard and saves the shipbuilding point. In Summer 1935, Japan may retain the saved shipbuilding point, possibly saving a second shipbuilding point in the same manner, or use this saved shipbuilding point as part of the cost of launching the *Haruna*, depending on the JAI and Japan’s other priorities.

Saving shipbuilding points allows Japan to use its shipbuilding activity counter, even though it isn’t able to immediately lay down, advance or launch a ship. Japanese shipbuilding costs may therefore be more evenly spread out, freeing up non-shipbuilding activity counters for other uses.

19.76 SCRAPPING SHIPS PROHIBITED: Construction of ships may be continued, accelerated or deferred, but ships may not be eliminated in order to free shipyard space for the construction of other ships.

19.8 JAPANESE NAVAL GARRISON EFFECTS:

19.81 NAVAL GARRISON EFFECTS: Positive counters are placed on the Japanese Naval Garrison Chart from shipbuilding as follows (20.31A):

A. 3-FACTOR JAPANESE BATTLECRUISERS:

- One counter when Japan launches a 3-factor battlecruiser.

B. 3-FACTOR CARRIERS AND 4-FACTOR BATTLESHIPS:

- One counter when Japan lays down a 3-factor carrier or 4-factor modern battleship.
- One counter when Japan launches a 3-factor carrier or 4-factor modern battleship.

C. 4-FACTOR CARRIERS AND 5-FACTOR BATTLESHIPS:

- Two counters when Japan lays down a 4-factor carrier or 5-factor modern battleship.
- Two counters when Japan launches a 4-factor carrier or 5-factor modern battleship.

Japanese Garrisons

20. JAPANESE GARRISONS

- 20.1 CONCEPT
- 20.2 ARMY GARRISON
- 20.3 NAVAL GARRISON
- 20.4 CHECKING THE GARRISONS

20.1 CONCEPT:

20.11 JAPANESE GARRISONS: Japan must attempt to maintain sufficient armed forces to offset both the Russian threat to Manchuria and the naval pressure from the Western Allies.

20.12 JAPANESE GARRISON CHARTS: The Japanese garrisons are tracked on the Japanese Garrison Charts.



20.2 ARMY GARRISON:

20.21 JAPANESE ARMY GARRISON: The Japanese army garrison consists of the total of:

- A. Japanese active armor, infantry and air units (one for each unit).
- B. Japanese research results.
 - The initial specialized unit result is assigned to the Japanese army garrison. Subsequent Japanese specialized unit results may be assigned to either the Japanese army or naval garrison, at the Japanese player's option.
 - Japanese jet, strategic bomber, armor and rocket results assign counters to the Japanese army garrison.
 - A Japanese air transport result assigns two counters to the Japanese army garrison.
 - Japanese air range, air defense and radar results assign one counter to the Japanese army garrison and one counter to the Japanese naval garrison.
- C. One counter if general random event 53 is drawn.

20.22 JAPANESE ARMY GARRISON REQUIREMENT: The Japanese army garrison is compared to the total of:

- A. The Russian forces in Siberia. Initially this is one armor, two infantry and two air units, for a total of five Russian units. For each Russian military counter, one Russian unit is added to the Russian forces in Siberia.
- B. One counter for each 3-step Chinese partisan result applied to a conquered Chinese region garrisoned by a Japanese army military counter, to a maximum of four partisans. Once applied, the partisan modifier continues to apply even if the chosen region revolts. Chinese partisan results obtained prior to Japanese conquests have no effect on the Japanese army garrison until applied at the end of the turn in which the required conquest occurs (16.21E).
- C. One counter if general random event 79 is drawn.
- D. One counter for each Japanese idle factory converted to civilian use, to a maximum of two counters. These counters are removed if the civilian factories are later converted to military use (14.22A).



20.3 NAVAL GARRISON:

20.31 JAPANESE NAVAL GARRISON: The Japanese naval garrison consists of:

- A. Japanese shipbuilding once the game starts:
 - One counter for each 3-factor Japanese battlecruiser launched (19.81A).
 - One counter for each 3-factor carrier or 4-factor modern battleship laid down; one additional counter for each 3-factor carrier or 4-factor modern battleship launched (19.81B).
 - Two counters for each 4-factor carrier or 5-factor modern battleship laid down; two additional counters for each 4-factor carrier or 5-factor modern battleship launched (19.81C).
- B. Japanese research results.
 - All Japanese naval results are assigned to the Japanese naval garrison.
 - Codebreaking results are assigned to the Japanese naval garrison.
 - Specialized unit results, other than the initial specialized unit result, may be assigned to either the Japanese army or naval garrison, at the Japanese player's option.
 - Japanese air range, air defense and radar results assign one counter to the Japanese naval garrison and one counter to the Japanese army garrison.
- C. One counter if general random event 54 is drawn.

20.32 JAPANESE NAVAL GARRISON REQUIREMENT: The Japanese naval garrison is compared to the total of:

- A. One U.S. naval increase each turn, starting in Spring 1935. This increase occurs at the end of each economic phase, at the rate of one per turn.
- B. One counter for each Japanese idle factory converted to civilian or military use, to a maximum of four counters.
- C. One additional counter for the Japanese mobilization that adds a shipbuilding increase.
- D. One additional counter for each British military counter.
- E. One additional counter for each British codebreaking result.
- F. One counter for each 3-step Chinese partisan result applied to a conquered Chinese region garrisoned by a Japanese naval military counter, to a maximum of two partisans. Once applied, the partisan modifier continues to apply even if the chosen region revolts. Chinese partisan results obtained prior to Japanese conquests have no effect on the Japanese naval garrison until applied at the end of the turn in which the required conquest occurs (16.21E).
- G. One counter if general random event 80 is drawn.

20.4 CHECKING THE GARRISONS:

20.41 Counters are added when the relevant events occur. The status of the Japanese army and naval garrisons is checked at the following times:

A. AFTER RANDOM EVENTS ARE DRAWN: The Japanese army and naval garrisons are checked after any public random events are resolved at the start of the turn. This determines the Japanese support level from the Japanese garrison modifiers for income purposes (10.51B).

B. AFTER UNIT CONSTRUCTION AND RESEARCH: The Japanese army and naval garrisons are checked again at the end of the economic phase, after all major powers have built units and announced any research results. This determines the number of Japanese military counters available for diplomacy and combat.

21. JAPANESE GARRISON EFFECTS

21.1 GARRISON SURPLUSES

21.2 GARRISON DEFICITS

21.3 STARTING LEVELS

21.1 GARRISON SURPLUSES:

21.11 If the Japanese army and naval garrisons are greater than required:

A. SUPPORT EFFECTS: Japan's support level is increased for each garrison with a surplus:

- +1 for one surplus Japanese garrison unit.
- +2 for three surplus Japanese garrison units.
- +3 for six surplus Japanese garrison units.
- +4 for ten or more surplus Japanese garrison units.

B. MILITARY COUNTERS: Japan receives a maximum of four army and four naval military counters from its garrisons (24.33C, 24.31A, B).

21.2 GARRISON DEFICITS:

21.21 SUPPORT EFFECTS:

A. ARMY: If the Japanese army garrison has a deficit, Japan's support level is reduced by one.

B. NAVAL: If the Japanese naval garrison has a deficit, Japan's support level is reduced by one.

21.22 REQUIRED CONSTRUCTION: If the Japanese army garrison has a deficit, Japan must build a unit (18.51).

21.3 STARTING LEVELS:

21.31 At the start of the game:

A. ARMY: Japan's army garrison has one surplus counter, giving Japan +1 support and one army military counter.

B. NAVAL: Japan's naval garrison has two surplus counters, giving Japan +1 support and one naval military counter.



Japanese Aggression Index

22. JAPANESE AGGRESSION INDEX

22.1 CONCEPT

22.2 DETERMINING THE JAI

22.3 JAI EFFECTS

22.1 CONCEPT:

22.11 The Japanese Aggression Index ("JAI") reflects the increasing tensions in Asia as the game goes on. When the JAI is positive, Japanese mobilizations and shipbuilding are cheaper, Chinese, British and Russian cohesion is greater, and the United Front is stronger. Conversely, when the JAI is negative, the opposite effects occur.



22.2 DETERMINING THE JAI:

22.21 DETERMINING THE JAI: The JAI is determined each turn, based on the following:

A. CONQUERED CHINESE REGIONS: +1 for each Chinese region conquered by Japan in a previous turn. The +1 JAI increase for a conquered Chinese region takes effect in the turn after the conquest occurs and applies for the remainder of the game, even if the region later revolts (37.51C)

B. RANDOM EVENTS: + or -, as called for by the applicable random events for that turn.

C. ECONOMIC CLIMATE: +1 if the Economic Climate is -3; -1 if the Economic Climate is +3. Less extreme Economic Climates do not affect the JAI.

D. UNITED FRONT: +1 if the United Front existed at the end of the previous turn (32.77).

E. MILITARY COUNTERS: The JAI is increased by the number of military counters for each side as follows:

- +1 if Japan has five or more military counters.
- +1 if China, Britain and Russia have, in total, five or more military counters. Unbuilt and destroyed military counters are not counted.
- Military counters allowed by random events in excess of the number of actual military counters are not counted.

22.22 TIMING: The JAI is adjusted at the point in the turn when the modifying events occur.

22.23 PERMANENT MODIFIERS: The modifiers for conquered Chinese regions (22.21A) increase the JAI each turn for the remainder of the game, even if the Chinese region revolts (37.51C).

22.24 TEMPORARY MODIFIERS: The modifiers for random events, the Economic Climate, the United Front and the number of Japanese and Allied military counters (22.21B-E) increase or decrease the JAI in the turn in which they occur and continue to modify the JAI until they no longer apply.

22.25 RANDOM EVENTS:

A. OFFSETTING RANDOM EVENTS: Offsetting positive and negative random events immediately cancel one another and are removed in the turn in which one or both events occur.

B. RESIDUAL EFFECTS: At the start of each turn, one remaining temporary random event modifier is removed; then any random event, Economic Climate and United Fronts modifiers for that turn are applied.

22.26 NO MAXIMUM OR MINIMUM LEVELS: There is no maximum or minimum JAI level.

22.3 JAI EFFECTS:

22.31 JAI EFFECTS: The JAI has the follow effects:

A. JAPANESE MOBILIZATION COSTS: The cost of converting a Japanese factory to military use is increased (negative JAI) or decreased (positive JAI) by the JAI for the current turn, as determined after all public random events are revealed (14.31B).

B. JAPANESE SHIPBUILDING COSTS: Japanese shipbuilding costs are increased (negative JAI) or decreased (positive JAI) by the JAI for the current turn, as determined after all public random events are revealed (19.52A).

C. CHINESE COHESION: A positive JAI is favorable to Chinese cohesion; a negative JAI impedes Chinese cohesion (30.21E, 30.31E).

D. RUSSIAN COHESION: A positive JAI is favorable to Russian cohesion; a negative JAI impedes Russian cohesion (28.61C).

E. BRITISH COHESION: A positive JAI is favorable to British cohesion; a negative JAI impedes British cohesion (29.21E, 29.31C).

F. UNITED FRONT: A positive JAI is favorable to China's efforts to form a United Front (32.31C); a negative JAI impedes China's efforts to form a United Front (32.41E).

G. SOUTHEAST ASIAN DIPLOMACY: The number of Japanese or British flags permitted in Southeast Asian diplomatic targets is limited by the JAI (27.31A).

H. KMT DRAW: China draws one additional KMT counter for each +1 JAI. A negative JAI does not reduce the basic draw of one KMT counter (12.423B, C).

I. BRITISH AND RUSSIAN RESEARCH: If the JAI is +1 or greater, Britain and Russia may assist China in Burma and Sinkiang Road research, even if the status of those projects wouldn't otherwise permit such assistance (16.21I, J).



Diplomatic Phase

23. DIPLOMACY

- 23.1 OVERVIEW
- 23.2 DIPLOMATIC TARGETS
- 23.3 DIPLOMATIC COUNTERS
- 23.4 PLACEMENT
- 23.5 SEQUENCE
- 23.6 RESTRICTIONS
- 23.7 SPY RING EFFECTS
- 23.8 RESOLVING DIPLOMACY

23.1 OVERVIEW:

23.11 During the diplomatic phase, diplomatic results may be triggered in eligible Chinese regions or Southeast Asian diplomatic targets by one or more of the following:

A. MILITARY COUNTERS: The placement of military counters in a Chinese region or a Southeast Asian diplomatic target.







B. DIPLOMATIC COUNTERS: The placement of activity counters ("diplomatic counters") in a Chinese region or a Southeast Asian diplomatic target.

C. RANDOM EVENTS: Diplomatic general random events may favor Japan (brown), Nationalist China (purple), Russia (red) or Britain (blue). There are no Communist Chinese or warlord random events that may trigger diplomatic results, but there are random events that place or replace existing flags with Communist Chinese or warlord flags in a Chinese region.

23.12 MILITARY COUNTERS:

A. Depending on a variety of factors:

- Japan and China may use military counters in Chinese regions for diplomacy. Japan may not use both army and naval military counters for diplomacy in the same turn.
- Japan and Britain may each use one military counter in Southeast Asia for diplomacy. Japan may only use a naval military counter in Southeast Asia.

| | | | | | | |
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|  |  |  | Global Game |  |  |  |
| If the Allies have a sufficient naval advantage in <i>Gathering Storm</i> , Britain may obtain an additional military counter. If Britain has two military counters, Japan may use two naval military counters for diplomacy in Southeast Asia. | | | | | | |

- Japan, China and Russia may use military counters in Chinese regions for combat.
- Japan and Russia may use military counters in Manchuria and Siberia for combat.

B. Japan and China may place only one military counter in each Chinese region for diplomacy, but may use more than one military counter in a Chinese region for combat.

C. The number of military counters used each turn by Japan, China, Britain and Russia may not exceed the number of their available military counters, except as allowed by a random event.

23.13 DIPLOMATIC COUNTERS: Each turn, during the diplomatic phase:

A. CHINESE REGIONS: Japan and China may conduct diplomacy in China; Russia may conduct diplomacy in China if China has completed three steps of Sinkiang Road research and Russia is not subject to a Party or Great Purge. Britain may not place diplomatic counters in Chinese regions.

B. SOUTHEAST ASIA: Japan and Britain may conduct diplomacy in Southeast Asia. China and Russia may not conduct diplomacy in Southeast Asia.

23.14 Japan, China and Britain may place additional diplomatic counters after certain triggering events (23.41E).

23.15 The effectiveness of military counters, diplomatic counters, diplomatic random events and spy rings depends on the net value of the diplomatic effort of the contending major powers.

23.16 Diplomatic results may be obtained without the placement of a military or diplomatic counter if random events or a spy ring favor one side or the other.

23.17 No die rolls are made to resolve diplomacy.

23.18 Diplomatic success results in a shift in the alignment of the Chinese region or Southeast Asian diplomatic target in question. Diplomatic results are recorded by placing a flag in the target or removing an opposing flag.

23.2 DIPLOMATIC TARGETS:

23.21 CHINESE REGIONS: The following Chinese regions may be selected as diplomatic targets, subject to the restrictions set out in 23.61. At the start of the game, flags are placed in each Chinese region as indicated on the mapboard (25.1), to reflect pre-game diplomatic activity.

A. Northern China.

B. Central China.

C. Shanghai.

D. South China Coast.

E. Szechuan.

- F. Eastern China.
- G. Southern China.
- H. Yunnan.
- I. Shensi.

23.211 MANCHURIA: Manchuria, renamed Manchukuo by the Japanese, is not an eligible diplomatic target, although Russia and Japan may place military counters in Manchuria and Siberia for combat purposes (28.7, 28.8).

23.22 SOUTHEAST ASIA: The following Southeast Asian countries and colonies may be selected as diplomatic targets, subject to the restriction set out in 23.61C. There are no flags in Southeast Asia at the start of the game.

- A. Australia.
- B. Burma.
- C. The Dutch East Indies.
- D. India.
- E. Malaya.
- F. Thailand.

23.3 DIPLOMATIC COUNTERS:

23.31 DIPLOMATIC COUNTERS: The pool of diplomatic counters is limited by the activity counters available for diplomatic use for each major power.

23.32 PURCHASING DIPLOMATIC COUNTERS:

- A. Diplomatic counters are purchased during the diplomatic phase, immediately before they are placed, at the equivalent cost in tile points.
- B. A major power may not incur a deficit to purchase diplomatic counters (6.12), although a major power may reveal a positive secret support random event at the start of the diplomatic phase in order to augment its income to purchase diplomatic counters (9.51F).
- C. Actual payment for diplomatic counters is made at the end of the diplomatic phase, to conceal the strength of the diplomatic counters purchased until they have been used.

Tile point grants from Britain and Russia may be used by China for diplomacy, and are not revealed until the end of the diplomatic phase, when actual payment for diplomatic counters is made.

23.4 PLACEMENT:

23.41 DIPLOMATIC COUNTER PLACEMENT:

- A. **USE OF DIPLOMATIC COUNTERS:** Each major power is restricted in the number and denomination of diplomatic counters it uses to the activity counters available to it during the diplomatic phase.
- B. **TIMING:** Diplomatic counters are placed during the diplomatic phase in the sequence set out in 23.51.
- C. **CONCEALMENT:** The placement of diplomatic counters is open, but their values are kept secret until all diplomatic counters are placed and diplomacy is resolved.
- D. **ONE COUNTER PER TARGET:** Each turn, each major power may place only one diplomatic counter per Chinese region or Southeast Asian diplomatic target. Chinese KMT +1 and +2 counters may not be used to increase the value of Chinese activity counters used for diplomacy.

E. PLACEMENT LIMITS: Each turn Japan may place no more than four diplomatic counters, China and Britain may each place no more than two diplomatic counters and Russia may place no more than one diplomatic counter, plus the following additional initial placements, which do not count against these limits:

- If Japan draws a diplomatic Random Event Category card, or a diplomatic random event is selected after a “select any category” Random Event Category card is drawn, it may use its flexible 1 activity counter for diplomacy (9.22C).
- One additional Japanese diplomatic counter in China in the turn in which Japan achieves a 3-step Chinese Puppets result; two additional Japanese diplomatic counters in China in the turn in which Japan achieves a 9-step Chinese Puppets result (16.16E).
- Chinese 1 activity counters gained from Japanese conquests of Chinese regions, which may be used only for diplomacy in China (37.24B). This

exception and restriction does not apply to Japanese 1 activity counters gained from Japanese conquests of Chinese regions.

- One additional diplomatic counter in a Chinese region or Southeast Asian diplomatic target which contains an active spy ring belonging to the placing major power (16.16B).
- Additional diplomatic counters as allowed by certain random events.

23.5 SEQUENCE:

23.51 SEQUENCE: The following sequence is followed with respect to the placement of diplomatic counters: Japan; Russia, China and Britain; Japan:

A. JAPAN: Japan initially may place one diplomatic counter in China and one diplomatic counter in Southeast Asia, plus any additional diplomatic counters.

B. RUSSIA: Russia then places one diplomatic counter, plus any additional diplomatic counters.

C. CHINA: China then places up to two diplomatic counters, plus any additional diplomatic counters.

D. BRITAIN: Britain then places up to two diplomatic counters in Southeast Asian diplomatic targets, plus any additional diplomatic counters.

E. JAPAN: Japan then places one additional diplomatic counter in China and one additional diplomatic counter in Southeast Asia, provided it initially placed at least one diplomatic counter in China and Southeast Asia, respectively.



23.6 RESTRICTIONS:

23.61 RESTRICTIONS: The following restrictions apply to the placement of diplomatic counters:

- A. **CHINESE REGIONS MUST BE UNCONQUERED:** Diplomatic counters may not be placed in a Chinese region which has been conquered by Japan.
- B. **CHINESE AND RUSSIAN DIPLOMATIC COUNTERS:** China may not place a diplomatic counter in a Chinese region in which Russia has placed a diplomatic or military counter.

This would be pointless in any event, because Chinese and Russian diplomatic efforts do not combine (23.81B).

C. USE OF ZERO VALUE DIPLOMATIC COUNTERS: Diplomatic counters with a value of zero may be used to mislead or bluff the opponent, provided the placing major power has the option of placing a higher value diplomatic counter in the target. Zero value diplomatic counters may not be placed if this condition is not met, including by:

- a major power that has no tile points at the start of the diplomatic phase after the play of any secret support event that augments its tile points.
- a major power that has no other activity counters available at the start of the diplomatic phase.
- Russia, if prohibited from diplomacy by purge effects.

This rule shouldn't be necessary, but it turned out to be, as some players couldn't resist playing games by placing diplomatic counters to see if the opponent could figure out that the placement was meaningless. Life is too short for such things.

23.7 SPY RING EFFECTS:

23.71 SPY RINGS: Spy rings have the following diplomatic effects:

- A. **GUARANTEED EFFECTS:** Whether or not the spy ring is eliminated by an opposing counter-intelligence result or an enemy spy ring:
 - **Random events revealed:** All opposing secret diplomatic random events in the Chinese region or Southeast Asian diplomatic target in which the spy ring was placed must be revealed before diplomacy begins.
 - **Opposing military and diplomatic counters placed openly:** Any opposing military and diplomatic counters placed in the Chinese region

or Southeast Asian diplomatic target in which the spy ring was placed must be placed openly before any other diplomatic counters are placed.

B. IF NOT ELIMINATED: If the spy ring is not then eliminated by an opposing counter-intelligence result or an enemy spy ring, the following additional effects apply:

- **Placement limits do not apply:** Diplomatic counters placed in Chinese regions or Southeast Asian diplomatic targets containing active spy rings do not count against the normal placement limits (23.41E).
- **Diplomatic modifier:** The owning major power alliance receives a +1 diplomatic modifier for the diplomatic target containing the spy ring in the turn in which the spy ring is placed, in the same manner as a random event, whether or not any diplomatic counters are placed in the diplomatic target. If the spy ring is not eliminated in the year in which it is placed, this effect recurs once per year in a turn determined by the owning major power until the spy ring is eliminated (16.16B).
- **Combat modifier:** The owning major power receives a combat modifier of one if combat occurs in a Chinese region in which a spy ring is active (16.16B).

23.8 RESOLVING DIPLOMACY:

23.81 ACHIEVING DIPLOMATIC RESULTS: Once all diplomatic counters are placed, diplomacy is resolved for each diplomatic target as follows:

A. The overall diplomatic effort in each Chinese region or Southeast Asian diplomatic target for Japan, China, Russia and Britain is determined by the total value of the military and diplomatic counters placed in the Chinese region or Southeast Asian diplomatic target, the applicable random events and any other modifiers.

- All secret national random event cards relating to diplomatic targets are revealed by the major power(s) which drew the card(s). Basic diplomatic random events are revealed first, then flexible diplomatic random events.
 - Diplomatic random events in **brown** favor Japan.
 - Diplomatic random events in **purple** favor Nationalist China.
 - Diplomatic random events in **blue** favor Britain.
- All diplomatic counters are turned over so their values are revealed.

B. Japan, China, Russia and Britain achieve a diplomatic result if their total diplomatic effort is higher than that of each of the other major powers, calculated separately; Chinese and Russian diplomatic efforts are not combined.

C. A diplomatic result shifts the alignment of the diplomatic target one level in favor of the successful major power(s), as set out in rules 25 and 27.

D. All diplomatic counters are retrieved at the end of the diplomatic phase and all random event cards used in diplomacy are returned to the discard pile. Military counters remain in place as they may also be used for combat.



24. MILITARY COUNTERS

24.1 OVERVIEW

24.2 MECHANICS

24.3 JAPANESE MILITARY COUNTERS

24.4 CHINESE MILITARY COUNTERS

24.5 RUSSIAN MILITARY COUNTERS

24.6 BRITISH MILITARY COUNTERS

24.1 OVERVIEW:

24.11 OVERVIEW: Military counters reflect both the diplomatic effect of Japanese, Chinese, Russian and British armed forces and the use of those forces in combat. Military counters may be used for diplomacy in China and Southeast Asia, and for combat in China, Siberia or Manchuria. The number of military counters for each major power reflects their military expenditures.

24.2 MECHANICS:

24.21 MECHANICS:

A. ELIGIBLE LOCATIONS: Military counters may be placed in:

- Chinese regions for diplomacy (Japan and China).
- Chinese regions for combat (Japan, China and Russia).
- Manchuria and Siberia for combat (Japan and Russia).
- Southeast Asia for diplomacy (Japan and Britain).

B. TIMING - DIPLOMACY: Military counters used for diplomacy are placed in the following sequence:

- Japan places military counters at the same time as its initial placement of diplomatic counters.
- China places military counters at the same time as it places diplomatic counters.
- Britain places its military counter at the same time as it places diplomatic counters.
- Russia may not use military counters for diplomacy.
- Military counters used for diplomacy in a Chinese region may be used for combat in that region, but not in any other location (35.54C).

C. TIMING - COMBAT: Military counters used for combat are placed in the following sequence. Japan announces its attacks once its military counters are placed, before China and Russia place their military counters (33.13). China and Russia do not commit to attacking when they place their military counters (EXCEPTION: Russia must attack Manchuria if it placed military counter there), and decide on attacks in China after Japan has resolved its attacks (35.21). Military counters used for diplomacy in a Chinese region may also be used for combat in that Chinese region:

Japan:

- Japan places military counters in:
 - One or more Chinese regions to attack China.
 - Siberia, to attack Russia.
 - Unused Japanese military counters are held in reserve against possible Chinese or Russian attacks.

China and Russia: Once all Japanese attacks have been announced:

- China places military counters in:
 - Chinese regions containing Communist Chinese flags it wishes to attack.
 - Chinese regions containing Japanese flags it wishes to attack.
 - Chinese regions attacked by Japan.
- Russia places military counters in:
 - Manchuria, to attack Japan.
 - Siberia, to respond to a Japanese attack.
 - Chinese regions, to support China against Japanese attacks.

Japanese response: Once all Chinese and Russian attacks have been announced:

- Japan may transfer one army and one naval military counter previously assigned to attack a Chinese region to reinforce an attack against a different Chinese region or to defend areas which China or Russia are attacking.
 - Japanese military counters may not be transferred to reinforce a Japanese attack on a different Chinese region if China or Russia did not defend the area with at least one military counter.
 - Transferred Japanese army and naval military counters must have been placed in a Chinese region solely for combat purposes; Japanese military counters used for diplomacy may not be

transferred to respond to Chinese or Russian attacks.

- Any unused Japanese military counters may be used to defend areas which China or Russia are attacking. Unused Japanese military counters may not reinforce previously announced Japanese attacks.







Resolving combat:

- Any random events affecting combat are played.
- Chinese army and air results used to modify combat are announced.
- All combat is resolved.

D. PLACEMENT OPEN: Military counters are placed openly.

E. LIMIT PER TARGET: Apart from the other constraints imposed on the number of military counters used, including their availability:

- Diplomacy in China:** Japan and China may each place no more than one military counter in each Chinese region for diplomatic purposes.
- Diplomacy in Southeast Asia:** Japan and Britain may use no more than one military counter for diplomacy in Southeast Asia.

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|  |  |  | Global Game |  |  |  |
| If Britain has an additional military counter from a <i>Gathering Storm</i> naval advantage, Japan and Britain may both use two naval military counters for diplomacy in Southeast Asia. | | | | | | |

- Siberia and Manchuria:** Russia and Japan may use whatever military counters they have available in Siberia and Manchuria.
- Combat in China:**
 - Japan and China may both use whatever military counters they have available for combat in a Chinese region.
 - Russia may only use one military counter for combat in China, even if it draws a random event allowing it to use an additional military counter.

F. MAINTENANCE: Each turn:

- China** must pay a maintenance cost of one tile point for each Chinese military counter. China does not pay maintenance for military counters eliminated by the Japanese conquest of a Chinese region (11.82, 17.21, 17.23A).
- Britain** must pay a maintenance cost of one tile point for each British military counter (11.83, 17.21).
- Russia** must pay a maintenance cost of one tile point for each military counter. Russia must pay one additional tile point for maintenance for each military counter in turns in which Russia is subject to a Military or Great Purge (28.31B, D). Russia does not pay maintenance for Russian military counters eliminated by a Great Purge (11.84, 17.21, 17.23B).
- Japan** does not pay maintenance for military counters, although it does pay maintenance for active military units (17.11A).

G. COST: All major powers incur the following costs to use military counters. If a Japanese or Chinese military counter used for diplomacy is subsequently also used for combat, an additional tile point cost is incurred:

- Military counters used for diplomacy:** Military counters used for diplomacy cost one tile point each.
- Military counters used for combat:** Military counters used for combat cost one tile point each.
- Japanese garrisons:** There is no cost for Japanese military counters used to garrison conquered Chinese regions (37.42).
- Random events:** Certain random events allow the use of military counters at no cost:
 - Some random events allow the use of an additional military counter for diplomacy and combat at no cost.
 - General random events 62-65 require Nationalist Chinese attacks on Communist China. There is no cost for military counters used for such attacks. The normal tile point cost applies to Chinese military counters used for diplomacy in Chinese regions containing Communist flags.

H. NO ACTIVITY COUNTER REQUIREMENT: Activity counters are not required for the use of military counters.

I. NO SUPPORT REQUIREMENT: Military counters may be used

regardless of support levels.


*Rules 24.21H and I are included because in *Gathering Storm* military counter use by the European major powers is limited by their support levels and activity counters are required for civil war intervention. In the Pacific, it is assumed that there is always sufficient support for military action.*

J. EFFECTS:

- Diplomacy:** Each Japanese, Chinese and British military counter gives the placing major power a +1 diplomatic modifier.
- Combat:**
 - Each Russian military counter used in Siberia or Manchuria and each Japanese army military counter gives a +2 combat modifier.
 - Each Japanese naval military counter, Chinese military counter and Russian military counter used in China gives a +1 combat modifier.



24.3 JAPANESE MILITARY COUNTERS:

 **24.31 JAPANESE MILITARY COUNTERS:** The number of Japanese military counters is determined as follows:

A. ARMY: One military counter for an army garrison surplus of 1-2 counters, two military counters for a surplus of 3-5 counters, three military counters for a surplus of 6-9 counters, and four military counters for a surplus of 10 or more counters, to a maximum of four army military counters from the Japanese army garrison (21.21B).

B. NAVAL: One military counter for a naval garrison surplus of 1-2 counters, two military counters for a surplus of 3-5 counters, three military counters for a surplus of 6-9 counters, and four military counters for a surplus of 10 or more counters, to a maximum of four naval military counters from the Japanese naval garrison (21.21B).

C. GARRISON LEVELS INDEPENDENT: An army garrison deficit does not prevent the creation of naval military counters; a naval garrison deficit does not prevent the creation of army military counters.

D. 18-STEP RESEARCH RESULTS: Japan adds additional military counters for 18-step research results in the following research projects:

- Army military counters:** Jets, strategic bombers, armor, rockets.
- Naval military counters:** Naval air training, advanced subs, transports.
- Army or naval military counter:** Specialized units.

24.32 COHESION EFFECTS: Japanese military counters modify British and Chinese cohesion as set out below, whether or not they are garrisoning conquered Chinese regions.

A. ARMY MILITARY COUNTERS: Each Japanese army military counter is a -2 modifier for Chinese cohesion (30.31D).

B. NAVAL MILITARY COUNTERS: Each Japanese naval military counter is a -1 modifier for both British and Chinese cohesion (29.31B, 30.31D).

24.33 RESTRICTIONS ON DIPLOMATIC USE: Japanese military counters used for diplomacy are subject to the following restrictions:

A. GEOGRAPHICAL RESTRICTIONS:

- Army military counters:** Japanese army military counters may only be placed in Chinese regions that are adjacent to Manchuria or a conquered Chinese region. Until Japan has conquered a Chinese region, army

military counters may only be used for diplomacy in Northern China.







- **Naval military counters:** Japanese naval military counters may only be placed in Chinese regions that are accessible by sea or in Southeast Asia. Naval military counters may never be used in Szechuan, Yunnan or Shensi.

B. INTER-SERVICE RIVALRY:

- Japan may not use both army and naval military counters for diplomacy in the same turn.
- Japanese naval military counters may be used for diplomacy in China and Southeast Asia in the same turn.


C. MAXIMUM NUMBER:

- **Diplomatic use:** Japan normally may not use more than four military counters for diplomacy in a single turn, because Japan may not use both army and naval military counters for diplomacy in the same turn (24.33B).
- **Overall limit:** Japan normally may not use more than eight military counters in a single turn, because Japan normally may not have more than eight military counters in total from its garrisons (24.31A, B).
- **18-step research results:** These limits may be exceeded if Japan has additional army or naval military counters from 18-step research results (24.31D).
- **Garrisoning military counters:** Military counters that are garrisoning conquered Chinese regions (37.41) may not be used for diplomacy or combat.
- **Southeast Asia:** Japan may use no more than one military counter for diplomacy in Southeast Asia.

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|  |  |  | Global Game |  |  |  |
| If Britain has an additional military counter from a <i>Gathering Storm</i> naval advantage, Japan may use two naval military counters for diplomacy in Southeast Asia. | | | | | | |



24.4 CHINESE MILITARY COUNTERS:

 **24.41 CHINESE MILITARY COUNTERS:** China begins the game with one military counter and may generate an additional military counter at no tile point or activity counter cost for every three steps of Chinese elite unit research achieved (16.21C). China adds military counters at no cost if it achieves 12-step research results for Chinese army and Chinese air research. China may never have more than five military counters in play.

A. 12-STEP CHINESE ARMY AND AIR RESEARCH RESULTS: China adds a military counter at no tile point or activity counter cost at the end of the economic phase in which it achieves 12-step research results in Chinese army and Chinese air research (16.21A, B - one military counter for each result).

B. MAINTENANCE: China must pay one tile point during the income phase of each turn to maintain each Chinese military counter.

C. ELIMINATION: Each Japanese conquest of a Chinese region eliminates one Chinese military counter. If China does not have any military counters when a Japanese conquest occurs, the Chinese military counter generated by the next Chinese elite unit result may be used for diplomacy and combat in the turn in which the research result is obtained, and is then eliminated at the end of that turn (37.23C). This does not prevent China from adding military counters from 12-step Chinese army and Chinese air research results.

24.42 COHESION EFFECTS: Each Chinese military counter is a +1 modifier for Chinese cohesion (30.21D).


24.43 USE OF CHINESE MILITARY COUNTERS:

A. Chinese military counters may only be used in Chinese regions.

B. The number of military counters China may use each turn is limited only by the number of Chinese active military counters and the availability of the tile points required to use them.









24.5 RUSSIAN MILITARY COUNTERS:

 **24.51 RUSSIAN MILITARY COUNTERS:** Russia begins the game with no military counters and may build a maximum of three military counters.

A. BUILDING RUSSIAN MILITARY COUNTERS: Russia may build military counters at a cost of two activity counter points per military counter, subject to increased costs from Great and Military Purge effects (28.31B, D).

- **Restrictions:** The number of military counters Russia may build in a single turn is limited only by the available Russian activity counters and tile points.
- **Purge effects:** The tile point cost of building Russian military counters is increased if Russia is subject to a Military or Great Purge. The activity counters required to build Russian military counters are not affected by this additional cost (28.31B, D):
 - **Military Purge:** One additional tile point per military counter built.
 - **Great Purge:** Two additional tile points per military counter built.
 - Purges do not affect Russia's ability to use military counters.
- **Random events:** Russian random events 9 and 10 allow Russia to build a military counter at no cost.

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|  |  |  | Global Game |  |  |  |
| If Russia has a sufficient Russian garrison surplus in <i>Gathering Storm</i> , Russia may obtain an additional military counter. | | | | | | |

B. MAINTENANCE: Russia must pay one tile point during the income phase of each turn to maintain each Russian military counter. This is increased to two tile points for each Russian military counter in turns in which Russia is subject to a Military or Great Purge (28.31B, D).

C. GARRISON EFFECTS: Each Russian military counter adds a unit to the Russian forces in Siberia, for a maximum increase of three units. These units are negative modifiers for the Japanese army garrison (20.22A).







24.52 USE OF RUSSIAN MILITARY COUNTERS:

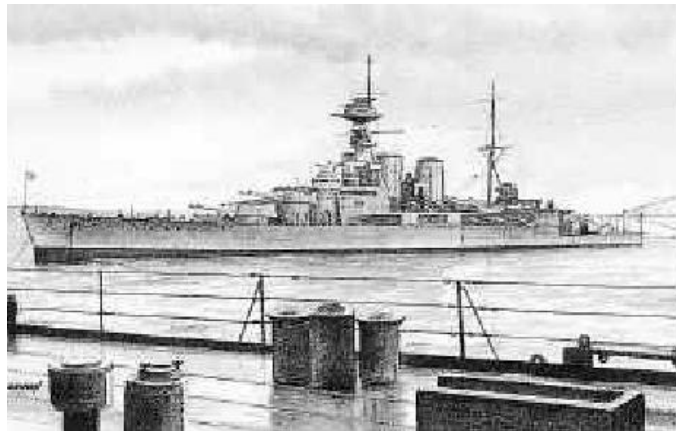
A. MANCHURIA: Russia may use up to three military counters to attack Japan in Manchuria.

B. SIBERIA: Russia may use up to three military counters to defend against a Japanese attack against Siberia.


C. CHINA: If China has achieved three steps of Sinkiang Road research, Russia may employ one military counter in China to assist China in combat

against Japan, subject to the restrictions in 16.21J. Russian random events 15 and 16 allow Russia to use an additional military counter in China. Russia may not use military counters in China for diplomatic purposes.







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|  |  |  | Global Game |  |  |  |
| <p>If Russia has an additional military counter from a <i>Gathering Storm</i> Russian garrison surplus:</p> <ul style="list-style-type: none"> Russia must pay one tile point each turn to maintain the additional military counter. The additional military counter modifies Russian cohesion and the Japanese army garrison. The additional military counter may be used in the same manner as other Russian military counters. | | | | | | |



24.6 BRITISH MILITARY COUNTERS:

 **24.61 BRITISH MILITARY COUNTER:** Britain begins the game with no military counters and may build one military counter, provided the JAI is +1 or higher.

A. BUILDING THE BRITISH MILITARY COUNTER: Britain may build one military counter at a cost of two activity counter points, provided the JAI is +1 or higher.


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|  |  |  | Global Game |  |  |  |
| <p>If the Allies have a sufficient naval advantage in <i>Gathering Storm</i>, Britain may obtain an additional military counter.</p> | | | | | | |

B. MAINTENANCE: Britain must pay one tile point during the income phase of each turn to maintain its military counter.

C. COHESION AND GARRISON EFFECTS: The British military counter is:

- a positive modifier for British cohesion (29.21D).
- a negative modifier for the Japanese naval garrison (20.32D).

24.62 USE OF BRITISH MILITARY COUNTER: Britain may use its military counter for diplomacy in any Southeast Asian diplomatic target each turn.

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| <p>If Britain has an additional military counter from a <i>Gathering Storm</i> naval advantage:</p> <ul style="list-style-type: none"> Britain must pay one tile point each turn to maintain the additional military counter. The additional military counter modifies British cohesion and the Japanese naval garrison. If Britain has also built a military counter, Japan and Britain may both use two naval military counters for diplomacy in Southeast Asia. | | | | | | |



25. DIPLOMACY IN CHINA

- 25.1 STARTING POSITION
- 25.2 RUSSIAN DIPLOMACY
- 25.3 THE CHINESE PUZZLE
- 25.4 COMMUNIST FLAGS
- 25.5 DIPLOMATIC RESULTS
- 25.6 DIPLOMATIC EFFECTS

25.1 STARTING POSITION:

25.11 INITIAL FLAGS IN CHINESE REGIONS: At the start of the game, flags are placed on the mapboard in each Chinese region as indicated, to reflect pre-game diplomatic activity:

A. Northern China: One warlord flag.

B. Central China: Two Nationalist flags, one warlord flag.

C. Shanghai: One Japanese flag.

D. South China Coast: Two warlord flags, one Nationalist flag.

E. Szechuan: Two Nationalist flags.

F. Eastern China: Two Nationalist flags.

G. Southern China: Two Nationalist flags.

H. Yunnan: One Nationalist flag.

I. Shensi: Two Communist flags.

25.2 RUSSIAN DIPLOMACY:

25.21 RESTRICTIONS:

A. SINKIANG ROAD: Russia may not place diplomatic counters until China has completed three steps of Sinkiang Road research.

B. RUSSIAN PURGE EFFECTS: Russia may not conduct diplomacy in a turn in which it is subject to a Party or Great Purge.

25.3 THE CHINESE PUZZLE:

25.31 There are four distinct factions involved in the struggle for power and influence in China:

A. NATIONALIST CHINA ("Nationalist").

B. COMMUNIST CHINA ("Russian" or Communist").

C. JAPAN ("Japan").

D. INDEPENDENT CHINESE WARLORDS ("warlords").

25.32 Each Chinese region may contain up to four flags belonging to one or more of the factions listed in 25.31 (EXCEPTION: A conquered Chinese region will contain five Japanese flags - 37.11). Flags of different factions may co-exist in the same Chinese region.

25.4 COMMUNIST FLAGS:

25.41 COMMUNIST FLAGS: Communist flags may be placed in a Chinese region after:

A. RUSSIAN DIPLOMATIC RESULTS: A Russian diplomatic result, if desired (25.51A).


B. RANDOM EVENTS: General random events 16-24 and 33-42 are drawn, which place a Communist flag in a Chinese region at the start of the turn.

- If the indicated Chinese region already contains four flags:
 - The Communist flag replaces a warlord flag.
 - If there is no warlord flag in the region, the Communist flag replaces a Nationalist flag.
 - If there is no warlord or Nationalist flag in the region, the Communist flag replaces a Japanese flag.
- If the indicated Chinese region has been conquered by Japan or contains four Communist flags, a Communist flag is placed in an adjacent region. Japan decides which adjacent region if there is no United Front; China decides which adjacent region if there is a United Front.




25.5 DIPLOMATIC RESULTS:

25.51 DIPLOMATIC RESULTS IN CHINA: Diplomatic results in China are implemented in the following order:

 **A. RUSSIA:** When Russia achieves a diplomatic result, its options depend on whether or not the United Front exists:

- **No United Front:** Russia may:
 - Add a Communist flag, unless the Chinese region already contains four flags; or
 - If the indicated Chinese region contains four flags, remove a Nationalist flag; if there is no Nationalist flag, remove a warlord flag; if there is no Nationalist or warlord flag, remove a Japanese flag.
- **United Front:** Russia may:
 - Add a Communist flag, unless the Chinese region already contains four flags; or
 - Regardless of how many flags are in the Chinese region, remove a Japanese or warlord flag, at the Chinese player's option.
- **Declining to implement a diplomatic result:** Russia may always decline to implement a diplomatic result, whether or not the United Front exists.

 **B. CHINA:** When China achieves a diplomatic result, it may:

- Add a Nationalist flag, unless the Chinese region already contains four flags.
- Remove a Japanese flag from the Chinese region (EXCEPTION: Chinese diplomatic results from successful attacks on Communist flags may not be used to remove Japanese flags).
- Remove a warlord flag from the Chinese region.
- If the United Front exists, replace a warlord flag with a Nationalist Chinese flag.
- Communist flags may not be eliminated by Chinese diplomacy, but may be eliminated by the diplomatic effects of Nationalist-Communist combat.



C. JAPAN: When Japan achieves a diplomatic result, it may:

- Add a Japanese flag, unless the Chinese region already contains four flags. This option is open to Japan only in Chinese regions which are open to Japanese aggression (33.22). Initially this includes only Chinese regions that are accessible from either Manchuria or by sea:
 - Northern China.
 - Central China.
 - Shanghai.
 - South China Coast.
 - Eastern China.
 - Southern China.
- Add a warlord flag, if adding a Japanese flag is prohibited.
- Remove a Nationalist or warlord flag from the Chinese region, at the Japanese player's option.
- Communist flags may not be eliminated by Japanese diplomacy, but may be eliminated by the diplomatic effects of Japanese-Chinese combat.

25.52 MAXIMUM FOUR FLAGS: There may never be more than four flags in a diplomatic target except as a result of Japanese conquest (37.11).

25.53 SUPERFLUOUS RANDOM EVENTS: If a diplomatic random event has no effect, the major power benefitting from the random event receives a support increase equal to the value of the unused diplomatic modifier on the random event: a "1" diplomatic event generates +1 support; a "2" diplomatic event generates +2 support (10.41A). This situation may arise because the target Chinese region:

A. Has been conquered.

B. Contains four flags belonging to the major power benefitting from the random event and the random event was not required to preserve the flags.

C. Contains four Communist flags, which may not be removed through diplomacy.

25.6 DIPLOMATIC EFFECTS:

25.61 CHINESE COHESION: Flags in Chinese regions affect Chinese cohesion (30.21B, 30.31A-C).

25.62 UNITED FRONT: Flags in Chinese regions affect the formation and level of the United Front (32.31A, 32.41A, B).

25.63 COMBAT: Flags in Chinese regions affect combat in the region containing the flags and in adjacent regions (35.6).

25.64 TRADE PACTS: Three or four flags in Northern China, Shanghai, Central China, the South China Coast and Szechuan give the owning major power a trade pact that generates income each turn (11.7).



26. WARLORDS

26.1 PLACEMENT OF WARLORD FLAGS

26.2 CONVERSION OF WARLORD FLAGS

26.1 PLACEMENT OF WARLORD FLAGS:

26.11 PLACEMENT: Warlord flags may be placed in three ways:

26.111 RANDOM EVENTS:

A. NATIONALIST FLAGS: General random events 45 and 46 and Japanese diplomatic events 42, 43 and 44 replace a Nationalist flag with a warlord flag. When these random events are drawn, the Japanese player determines which Nationalist flag is replaced.

B. JAPANESE FLAGS: General random events 47 and 48 and Chinese random event 80 replace a Japanese flag with a warlord flag. When these random events are drawn, the Chinese player determines which Japanese flag is replaced.

26.112 WARLORD CARD DRAW: At the end of the diplomatic phase of each turn, one card is drawn from the Warlord Card deck, which consists of one card for each Chinese region:

A. If the indicated Chinese region contains three or fewer flags, a warlord flag is added to the region.

B. If the indicated Chinese region contains four flags:

- The warlord flag replaces a Nationalist flag.
- If there is no Nationalist flag in the region, the warlord flag replaces a Japanese flag.
- If there is no Nationalist or Japanese flag in the region, the warlord flag replaces a Communist flag.
- If the region contains four warlord flags, the Warlord Card draw has no effect.

C. The result of the Warlord Card draw is implemented in the indicated region regardless of any diplomatic activity or result in that region.

D. Once implemented, the Warlord Card drawn is set aside and is not returned to the Warlord Card deck until after the Warlord Card draw for the following turn. A Warlord Card for the same Chinese region may therefore never be drawn two turns in a row.

E. If a Chinese region is conquered by Japan, the Warlord Card for that region is removed from the Warlord Card deck and may not be drawn again unless the conquered Chinese region revolts.

26.113 JAPANESE DIPLOMATIC RESULTS: If Japan achieves a diplomatic result in a Chinese region in which it may not place a Japanese flag, it may place a warlord flag instead (25.51C).

26.2 CONVERSION OF WARLORD FLAGS:

26.21 CONVERSION: Warlord flags may be converted into other flags in three ways:

26.211 CHINESE DIPLOMATIC RESULTS: If the United Front exists, a Chinese diplomatic result may be used to replace a warlord flag with a Nationalist Chinese flag (25.51B).

26.212 UNITED FRONT SURPLUS: If there is a United Front surplus once all Communist flags have adhered to the United Front, China has the option of replacing one or more warlord flags with the equivalent number of Nationalist Chinese flags, up to the limit of the United Front surplus (32.72).

26.213 RANDOM EVENTS:

A. JAPANESE FLAGS: General random events 56 and 57 and Japanese diplomatic events 1, 2 and 3 replace a warlord flag with a Japanese flag. When these random events are drawn, the Japanese player determines which warlord flag is replaced.

B. NATIONALIST FLAGS: General random events 43 and 44 and Chinese random event 79 replace a warlord flag with a Nationalist Chinese flag. When these random events are drawn, the Chinese player determines which warlord flag is replaced.

26.22 UNITED FRONT EFFECTS: Each warlord flag conversion to a Nationalist flag, for any reason, including the two initial -1 warlord conversion modifiers (32.81A), reduces the United Front level by one (32.41C). Each Nationalist flag conversion to a warlord flag from a random event removes one such modifier, but otherwise the -1 modifiers are permanent.

Players may find it difficult to figure out which side warlord flags in China favor: Japan? China? Neither? Both? You won't find the answer here, because it all depends on the situation, but rest assured this is nothing to be embarrassed about - historically no one really knew either.



27. DIPLOMACY IN SOUTHEAST ASIA

- 27.1 STARTING POSITION
- 27.2 DIPLOMATIC RESULTS
- 27.3 FLAG LIMITS
- 27.4 DIPLOMATIC EFFECTS

27.1 STARTING POSITION:

27.11 INITIALLY NO FLAGS IN SOUTHEAST ASIA: At the start of the game, there are no flags in Southeast Asia.

27.2 DIPLOMATIC RESULTS:

27.21 DIPLOMATIC RESULTS IN SOUTHEAST ASIA: Diplomatic results in Southeast Asia are implemented in the following order:



A. JAPAN: When Japan achieves a diplomatic result, it may:

- Add a Japanese flag, unless the target already contains four flags or contains a British flag.
- Remove a British flag.



B. BRITAIN: When Britain achieves a diplomatic result, it may:

- Add a British flag, unless the target already contains four flags or contains a Japanese flag.
- Remove a Japanese flag.

27.3 FLAG LIMITS:

27.31 LIMIT ON THE NUMBER OF FLAGS: The number of Japanese or British flags that each Southeast Asian diplomatic target may contain is limited to the JAI:

A. JAI LIMIT: If the JAI is 0 or less, no flags; if the JAI is one, one flag; if the JAI is two, two flags; if the JAI is three, three flags; if the JAI is four or more, four flags.

B. DROPS IN JAI: If the JAI drops so that it is less than the number of flags in a Southeast Asian diplomatic target, the flags in excess of the limit remain, but no new flags may be added to the target.

27.32 SUPERFLUOUS RANDOM EVENTS: If a diplomatic random event has no effect, the major power benefitting from the random event receives a support increase equal to the value of the unused diplomatic modifier on the random event: a "1" diplomatic event generates +1 support; a "2" diplomatic event generates +2 support (10.41A). This situation may arise because:

- The diplomatic target already has four friendly flags and the random event was not required to preserve the flags.
- The random event would place a flag in a diplomatic target in excess of the JAI limit (27.31A).

27.4 DIPLOMATIC EFFECTS:

27.41 SOUTHEAST ASIAN DIPLOMATIC RESULTS: When Japan or Britain obtains three or more flags in a Southeast Asian diplomatic target, the following effects apply:

A. AUSTRALIA:

- **Japanese flags:** If Britain places a research point in an Australian research project, it must pay one additional tile point.
- **British flags:** Britain adds one research step to an Australian research project. No more than one such research step may be added to each Australian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.

B. BURMA:

- **Japanese flags:**
 - Japan adds one step in Indian subversion research. This effect continues in each turn in which Japan maintains three or more flags in Burma. The additional step is added at the end of each diplomatic phase in which this condition is met.
 - If Britain uses activity counters for grants to China or for Chinese research, it must pay one additional tile point.
- **British flags:** Britain may use an additional 1 activity counter for Chinese research.

C. DUTCH EAST INDIES:

- **Japanese flags:** Japan obtains a trade pact with the Dutch East Indies worth one tile point in income each turn. In addition, Japan adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.
- **British flags:** Britain obtains a trade pact with the Dutch East Indies worth one tile point in income each turn. In addition, Britain adds one step to economic preparation research each calendar year, starting in the turn in which it obtains the trade pact.

D. INDIA:

- **Japanese flags:**
 - Japan adds one step in Indian subversion research. This effect continues in each turn in which Japan maintains three or more flags in India. The additional step is added at the end of each diplomatic phase in which this condition is met.
 - If Britain places a research point in an Indian research project, it must pay one additional tile point.
- **British flags:** Britain adds one research step to an Indian research project. No more than one such research step may be added to each Indian research project. This additional step is added at the end of each diplomatic phase in which this condition is met.

E. MALAYA:

- **Japanese flags:** Japan obtains a trade pact with Malaya worth one tile point in income.
- **British flags:** Britain obtains a trade pact with Malaya worth one tile point in income.

F. THAILAND:

- **Japanese flags:** Japan obtains a trade pact with Thailand worth one tile point in income.
- **British flags:** Britain obtains a trade pact with Thailand worth one tile point in income.



Russia and Manchuria

28. RUSSIA AND MANCHURIA

- 28.1 OVERVIEW
- 28.2 PURGE CARD DRAWS
- 28.3 PURGE CARD EFFECTS
- 28.4 PURGES FROM RANDOM EVENTS
- 28.5 PURGE EVENT VALUES
- 28.6 RUSSIAN COHESION
- 28.7 MANCHURIA
- 28.8 RUSSO-JAPANESE COMBAT
- 28.9 RUSSO-JAPANESE COMBAT EFFECTS

28.1 OVERVIEW:

28.11 RUSSIAN COHESION LEVEL: Russia starts the game with no cohesion modifiers (28.61), and adds cohesion modifiers as the game progresses. The number of Russian cohesion modifiers is equal to the Russian purge level, plus one for each Russian military counter (28.61A), plus one for each Japanese attack on Siberia (28.61B), and plus or minus the JAI (28.61C).

28.12 RUSSIAN PURGE LEVEL: The Russian purge level is the cumulative total of purge events from Russian Purge Card draws (28.2, 28.3) and random events (28.4), as indicated by a number in a red circle on the Purge or random event card (●, ● or ●).

28.2 PURGE CARD DRAWS:

28.21 PURGE CARD DRAW: At the start of each turn, Russia draws one Purge Card from the Purge Card deck.

28.22 There are four Purge Cards.

- A. No Purge.
- B. Military Purge.
- C. Party Purge.
- D. Great Purge.

28.23 COMPOSITION OF THE PURGE CARD DECK:

A. INITIAL COMPOSITION: At the start of the game, the Purge deck consists of the No Purge, Military Purge and Party Purge cards.

B. ADDING THE GREAT PURGE CARD: When Japan first engages in combat against either Russia or China, regardless of which side initiated combat, the Great Purge card is added to the Purge Card deck.

C. REMOVING THE GREAT PURGE CARD: When Russia reaches full cohesion, the Great Purge card is permanently removed from the Purge Card deck.

28.24 SUBSEQUENT PURGE CARD DRAWS: At the end of the turn the Purge Card drawn for that turn is set aside and is not returned to the Purge Card deck until after the Purge Card draw for the following turn. The same Purge Card may therefore never be drawn two turns in a row.

28.3 PURGE CARD EFFECTS:

28.31 PURGE EFFECTS: Russian purge cards have the following effects:

A. NO PURGE: No effect.

B. MILITARY PURGE:







- Russia must pay one additional tile point for maintenance for each military counter. If the Great Purge card is in the Purge deck, Russia has the option of eliminating a military counter, and paying one additional tile point for maintenance for each surviving military counter.
- The cost of building Russian military counters is increased by one tile point per military counter. The activity counter cost of building Russian military counters is not affected by this additional cost.
- A Military Purge does not prevent Russia from using its military counters.

C. PARTY PURGE:

- Russia may not conduct diplomacy in China.
- Russia may not conduct Chinese research.

D. GREAT PURGE:

- One Russian military counter is eliminated; if no Russian military counter exists, this effect does not apply.

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| The additional military counter from a Russian garrison surplus in <i>Gathering Storm</i> may not be eliminated by a Great Purge. | | | | | | |

- Russia must pay one additional tile point for maintenance for each surviving military counter.
- The cost of building Russian military counters is increased by two tile points per military counter. The activity counter cost of building Russian military counters is not affected by this additional cost.
- Russia may not conduct diplomacy in China.
- Russia may not conduct Chinese research.
- A Great Purge does not prevent Russia from using its military counters.

28.4 PURGES FROM RANDOM EVENTS:

28.41 RANDOM EVENT PURGES: The following Russian random events prohibit the indicated Russian activity and increase the Russian purge level by one:

A. RUSSIAN DIPLOMACY: Russian random events 5 and 6. Russia may not use an activity counter for diplomacy in China.

B. RUSSIAN RESEARCH FOR CHINA: Russian random events 7 and 8. Russia may not use an activity counter for Chinese research.

C. RUSSIAN MILITARY COUNTER USE: Russian random events 27 and 28. Russia may not use military counters other than to defend against a Japanese attack in Siberia.

D. RUSSIAN GRANTS TO CHINA: Russian random events 29 and 30. Russia may not grant tile points to China.

28.42 UNUSED RUSSIA COMBAT MODIFIERS: Russian random events 11, 12, 13, 22, 23 and 24 provide Russia with a combat modifier. If these random events are not used, either voluntarily or because Russia has no military counters and is unable to initiate combat, the Russian purge level is increased by the amount of the unused combat modifier (1, 2 or 3).

28.43 REDUNDANT RANDOM EVENTS: If Russia was unable to carry out the prohibited activity in a turn in which a Russian purge random event listed in 28.41 is drawn, the Russian support level is reduced by one, reducing Russia's tile point total by one. The random event still increases Russia's purge level by one.

28.44 TIMING: The random events listed in 28.41 increase the Russian purge level during the Russian player turn, after the income phase is complete, and therefore do not affect Russia's income in the turn in which they are drawn (11.62B). These random events may trigger a Russian support increase (28.63A) and the consequent addition of a Russian activity counter (12.61) in the turn in which they are drawn.

28.5 PURGE EVENT VALUES:

28.51 VALUE OF PURGE EVENTS: In determining the Russian cohesion level, purge events have the following value:

A. PURGE CARDS:

- The Military and Party Purges each count as one purge event.
- The Great Purge counts as three purge events.

B. RANDOM EVENTS:

- Random events 11, 12 and 13, which give Russia a +1 combat modifier, each count as one purge event if not used for combat.
- Random events 23 and 24, which give Russia a +2 combat modifier, each count as two purge events if not used for combat.
- Random event 22, which gives Russia a +3 combat modifier, counts as three purge events if not used for combat.
- Random events 27 and 28, which prohibit the use of Russian military counters, each count as one purge event.
- Random events 29 and 30, which prohibit Russian grants to China, each count as one purge event.
- Random events 5 and 6, which prohibit Russian diplomacy, and 7 and 8, which prohibit Russian research, each count as one purge event.

28.6 RUSSIAN COHESION:

28.61 RUSSIAN COHESION MODIFIERS: The Russian cohesion level is determined by the total of the following modifiers:

A. RUSSIAN PURGE LEVEL: +1 for each Russian purge event.

B. RUSSIAN MILITARY COUNTERS: +1 for each Russian military counter in play.

C. JAPANESE ATTACKS ON SIBERIA: +1 for each Japanese attack on Siberia.

D. JAI LEVEL: +/-1 for the JAI level. A positive JAI is favorable to Russian cohesion; a negative JAI impedes Russian cohesion.

28.62 RUSSIAN COHESION LEVELS: There are four Russian cohesion levels:

A. Low cohesion: 0-9 cohesion modifiers.

B. Medium cohesion: 10-19 cohesion modifiers.

C. High cohesion: 20-29 cohesion modifiers.

D. Full cohesion: 30+ cohesion modifiers.

28.63 COHESION EFFECTS: The Russian cohesion level affects Russia's support level, and therefore Russia's income and activity counter pool. If Russia reaches full cohesion, the Great Purge card is removed from the Russian Purge Card Deck and additional purge events increase Russian support.

A. RUSSIAN SUPPORT LEVEL:

- **Low cohesion:** 0 support.
- **Medium cohesion:** +1 support.
- **High cohesion:** +2 support.
- **Full cohesion:** +3 support.

B. ACTIVITY COUNTER POOL:

- Russia adds a 1 activity counter when it reaches medium cohesion (12.61A).
- Russia adds a 2 activity counter when it reaches high cohesion (12.61B).

28.64 FULL COHESION:

A. GREAT PURGE CARD REMOVED: If Russia reaches full cohesion, the Great Purge card is permanently removed from the Purge Card Deck. Purge Cards continue to be drawn each turn.

B. EXCESS PURGE EVENTS: If Russia is at full cohesion at the start of the turn:

- Purges from Military and Party Purge Cards, and from random events, still have their normal effects.
- Russia receives a +1 support increase for each increase in its purge level. These support increases only apply in the turn in which the purge(s)

occur, in the same manner as support increases from random events.

- Russian cohesion increases from other causes do not give Russia support increases.

28.7 MANCHURIA:

28.71 Between 1931 and 1933, Japan took control of Manchuria, the most northeastern part of China. This blatant aggression led to hand-wringing at the League of Nations and little else. Some historians consider the occupation of Manchuria, which Japan renamed “Manchukuo”, to have been the actual start of World War II.

28.72 The Japanese military, which initiated the conquest of Manchuria, considered it to be absolutely essential to the economic development of Japan, which itself had few natural resources, save for its industrious and growing population. Japan’s foreign policy during the 1930s and 1940s centered on securing its position in Manchuria and expanding its continental influence. This naturally increased the potential for conflict between Japan and the Soviet Union, which Japan already viewed as an ideological threat.

28.73 COMBAT IN NORTHERN CHINA: Manchuria is adjacent to Northern China and gives Japan a +2 modifier for attacks in Northern China and a -2 modifier when defending in Northern China.



28.8 RUSSO-JAPANESE COMBAT:

28.81 JAPANESE RESTRICTIONS: Japan may attack Siberia, using both army and naval military counters, only if at least one of the following conditions is met:

A. Japan has mobilized at least once.

B. Russia has attacked Manchuria in a previous turn.

C. Japan draws a + combat random event or a random event requiring it to attack Siberia or incur a negative support effect (economic/military random events 79 and 80). Japan may then attack Russia in the turn in which the random event is drawn, even if neither of the conditions in 28.81A or B is met.

28.82 NO RUSSIAN RESTRICTIONS: Russia is not subject to such restrictions – it may attack Manchuria provided it has at least one military counter available that it may use in the attack.

28.83 Russo-Japanese combat is resolved as described in rule 35.

28.9 RUSSO-JAPANESE COMBAT EFFECTS:

28.91 COHESION EFFECTS: Each Japanese attack on Siberia increases the Russian cohesion level by +1 (28.61B).

28.92 UNITED FRONT EFFECTS:

A. +1 for each combat in Manchuria or Siberia won by Russia, regardless of how many tile points were lost by Japan (32.31H).

B. -1 for each combat in Manchuria or Siberia won by Japan, regardless of how many tile points were lost by Russia (32.41G).

C. Russo-Japanese combat that is tied has no effect on the United Front.

28.93 EFFECTS OF DEFEAT: Apart from the tile point effects set out in 36.15:

A. RUSSIAN DEFEAT: If Japan is victorious in an attack on Siberia, the defense of Siberia is increased by the amount of victory in the turn after the Japanese attack. This effect is reduced by one in each subsequent turn, until the increased defensive level for Siberia disappears.

B. JAPANESE DEFEAT: If Russia is victorious in an attack on Manchuria, the defense of Manchuria is increased by the amount of victory in the turn after the Russian attack. This effect is reduced by one in each subsequent turn, until the increased defensive level for Manchuria disappears.

C. NO BENEFIT TO ATTACKER: The above modifiers are not triggered if the attacker is defeated, and do not apply to help the defeated side in attacking the other in a subsequent turn.



Britain

29. BRITISH COHESION

29.1 CONCEPT

29.2 POSITIVE MODIFIERS

29.3 NEGATIVE MODIFIERS

29.4 STARTING MODIFIERS

29.5 DETERMINING THE BRITISH COHESION LEVEL

29.6 COHESION EFFECTS

29.1 CONCEPT:

29.11 OVERVIEW: The British cohesion level measures Britain’s success in organizing a self-sustaining Asian defense system against eventual Japanese aggression.

29.12 BRITISH COHESION LEVEL: The British cohesion level may range from +4 to -4, depending on the positive and negative modifiers that apply.

29.13 TIMING: The British cohesion level has the greatest effect on play at the start of the turn, after general and public random events have been implemented, before Britain’s income has been determined.

29.14 STARTING LEVEL: In Spring 1935, at the start of the game, the British cohesion level is 0.

29.2 POSITIVE MODIFIERS:

29.21 POSITIVE MODIFIERS: The British cohesion level is increased by the following modifiers:

A. BRITISH CROWN: Britain receives an automatic +1 modifier each turn, represented by the British Crown counter.

B. RESEARCH RESULTS: Each of the following 6-step Australian and Indian results generates a permanent +1 British cohesion modifier:

- Australian army
- Australian air
- Australian naval air training
- Australian light ships
- Australian shipbuilding
- Indian army
- Indian air
- Chindits
- Indian shipbuilding
- Economic preparation

C. BRITISH DIPLOMATIC RESULTS: +1 for each Southeast Asian diplomatic target containing two or more British flags.

D. BRITISH MILITARY COUNTERS: +1 for each British military counter in play (24.61C).

E. JAPANESE AGGRESSION INDEX: +1 for each positive JAI level.

F. RANDOM EVENTS: A permanent +1 for general random events 67 and 68, subject to rule 8.4.

29.3 NEGATIVE MODIFIERS:

29.31 NEGATIVE MODIFIERS:

A. JAPANESE DIPLOMATIC RESULTS: -1 for each Southeast Asian diplomatic target containing two or more Japanese flags.

B. JAPANESE NAVAL COUNTERS: -1 for each Japanese naval military counter, including those garrisoning Shanghai or the South China Coast.

C. JAPANESE AGGRESSION INDEX: -1 for each negative JAI level.

D. RANDOM EVENTS: A permanent -1 for general random events 69 and 70, subject to rule 8.4.

29.4 STARTING MODIFIERS:

29.41 STARTING POSITIVE MODIFIER:

A. British Crown modifier (29.21A): +1.

29.42 STARTING NEGATIVE MODIFIER:

A. One Japanese naval military counter (29.31B): -1.

29.5 DETERMINING THE BRITISH COHESION LEVEL:

29.51 POSITIVE COHESION: If the positive British cohesion modifiers outnumber the negative British cohesion modifiers, the British cohesion level is +1 for one surplus counter; +2 for three surplus counters; +3 for six surplus counters; and +4 for ten or more surplus counters.

29.52 NEGATIVE COHESION: If the negative British cohesion modifiers outnumber the positive British cohesion modifiers, the British cohesion level is -1 for one missing counter; -2 for three missing counters; -3 for six missing counters; and -4 for ten or more missing counters.

29.6 COHESION EFFECTS:

29.61 SUPPORT: The British support level is increased or decreased by the British cohesion level.



China

30. CHINESE COHESION

30.1 CONCEPT

30.2 POSITIVE MODIFIERS

30.3 NEGATIVE MODIFIERS

30.4 CONTROL OF CHINESE REGIONS:

30.5 STARTING MODIFIERS:

30.6 DETERMINING THE CHINESE COHESION LEVEL

30.7 COHESION EFFECTS

30.1 CONCEPT:

30.11 OVERVIEW: The Chinese cohesion level measures the degree to which the Nationalist Chinese government has succeeded in creating a unified Chinese state.

30.12 CHINESE COHESION LEVEL: The Chinese cohesion level may range from +4 to -4, depending on the positive and negative modifiers that apply.

30.13 TIMING: The Chinese cohesion level has the greatest effect on play at the start of the turn, after general and public random events and the effect of the application of a KMT counter to Chinese cohesion have been implemented, before China's income has been determined.

30.14 STARTING LEVEL: In Spring 1935, at the start of the game, the Chinese cohesion level is 0, but may be increased by the application of a KMT counter (30.21C).

30.2 POSITIVE MODIFIERS:

30.21 POSITIVE MODIFIERS: The Chinese cohesion level is increased by the following modifiers:

A. CHINESE RESEARCH RESULTS: Each of the following 6-step Chinese research results generates a permanent +1 Chinese cohesion modifier:

- Chinese army
- Chinese air
- Elite units
- Fortifications
- Partisans
- China Lobby
- National Unity
- Economic preparation

B. NATIONALIST CHINESE CONTROL: +1 for each Chinese region under Nationalist Chinese control.

C. CHINESE KMT COUNTERS: The value of all Chinese KMT counters applied as Chinese cohesion modifiers (12.44A).

D. CHINESE MILITARY COUNTERS: +1 for each Chinese military counter in play (24.42).

E. JAPANESE AGGRESSION INDEX: +1 for each positive JAI level.

F. RANDOM EVENTS: A permanent +1 for general random events 29 and 30, subject to rule 8.4.

30.3 NEGATIVE MODIFIERS:

30.31 NEGATIVE MODIFIERS: The Chinese cohesion level is decreased by the following modifiers:

A. JAPANESE CONTROL: -1 for each Chinese region under Japanese control, including conquered Chinese regions.

B. WARLORD CONTROL: -1 for each Chinese region under warlord control.

C. COMMUNIST CONTROL: -1 for each Chinese region under Communist control, provided the Communists are not part of the United Front. Chinese regions controlled by Communists that are part of the United Front have no effect on Chinese cohesion.

D. JAPANESE MILITARY COUNTERS:

- -2 for each Japanese army military counter.
- -1 for each Japanese naval military counter.
- Japanese military counters garrisoning conquered Chinese regions are counted (24.32).

E. JAPANESE AGGRESSION INDEX: -1 for each negative JAI level.

F. RANDOM EVENTS: A permanent -1 for general random events 25 and 26, subject to rule 8.4.

30.4 CONTROL OF CHINESE REGIONS:

30.41 FACTIONS: Each Chinese region may be controlled by one of the following four factions: Nationalists, Communists, warlords and Japanese.

30.42 DETERMINING CONTROL: Control of Chinese regions is determined by the number of flags belonging to the same faction in the region.

A. THREE OR MORE FLAGS: A Chinese region containing three or more flags belonging to the same faction, including Chinese regions conquered by Japan, is controlled by that faction.

B. TWO FLAGS: A Chinese region containing two flags belonging to the same faction is controlled by that faction, provided the region does not contain two other flags belonging to other factions.

C. FEWER THAN TWO FLAGS: A Chinese region containing fewer than two flags belonging to the same faction is uncontrolled.

30.43 COHESION EFFECTS:

A. NATIONALIST REGIONS: Each Chinese region controlled by the Nationalists increases Chinese cohesion by +1 (30.21B).

B. JAPANESE AND WARLORD REGIONS: Each Chinese region controlled by the Japanese or warlords decreases Chinese cohesion by -1 (30.31A, B).

C. COMMUNIST REGIONS:

- Each Chinese region controlled by Communists that are not part of the United Front decreases Chinese cohesion by -1 (30.31C).
- Chinese regions controlled by Communists that are part of the United Front have no effect on Chinese cohesion.
- When the addition of a Communist flag results in a Chinese region having Communist flags that are part of the United Front and a Communist flag that is not in the United Front (32.71D), the region has no effect on Chinese cohesion.

D. UNCONTROLLED REGIONS: Uncontrolled Chinese regions have no effect on Chinese cohesion.

30.5 STARTING MODIFIERS:

30.51 STARTING POSITIVE MODIFIERS:

A. Nationalist control of Central China, Szechuan, Eastern China and Southern China: +4.

B. One active Chinese military counter: +1.

30.52 STARTING NEGATIVE MODIFIERS:

A. Communist control of Shensi: -1.

B. Warlord control of the South China Coast: -1.

C. One Japanese army military counter: -2.

D. One Japanese naval military counter: -1.

30.6 DETERMINING THE CHINESE COHESION LEVEL:

30.61 POSITIVE COHESION: If the positive Chinese cohesion modifiers outnumber the negative Chinese cohesion modifiers, China's cohesion level is +1 for one surplus counter; +2 for three surplus counters; +3 for six surplus counters; and +4 for ten or more surplus counters.

30.62 NEGATIVE COHESION: If the negative Chinese cohesion modifiers outnumber the positive Chinese cohesion modifiers, China's cohesion level is -1 for one missing counter; -2 for three missing counters; -3 for six missing counters; and -4 for ten or more missing counters.

30.7 COHESION EFFECTS:

30.71 SUPPORT: The Chinese support level is increased or decreased by the Chinese cohesion level.

31. CHINESE CIVIL WAR

31.1 OVERVIEW

31.2 ELIMINATING COMMUNIST FLAGS

31.3 UNITED FRONT EFFECTS

31.1 OVERVIEW:

31.11 At the start of 1935 the Nationalist and Communist Chinese were still involved in a bitter civil war and Chiang Kai-Shek was planning his Sixth and final Extermination Campaign against the Communists.

31.2 ELIMINATING COMMUNIST FLAGS:

31.32 Nationalist China may only eliminate Communist flags by attacking them with at least one military counter (EXCEPTION: If a random event requires a Nationalist attack on a Communist flag, that attack must be carried out even if Nationalist China has no military counters). Communist flags may not be eliminated by diplomacy.

31.3 UNITED FRONT EFFECTS:

31.31 LIMITED TRUCE: In turns in which the United Front exists, Nationalist China may not attack Communist flags which have adhered to the United Front unless required to do so by general random event 62, 63, 64 or 65 or if China drew random event 63 or 64. Communist flags which have not adhered to the United Front may still be attacked (34.22).

In pre-World War II China, this is what passed for peace.



32. THE UNITED FRONT

32.1 OVERVIEW

32.2 FORMATION OF THE UNITED FRONT

32.3 POSITIVE MODIFIERS

32.4 NEGATIVE MODIFIERS

32.5 CONTROL OF CHINESE REGIONS

32.6 DURATION OF THE UNITED FRONT

32.7 EFFECTS OF THE UNITED FRONT

32.8 STARTING UNITED FRONT LEVEL

32.1 OVERVIEW:

32.11 By the end of 1936, after Chiang Kai-Shek had been kidnapped by several of his own supporters, a Second United Front had been formed which, in theory, put the Chinese civil war on hold until the Japanese had been defeated (the First United Front had collapsed in 1927 when Chiang Kai-Shek massacred thousands of Chinese Communists in Shanghai).

32.12 In game terms, whether and when the Chinese United Front is formed varies, as does its duration.

32.2 FORMATION OF THE UNITED FRONT:

32.21 TIMING: The existence, continuation and strength of the United Front is determined once per turn, at one of the following times, as determined by the Chinese player:

A. END OF THE RANDOM EVENT PHASE: At the end of the random event phase, once the Economic Climate has been adjusted, the Chinese KMT draw made, and the general and any public random events implemented, before determining cohesion levels and incomes.

B. END OF THE DIPLOMATIC PHASE: At the end of the diplomatic phase, after all diplomacy has been resolved and a warlord flag placed, before combat.

C. END OF THE TURN: At the end of the turn, after any combat is resolved.

32.22 +1 THRESHOLD: The United Front is formed or continues when the total value of the following modifiers (the "United Front value") is one or more. The modifiers used are those that apply at the moment the level of the United Front is determined.

32.3 POSITIVE MODIFIERS:

32.31 POSITIVE MODIFIERS: Positive modifiers favor the formation and expansion of the United Front:

A. JAPANESE CONTROL: +1 for each Chinese region under Japanese control, including conquered Chinese regions.

B. CHINESE NATIONAL UNITY RESEARCH: +1 for every three steps of National Unity research achieved by China (maximum: +4).

C. JAPANESE AGGRESSION INDEX: +1 for each positive JAI level. The +1 JAI for the formation of the United Front (22.21D) only applies if the United Front existed at the end of the previous turn.

D. RANDOM EVENTS:

- A permanent +1 for general random events 31 and 32, subject to rule 8.4.
- A temporary modifier for Chinese random events 46 and 47 (+2) and 48 and 49 (+1).

E. CHINESE KMT COUNTERS: The value of one Chinese KMT counter, plus any KMT +1 or +2 counters, applied as a United Front modifier (12.44B).

F. SINO-JAPANESE COMBAT: +1 each time Japan and China engage in combat, regardless of which side initiated the combat. If Sino-Japanese combat occurs in more than one Chinese region in the same turn, a +1 modifier applies for each Chinese region. This modifier is permanent and cumulative.

G. CHINESE MILITARY COUNTERS: +1 for the starting Chinese military counter and for each additional built Chinese military counter, whether or not the military counters were subsequently eliminated by the Japanese conquest of a Chinese region (maximum: +5).

H. RUSSO-JAPANESE COMBAT: +1 for each combat in Manchuria or Siberia won by Russia, regardless of how many tile points were lost by Japan (28.92A).

32.4 NEGATIVE MODIFIERS:

32.41 NEGATIVE MODIFIERS: Negative modifiers impede the formation of the United Front and restrict its scope:

A. NATIONALIST CHINESE CONTROL: -1 for each Chinese region under Nationalist Chinese control.

B. COMMUNIST CONTROL: -1 for each Chinese region under Communist control, whether or not it has adhered to the United Front.

C. WARLORD FLAGS: -1 for each warlord flag replaced by a Nationalist flag, for any reason, including the two initial -1 warlord conversion modifiers (32.81A). Each Nationalist flag conversion to a warlord flag from a random event removes one such modifier, but otherwise the -1 modifiers are permanent (26.22).

D. CHINESE PUPPET RESEARCH RESULTS:

- -1 for the first Chinese Puppet result achieved by Japan.
- -2 for the second Chinese Puppet result achieved by Japan, in addition to the -1 modifier for the first Chinese Puppet result achieved by Japan.

E. JAPANESE AGGRESSION INDEX: -1 for each negative JAI level.

F. RANDOM EVENTS: A permanent -1 for general random events 27 and 28, subject to rule 8.4.

G. RUSSO-JAPANESE COMBAT: -1 for each combat in Manchuria or Siberia won by Japan, regardless of how many tile points were lost by Russia (28.92B).

32.5 CONTROL OF CHINESE REGIONS:

32.51 FACTIONS: Each Chinese region may be controlled by one of the following four factions: Nationalists, Communists, warlords and Japanese.

32.52 DETERMINING CONTROL: Control of Chinese regions is determined by the number of flags belonging to the same faction in the region, in the same manner as for Chinese cohesion (30.42):

A. THREE OR MORE FLAGS: A Chinese region containing three or more flags belonging to the same faction, including Chinese regions conquered by Japan, is controlled by that faction.

B. TWO FLAGS: A Chinese region containing two flags belonging to the same faction is controlled by that faction, provided the region does not contain two other flags belonging to other factions.

C. FEWER THAN TWO FLAGS: A Chinese region containing fewer than two flags belonging to the same faction is uncontrolled.

32.53 EFFECT ON UNITED FRONT:

A. JAPANESE REGIONS: Each Chinese region controlled by Japan, including conquered Chinese regions, increases the United Front level by +1 (32.31A).

B. NATIONALIST REGIONS: Each Chinese region controlled by the Nationalists decreases the United Front level by -1 (32.41A).

C. COMMUNIST REGIONS: Each Chinese region controlled by the Communists, whether or not it has adhered to the United Front, decreases the United Front level by -1 (32.41B).

D. WARLORD AND UNCONTROLLED REGIONS: Chinese regions controlled by warlords or that are uncontrolled have no effect on the United Front.

32.6 DURATION OF THE UNITED FRONT:

32.61 The existence and strength of the United Front continues until the next United Front determination is made, even if the United Front modifiers change in the meantime. Players may track and implement these modifiers in order to avoid overlooking them, even though they have no immediate effect on play.

32.7 EFFECTS OF THE UNITED FRONT:

32.71 COMMUNISTS: For each point the United Front value exceeds zero (the "United Front surplus"), one Communist flag may adhere to the United Front:

A. DETERMINING ADHERENCE: The Chinese player decides which Communist flags adhere to the United Front on a region by region basis: all the Communist flags in the first Chinese region selected must adhere to the United Front before any Communist flags in a second Chinese region adhere to the United Front, and so on.

B. PARTIAL ADHERENCE PROHIBITED: The United Front surplus may not be applied to Communist flags in a region if the surplus is not sufficiently large to have all the Communist flags in that region adhere to the United Front.

C. APPLICATION MAY BE DEFERRED: The Chinese player is not required to apply the United Front surplus. He may defer the application of the United Front surplus until it is sufficient to be applied to all the Communist flags in a strategically desirable region.

D. ADDITIONAL COMMUNIST FLAGS BETWEEN UNITED FRONT DETERMINATIONS: Additional Communist flags may not adhere to the United Front until a subsequent United Front determination with a sufficient surplus is made. Such additional Communist flags do not affect the adherence of previously existing Communist flags to the United Front and do not affect the status of any region adhering to the United Front until the next United Front determination.

E. CONTINUITY: Once the Communist flags in a selected region have adhered to the United Front, the Communist flags in that region remain in the United Front unless the United Front surplus is unable to cover all the Communist flags in the region when a subsequent United Front determination is made, either because the United Front level decreases or the number of Communist flags in the region increases. If this happens, the United Front surplus may be applied to a different region. Similarly, if the United Front surplus allows for the expansion of the United Front, all the Communist regions currently adhering to the United Front remain in it, then additional Communist regions adhere to the United Front.

F. EFFECTS:

- **Chinese cohesion:** Chinese regions controlled by Communists that had adhered to the United Front do not count against Chinese cohesion (30.43C).
- **Combat:** Communist flags in regions that have adhered to the United Front count as Chinese for Sino-Japanese combat, regardless of who is attacking. This applies both to Chinese regions in which combat occurs and adjacent Chinese regions (35.65C).

EXAMPLES: Eastern China contains one Nationalist flag and one Communist flag that has adhered to the United Front. A general random event adds a second Communist flag to Eastern China. The two Communist flags in Eastern China place it under Communist control, adding a negative modifier to the United Front when it is next determined. Until then, Eastern China remains a part of the United Front, so the addition of the second Communist flag has no effect on Chinese cohesion; nor does it result in a combat modifier for regions adjacent to Eastern China, because the second Communist flag has not yet adhered to the United Front.

Shensi contains three Communist flags that have adhered to the United Front. A general random event adds a fourth Communist flag to Shensi. Japan attacks Central China prior to the next determination of the United Front. Shensi continues to provide a -1 combat modifier for China in Central China, because the status of Shensi does not change until the United Front is next determined.

32.72 WARLORD FLAGS: If there is a United Front surplus once all Communist flags have adhered to the United Front, one warlord flag may be replaced by a Nationalist flag for each level of United Front surplus, at the option of the Chinese player.

32.73 NO LIMIT TO THE SCOPE OF THE UNITED FRONT: There is no limit to the number of Communist flags that may adhere to the United Front and warlord flags that may be replaced by Nationalist flags, other than the size of the United Front surplus itself.

32.74 UNUSED SURPLUS: If there is a United Front surplus once all Communist flags have adhered to the United Front, and not all of that surplus is used to replace warlord flags with Nationalist flags (32.72), China's support level is increased by +1 for every five levels (round down) of unused United Front surplus, provided no warlord flags remain on the mapboard. These support increases and their associated tile points (11.62A) occur when the United Front level is determined (32.21).

32.75 JAPANESE FLAGS: Japanese flags never join the United Front.

32.76 CHINESE CIVIL WAR:

A. NO UNITED FRONT: If the United Front is not in effect, Nationalist China may attack any Communist flags.

B. UNITED FRONT: If the United Front is in effect:

- Nationalist China may not attack Communist flags that have adhered to the United Front, subject to the exceptions set out below.
- Nationalist China may attack any Communist flags that have not followed the Party Line and adhered to the United Front.
- In a turn in which one of general random events 62, 63, 64 or 65, requiring Nationalist China to attack a Communist flag, or Chinese random events 63 or 64, giving Nationalist China a combat advantage against Communist flags, is drawn, Nationalist Chinese attacks against Communist flags that have adhered to the United Front are permitted, provided there are no non-United Front Communist flags to attack.

32.77 JAPANESE AGGRESSION INDEX: If the United Front existed at the end of the previous turn, the JAI is increased by +1 (22.21D).

32.78 CHINESE ATTACKS ON JAPAN: If the United Front exists, China may initiate combat against Japan in Chinese regions that contain Japanese flags, even if Japan has not attacked China (34.23B).

32.79 The effects set out in 32.71A-E apply only while the United Front exists. If the United Front collapses, because the required threshold for its continuation is not met when the United Front is determined in a subsequent turn, the beneficial effects of the United Front no longer apply.

32.8 STARTING UNITED FRONT LEVEL:

32.81 The starting United Front level is -6:

A. -2 for pre-game warlord conversions.

B. -1 for Communist control of Shensi.

C. -4 for Nationalist control of Central China, Szechuan, Eastern Chia and Southern China.

D. +1 for a Chinese military counter.

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The China Incident

33. JAPANESE ATTACKS

33.1 JAPANESE ATTACKS

33.2 RESTRICTIONS

33.3 EFFECTS

33.4 DEFENSE

33.5 COMBAT

33.1 JAPANESE ATTACKS:

33.11 Japan may make the following attacks:

A. CHINESE REGIONS: Japan may attack one or more Chinese regions, using at least one military counter against each region. The required military counters may have been placed in the target regions for diplomacy or may be placed in the target regions during the combat phase.

B. SIBERIA: Japan may attack Russia in Siberia, using at least one military counter, provided it meets at least one of the required conditions (28.81, 33.21).

33.12 MULTIPLE ATTACKS: Japan may make more than one attack in a single turn if it has enough military counters available to do so. Multiple attacks are simultaneous - the same Japanese military counter may not make more than one attack.

33.13 ANNOUNCING ATTACKS: Japan announces its attacks after initially placing military counters in a Chinese region or Siberia, including military counters used in the same Chinese region for diplomacy, prior to the placement of Chinese and Russian military counters for combat (33.23A). Japan is committed to its announced attacks unless all the Japanese military counters in a Chinese region are transferred to Manchuria to defend against a Russian attack (24.21C).

33.14 ATTACKS LAST ONE TURN: Japan is not required to renew attacks made in a previous turn.

33.2 RESTRICTIONS:

33.21 SIBERIA: Japan may attack Siberia only if at least one of the following conditions is met:

A. Japan has mobilized at least once.

B. Russia has attacked Manchuria in a previous turn.

C. Japan draws a + combat random event or a random event requiring it to attack Siberia or incur a negative support effect (economic/military random events 79 and 80). Japan may then attack Russia in the turn in which the random event is drawn, even if neither of the conditions in 33.21A or B is met.

33.22 CHINA: Japanese attacks on Chinese regions are limited to Chinese regions that are adjacent to Japanese controlled areas, including other conquered Chinese regions (for attacks by Japanese army military counters) or that are accessible by sea (for attacks by Japanese naval military counters):

A. NO CONTROL OF CHINESE REGIONS REQUIRED:

- **Northern China:** Adjacent to Manchuria.
- **Central China:** Accessible by sea.
- **Shanghai:** Accessible by sea.
- **South China Coast:** Accessible by sea.
- **Eastern China:** Accessible by sea.
- **Southern China:** Accessible by sea.

B. CONTROL OF CHINESE REGIONS REQUIRED:

- **Szechuan:** Central China, Southern China, Yunnan, Shensi.
- **Yunnan:** Southern China, Szechuan.
- **Shensi:** Northern China, Central China, Szechuan.

33.23 USE OF MILITARY COUNTERS TO ATTACK:

A. AT LEAST ONE MILITARY COUNTER MUST BE USED: At least one Japanese military counter must be used for each Japanese attack.

B. ARMY MILITARY COUNTERS: Army military counters may only be used to attack Siberia or Chinese regions that are adjacent to Manchuria or a conquered Chinese region. Until Japan has conquered a Chinese region, army military counters may only be used to attack Siberia and Northern China.

C. NAVAL MILITARY COUNTERS: Naval military counters may only be used to attack Siberia and Chinese regions that are accessible by sea. Naval military counters may never be used in Szechuan, Yunnan or Shensi.

33.3 EFFECTS:

33.31 Each Japanese attack against a Chinese region triggers a +1 permanent United Front modifier (32.31F). This modifier is not triggered if Japan aborts an attack against a Chinese region by transferring all the Japanese military counters in the region to Manchuria to defend against a Russian attack (33.13).

33.4 DEFENSE:

33.41 Japan's use of military counters to defend against Russian and Chinese attacks is subject to the restrictions set out in 24.21.

33.5 COMBAT:

33.51 Combat in Chinese regions and Siberia is resolved as described in rule 35.

34. CHINESE AND RUSSIAN ATTACKS

34.1 OVERVIEW

34.2 CHINESE ATTACKS

34.3 UNITED FRONT EFFECT

34.4 RUSSIAN ATTACKS ON MANCHURIA

34.5 COMBAT RESOLUTION

34.1 OVERVIEW:

34.11 Once Japan has placed its military counters, China may initiate combat against Japan in China, and Russia may attack Japan in Manchuria (24.21C), subject to the following restrictions:

A. China may attack Japanese flags in China only if Japan has attacked China, the United Front exists or China draws random event 65 or 66 (34.23).

B. Russia may attack Manchuria at any time, provided it has at least one military counter available that it may use in the attack (28.82).

34.12 Chinese and Russian attacks are conducted simultaneously and independently; China, Russia or both may attack.

34.2 CHINESE ATTACKS:

34.21 Once Japan has placed its military counters, China may initiate combat as set out below, using at least one military counter (EXCEPTION: 34.22B). The required military counter may have been placed in the target region for diplomacy or may be placed in the target region during the combat phase.

34.22 CHINESE ATTACKS AGAINST COMMUNISTS:

A. Nationalist China may not attack Communist flags that have adhered to the United Front, other than in a turn in which one of general random events 62, 63, 64 or 65, requiring Nationalist China to attack a Communist flag, or Chinese random events 63 or 64, giving Nationalist China a combat advantage against Communist flags, is drawn (32.76B).

B. Nationalist China may attack Communist flags without using a military counter in a turn in which one of general random events 62, 63, 64 or 65, requiring Nationalist China to attack a Communist flag, is drawn.

34.23 CHINESE ATTACKS AGAINST JAPAN: China may attack Japan if one or more of the following conditions is met. The attack must be directed against an unconquered Chinese region containing at least one Japanese flag. China may not attack a conquered Chinese region.

A. JAPAN HAS ATTACKED CHINA: Japan has attacked a Chinese region, including in the current turn.

B. JAPAN HAS NOT ATTACKED CHINA: Japan has not attacked China, but:

- **United Front:** The United Front exists; or
- **Random Events:** China draws random event 65 or 66, which give China a combat advantage against Japan.

34.24 MULTIPLE ATTACKS PERMITTED: China may attack Japanese flags in more than one Chinese region in the same turn, provided it has enough military counters to do so.

34.25 ATTACKS LAST ONE TURN: China is not required to renew attacks made in a previous turn.

34.26 China may not attack Manchuria.

34.27 RUSSIAN ASSISTANCE: Russia may assist a Chinese attack against Japanese flags with one military counter, even if subject to a Military or Great Purge.

34.3 UNITED FRONT EFFECT:

34.31 Regardless of the outcome, each Chinese attack on Japan triggers a permanent +1 United Front modifier (32.31F).

34.4 RUSSIAN ATTACKS ON MANCHURIA:

34.41 Russia may attack Japan in Manchuria, provided it has at least one military counter that it may use in the attack.

34.5 COMBAT RESOLUTION:

34.51 Combat in Chinese regions that are attacked by China and in Manchuria is resolved as set out in rule 35.



Combat

35. COMBAT

35.1 OVERVIEW

35.2 TYPES OF COMBAT

35.3 RESOLVING COMBAT

35.4 BASIC DEFENSIVE STRENGTHS

35.5 MILITARY COUNTERS

35.6 POLITICAL ALIGNMENT

35.7 FORTIFICATIONS

35.8 OTHER MODIFIERS

35.9 RANDOM TILE DRAWS

35.1 OVERVIEW:

35.11 All combat in the game is resolved as set out below. No units are placed on the *A World at War* mapboard until *Storm Over Asia* ends.

35.2 TYPES OF COMBAT:

35.21 Combat may arise in three ways, which are announced and resolved in the following order:

A. JAPANESE ATTACKS:

- Japan attacks one or more Chinese regions (33.11A).
- Japan attacks Siberia (33.11B).

B. NATIONALIST-COMMUNIST CIVIL WAR:

- Nationalist China attacks one or more Chinese regions containing Communist flags (34.22).

C. CHINESE ATTACKS:

- China attacks a Chinese region containing one or more Japanese flags (34.23).

D. RUSSIAN ATTACKS:

- Russia attacks Manchuria (34.41).
- Russia may not attack Japanese flags in China except by assisting a Chinese attack (34.27).

35.22 For the sequence of allocating military counters to combat, see 24.21C.

35.3 RESOLVING COMBAT:

35.31 ATTACKERS AND DEFENDERS: All combat is resolved by applying the modifiers set out in 35.4 to 35.9 and determining the net result. “+” modifiers favor the attacker and “-” modifiers favor the defender:

A. NATIONALIST ATTACKS ON COMMUNIST FLAGS: The Nationalists are the attacker and the Communists are the defender.

B. JAPANESE ATTACKS: The Japanese are the attacker and the Chinese or Russians are the defender.

C. CHINESE AND RUSSIAN ATTACKS: The Chinese or Russians are the attacker and the Japanese are the defender.

35.32 COMBAT MODIFIERS: Combat is modified by:

A. The basic defensive strength of the region in which combat occurs (all combat - 35.4).

B. The military counters engaged in the combat (all combat - 35.5).

C. The political alignment of the Chinese region in which combat occurs and in the regions adjacent to that Chinese region (combat in China only - 35.6).

D. Any Chinese fortifications in the Chinese region in which combat occurs (combat in China only - 35.7).

E. Random events, applicable Chinese Puppets research results and spy rings in the region in which combat occurs (combat in China only - 35.8).

F. A random tile draw by both sides (all combat - 35.9).

35.4 BASIC DEFENSIVE STRENGTHS:

35.41 BASIC DEFENSIVE STRENGTHS: The basic defensive strengths of the regions in which combat may occur are set out below. The basic defensive strength of the region always favors the defender.

A. DEFENSIVE STRENGTH OF ONE: Shanghai, South China Coast.

B. DEFENSIVE STRENGTH OF TWO: Northern China, Central China, Eastern China, Southern China, Siberia, Manchuria.

C. DEFENSIVE STRENGTH OF THREE: Szechuan, Yunnan, Shensi.

| Basic defensive strengths (35.4) | | |
|----------------------------------|--|------------------------------|
| 1 | 2 | 3 |
| Shanghai South China Coast | Northern China Central China Eastern China Southern China Siberia Manchuria | Szechuan Yunnan Shensi |

35.5 MILITARY COUNTERS:

35.51 JAPAN: During the combat phase, Japan may place one or more eligible military counters in Siberia, Manchuria or any Chinese region that:

A. It wishes to attack.

B. Is being attacked by China or Russia.

35.511 GEOGRAPHICAL RESTRICTIONS: The use of Japanese military counters for combat in China is subject to the same geographical restrictions as for diplomacy:

A. ARMY MILITARY COUNTERS: Japanese army military counters may only be placed in Chinese regions that are adjacent to Manchuria or a conquered Chinese region. Until Japan has conquered a Chinese region, army military counters may only be used for combat in Northern China.

B. NAVAL MILITARY COUNTERS: Japanese naval military counters may only be placed in Chinese regions that are accessible by sea. Naval military counters may never be used in Szechuan, Yunnan or Shensi.

35.52 CHINA: During the combat phase, China may place one or more military counters in any Chinese region that:

A. Contains one or more Communist flags it wishes to attack.

B. Contains one or more Japanese flags it wishes to attack.

C. Is being attacked by Japan.

35.53 RUSSIA: During the combat phase, Russia may place one or more military counters in Manchuria or Siberia or place one military counter in any

Chinese region that:

A. Is being attacked by Japan.

B. Contains one or more Japanese flags that are being attacked by China.

35.54 USE OF MILITARY COUNTERS:

A. ATTACKS: At least one military counter must be used to attack. The attack may not take place without the attacker committing at least one military counter (EXCEPTION: If a random event requires a Nationalist attack on a Communist flag, that attack must be carried out even if Nationalist China has no military counters).

B. DEFENSE: The defender has the option of using one or more military counters to defend against an attack.

C. IF USED FOR DIPLOMACY: Military counters already used for diplomacy earlier in the turn may be used for combat in the Chinese region in which they were placed, at an additional cost of one tile point for each military counter. Military counters used for diplomacy may not be used for combat in a different Chinese region in the same turn.

35.55 COMBAT EFFECTS OF MILITARY COUNTERS: Each military counter used in combat modifies the combat result in favour of the side using it as follows:

A. +2 MODIFIER: Japanese army military counters, Russian military counters used in Manchuria or Siberia.

B. +1 MODIFIER: Japanese naval military counters, Russian military counters used in China, Chinese military counters.

35.6 POLITICAL ALIGNMENT:

35.61 FLAGS: Combat in China is modified by the political alignment of the Chinese region in which the combat occurs and by the political alignment of adjacent Chinese regions, including Manchuria. The political alignment of a Chinese region is determined by the flags in that region.

35.62 THE REGION IN WHICH COMBAT OCCURS: Flags in the Chinese region in which combat occurs modify combat as follows:

A. ATTACKER FLAGS:

- **One or two flags:** The attacker receives a +1 modifier if it has one or two flags in the Chinese region in which combat occurs.

- **Three or four flags:** The attacker receives a +2 modifier if it has three or four flags in the Chinese region in which combat occurs.

B. DEFENDER FLAGS:

- **One or two flags:** The defender receives a -1 modifier if it has one or two flags in the Chinese region in which combat occurs.

- **Three or four flags:** The defender receives a -2 modifier if it has three or four flags in the Chinese region in which combat occurs.

35.63 ADJACENT REGIONS: Chinese regions adjacent to the Chinese region in which combat occurs modify combat as follows:

A. ATTACKER:

- **Three or four flags:** The attacker receives a +1 modifier for each adjacent Chinese region in which it has three or four flags.

- **Japanese conquest:** Japan receives a +2 modifier for each conquered adjacent Chinese region.

B. DEFENDER:

- **Three or four flags:** The defender receives a -1 modifier for each adjacent Chinese region in which it has three or four flags.

- **Japanese conquest:** Japan receives a -2 modifier for each conquered adjacent Chinese region.

C. ADJACENCY: Which Chinese regions are adjacent to which is apparent from the mapboard. For greater certainty, the regions adjacent to each Chinese region are set out below:

- **Northern China (Peking):** Manchuria, Central China, Shensi.

- **Central China (Nanking):** Northern China, Shanghai, Eastern China, Szechuan, Shensi, Southern China.

- **Shanghai:** Central China, Eastern China.

- **South China Coast (Canton, Foochow, Hainan):** Eastern China, Southern China.

- **Eastern China:** Central China, Shanghai, Southern China, South China Coast.
- **Southern China:** Central China, Eastern China, South China Coast, Yunnan, Szechuan.
- **Szechuan:** Central China, Southern China, Yunnan, Shensi.
- **Yunnan:** Southern China, Szechuan.
- **Shensi:** Northern China, Central China, Szechuan.

D. MANCHURIA: Manchuria is considered to be a Japanese conquest, giving Japan a +2 modifier for attacks in Northern China and a -2 modifier when defending in Northern China (28.73).

35.64 CIVIL WAR COMBAT: In determining the political alignment of Chinese regions when the Nationalists attack Communist flags, including Nationalist attacks in breach of the United Front as required by general random events 62-65 (32.76B):

A. NATIONALIST FLAGS: Nationalist flags favor the attacking Nationalists.

B. COMMUNIST FLAGS: Communist flags always defend themselves; adjacent regions controlled by Communists favor the defender only if their United Front status is the same as that of the defending Communist flags.

C. WARLORD FLAGS: Warlord flags are treated as Nationalist flags.

D. JAPANESE FLAGS: Japan is neutral in the Chinese civil war and Japanese flags are disregarded.

35.65 SINO-JAPANESE COMBAT: In determining the political alignment of Chinese regions for Sino-Japanese combat:

A. JAPANESE FLAGS: Japanese flags favor Japan.

B. NATIONALIST FLAGS: Nationalist flags favor China.

C. COMMUNIST FLAGS: Communist flags that have adhered to the United Front favor China; Communist flags that have not adhered to the United Front are disregarded unless in an attacked Chinese region that does not contain any Nationalist flags, in which case the Communist flags defend themselves.

D. WARLORD FLAGS: Warlord flags are disregarded.

35.7 FORTIFICATIONS:

35.71 FORTIFICATIONS: The Nationalist combat level is increased by +1 if it has a fortification in a Chinese region in which combat occurs. Nationalist fortifications modify both Nationalist-Communist and Sino-Japanese combat and apply whether the Nationalists are attacking or defending.

35.8 OTHER MODIFIERS:

35.81 RANDOM EVENTS:

A. Random events modifying combat.

B. A diplomatic random event in a region in which combat occurs increases the attacker's or defender's combat modifier by the value of the random event.

C. The effects of general and national diplomatic random events in the same region are cumulative.

D. Diplomatic random events that act as support modifiers (10.41A, 25.53) still modify combat.

35.82 CHINESE PUPPET RESEARCH RESULTS: Japanese Puppet results have the same effect as public diplomatic random events (a 6-step result affects one Chinese region; a 12-step result affects two Chinese regions), and therefore modify combat in the selected Chinese region(s) by one (16.16E).

35.83 COVERT OPERATIONS: A covert operation that is not countered by an opposing counter-intelligence result increases the attacker's or defender's combat modifier by one (16.16A).

35.84 SPY RINGS: An active spy ring in a region in which combat occurs increases the attacker's or defender's combat modifier by one (16.16B).

35.85 CHINESE ARMY AND AIR RESEARCH RESULTS: Chinese army and air research results obtained in a turn in which combat takes place may be used to modify combat involving China. (16.21A, B).

35.9 RANDOM TILE DRAWS:

35.91 Each side's combat level is modified by a random tile draw.

A. One strength tile: +/-1.

B. Two strength tile: +/-2.

C. Three strength tile: +/-3.



36. COMBAT RESULTS

36.1 COMBAT RESULTS

36.2 APPLICATION OF COMBAT RESULTS

36.3 CHINESE FORTIFICATIONS

36.4 RUSSO-JAPANESE COMBAT EFFECTS

36.1 COMBAT RESULTS:

36.11 Combat results are determined by the cumulative effect of the modifiers described in rule 35.

36.12 There are three possible combat results: the attacker wins, the defender wins, or the combat is tied.

36.13 In the event of a tie, there are no effects, other than the United Front effect of Sino-Japanese combat (32.31F).

36.14 If one side wins, the effects increase with the level of victory and are implemented regardless of which side was the attacker. Japan may take a lesser result to avoid the conquest of a Chinese region.

36.15 COMBAT EFFECTS:

A. VICTORY LEVEL +/-1:

- **Combat in China:** The winning side achieves one diplomatic result.
- **Combat in Siberia or Manchuria:** The losing side loses one tile point.

B. VICTORY LEVEL +/-2:

- **Combat in China:** The winning side achieves two diplomatic results.
- **Combat in Siberia or Manchuria:** The losing side loses two tile points.

C. VICTORY LEVEL +/-3:

- **Combat in China:** The winning side achieves three diplomatic results.
- **Combat in Siberia or Manchuria:** The losing side loses three tile points.

D. VICTORY LEVEL +/-4 or more: In addition to the diplomatic results associated with a +/-3 level victory, the following effects apply for a +/-4 or higher level victory. These additional effects apply if a Japanese victory results in the conquest of a Chinese region, even if less than three diplomatic results were required for the conquest; but do not apply if Japan takes a lesser result to avoid the conquest of a Chinese region.

- **Japanese, Nationalist Chinese and Russian defeats:** The defeated side loses one tile point, in addition to the effects of a +/-3 level defeat.
- **Communist Chinese defeat by Nationalist China:** Nationalist China achieves a fourth diplomatic result against Communist China, as Communist China does not track tile points.

36.2 APPLICATION OF COMBAT RESULTS:

36.21 APPLICATION OPTIONAL: The application of diplomatic results achieved by combat is optional: some or all of the diplomatic results may be declined by the winning side (EXCEPTION: Diplomatic results from a Communist victory in civil war combat must be applied).

The main effect of this rule is that Japan is not forced to conquer a Chinese region even though a combat result in that region would allow it to do so.

36.22 RESTRICTIONS: The application of diplomatic results achieved by combat are subject to the following restrictions:

A. MAXIMUM RESULT +3: No more than three diplomatic results may be achieved in a single combat (EXCEPTION: A Communist Chinese defeat - 36.15D).

B. ADDING FLAGS: Diplomatic results may be used to add flags.

C. REMOVING FLAGS:

- Diplomatic results from Chinese civil war combat may not be used to eliminate Japanese flags.
- Diplomatic results achieved by Nationalist Chinese civil war combat and Japanese combat in China may be used to remove Communist flags.

36.23 COMMUNIST CHINESE DIPLOMATIC RESULTS: If Communist China wins a civil war combat, its diplomatic results are implemented as follows. Japanese flags may not be eliminated (36.22C).

A. Communist flags are placed, if possible.

B. If the Chinese region contains four flags, but not all of them are Communist or Japanese:

- a Nationalist flag is eliminated.
- if there is no Nationalist flag in the region, a warlord flag is replaced by a Communist flag.

C. Once the region contains four Communist or Japanese flags, in any combination, any remaining Communist Chinese diplomatic results are applied to adjacent regions. If there is no United Front, Japan decides where the surplus Communist flags are placed; if there is a United Front, China decides.

36.3 CHINESE FORTIFICATIONS:

36.31 If Nationalist China incurs an adverse combat result in a Chinese region that contains a fortification, the first opposing diplomatic result eliminates the Nationalist Chinese fortification in the region. A second diplomatic result has a normal effect.

36.4 RUSSO-JAPANESE COMBAT EFFECTS:

36.41 Russo-Japanese combat in Manchuria or Siberia that results in victory for one side or the other has the following additional effects:

A. UNITED FRONT EFFECTS: Russo-Japanese combat results generate permanent positive or negative United Front modifiers:

- +1 for each combat in Manchuria or Siberia won by Russia, regardless of how many tile points were lost by Japan (32.31H).
- -1 for each combat in Manchuria or Siberia won by Japan, regardless of how many tile points were lost by Russia (32.41G).

B. DEFENSIVE MODIFIERS IN SUBSEQUENT TURNS: The losing side receives a favorable defensive combat modifier in the next turn equal to the level of its defeat. This combat modifier only applies on defense and disappears at the rate of one modifier each turn.

EXAMPLE: Russia attacks Manchuria in Spring 1938 and achieves a victory level of three. In Summer 1938, the defensive value of Manchuria would be increased by +3; in Fall 1938 by +2; and in Winter 1938 by +1. This modifier would not affect the defensive strength of Siberia were Japan to attack Siberia.

36.42 TIES HAVE NO EFFECT: Russo-Japanese combat that is tied has no effect.

Japanese Conquests

37. JAPANESE CONQUESTS

- 37.1 CONQUEST
- 37.2 EFFECTS OF CONQUEST
- 37.3 DURATION OF CONQUESTS
- 37.4 GARRISONING CONQUESTS
- 37.5 REVOLTS
- 37.6 JAPANESE EXPANSION

37.1 CONQUEST:

37.11 REQUIREMENTS: A Chinese region in which fighting has broken out, whether because of a Japanese or Chinese attack, is conquered by Japan if:

A. FIVE FLAGS: Japan obtains five flags in the region; and

B. GARRISON: Japan has a military counter of the right type available to garrison the region in the turn of conquest (37.4).

37.12 CHINESE CONQUEST PROHIBITED: China may not conquer a Chinese region by placing a fifth flag in a Chinese region.

37.2 EFFECTS OF CONQUEST:

37.21 OVERVIEW: Japanese conquests of Chinese regions have various economic, military and political effects. Some of these effects apply to the conquest of all Chinese regions; others apply only to the conquest of Chinese regions in which trade pacts may be made.

37.22 TIMING: All Japanese conquest effects occur at the start of the game turn following the conquest.

37.23 GENERAL EFFECTS: The Japanese conquest of any Chinese region has the following effects:

A. JAPANESE AGGRESSION INDEX: The JAI is permanently increased by +1 for each conquest (22.21A). Japanese conquests in the last turn of the game increase the JAI for the purpose of determining the starting USJT level in *A World at War*.

B. JAPANESE GARRISON REQUIRED: Each conquered Chinese region must be garrisoned (37.4).

C. ELIMINATION OF CHINESE MILITARY COUNTERS: Each Japanese conquest of a Chinese region eliminates one Chinese military counter. If China does not have any military counters when a Japanese conquest occurs, the Chinese military counter generated by the next Chinese elite unit result may be used for diplomacy and combat in the turn in which the research result is obtained, and is then eliminated at the end of that turn (24.41C). This does not prevent China from adding military counters from 12-step Chinese army and Chinese air research results.

37.24 SPECIFIC EFFECTS: The Japanese conquest of Northern China, Shanghai, Central China, South China Coast and Szechuan has the following additional economic, military and political effects:

A. SUPPORT: China's support level is decreased by -1 for each conquest (10.61D).

B. ACTIVITY COUNTERS: Japan and China each add a 1 activity counter to their activity counter pools for each conquest (12.31E, 12.41B). Chinese 1 activity counters added from a Japanese conquest may be used only for diplomacy in China and do not count against the Chinese diplomatic counter placement limit (23.41E).

C. JAPANESE RANDOM EVENTS: Japan draws a second random event at the start of the turn following the conquest (9.13).

D. CHINESE PUPPET RESEARCH: Japan gains one additional step of Chinese Puppet research at no cost for each conquest (16.16E). Japanese conquests in the last turn of the game give Japan additional steps of Chinese Puppet research prior to completing Storm Over Asia research (38.21).

E. JAPANESE TRADE PACTS: Japan creates or retains a trade pact in the conquered Chinese region. Japanese conquests in the last turn of the game increase Japan's starting BRP level and affect the starting USJT level in *A World at War*.

37.3 DURATION OF CONQUESTS:

37.31 Once Japan has conquered a Chinese region, no further combat or diplomacy may occur in that region unless the region is not garrisoned (37.4) and revolts (37.5).

37.4 GARRISONING CONQUESTS:

37.41 Conquered Chinese regions must be garrisoned by Japanese military counters. Japanese military counters used to garrison need not have participated in the attack that conquered the region; if no such military counter is available, the conquest is prohibited (37.11B).

A. NAVAL: Japan must place **one naval military counter** in every conquered Chinese region with a defensive strength of one (Shanghai, South China Coast).

B. ARMY: Japan must place **one army military counter** in every conquered Chinese region with a defensive strength of two (Northern China, Central China, Eastern China, Southern China) or three (Szechuan, Yunnan, Shensi).

C. SUBSTITUTION PROHIBITED: Japan may not use one type of military counter to garrison a region requiring the other type of military counter.

37.42 COST: There is no cost for military counters on garrison duty, but military counters used to garrison conquered Chinese regions may not be used for diplomacy or combat.

37.43 FAILURE TO MAINTAIN GARRISON: If, at the end of the economic phase of any turn, the number of Japanese military counters drops below that required to garrison the Chinese regions Japan has conquered, each ungarrisoned conquered Chinese region is considered to be in revolt (37.5).

37.5 REVOLTS:

37.51 CHINESE REVOLTS: If a conquered Chinese region is not garrisoned at the end of an economic phase, it revolts, with the following effects:

A. IMMEDIATE: The following effects occur immediately:

- One Japanese flag is removed from the Chinese region.
- The Chinese region is no longer conquered and diplomacy and combat in the Chinese region is permitted.

B. END OF TURN: The following effects occur at the end of the turn in which a Chinese region revolts unless the region is reconquered during that turn:

- The -1 Chinese support effect associated with the conquest of the region is removed.
- The Japanese and Chinese activity counters associated with the conquest of the Chinese region are removed from play.

C. CONTINUING CONQUEST EFFECTS: The following effects of the initial conquest continue:

- The +1 JAI increase associated with the initial conquest of the Chinese region is permanent.
- A Chinese partisan applied to the conquest continues as a -1 modifier to the Japanese army or naval garrison.
- Japan retains the step for Chinese Puppets research it received when it conquered the Chinese region.

37.52 RECONQUEST: A Chinese region that revolts may be reconquered by Japan. Japanese reconquest reverses the effects negated by the revolt (37.51A, B), but does not again increase the JAI, allow Japan to draw an additional random event or give Japan an additional step for Chinese Puppets research.

37.6 JAPANESE EXPANSION:

37.61 Each Japanese conquest extends the scope of Japanese military activities:

A. EXPANDED MILITARY COUNTER PLACEMENT: Japanese army military counters may be placed for diplomatic purposes in Chinese regions adjacent to the conquered region (24.33A).

B. FURTHER ATTACKS: The conquest may be used as a base for further attacks (33.22).

The End of the Game

38. THE END OF THE GAME

38.1 WHEN THE GAME ENDS

38.2 COMPLETING RESEARCH

38.1 WHEN THE GAME ENDS:

38.11 *Storm Over Asia* ends in Summer 1939.



38.2 COMPLETING RESEARCH:

38.21 COMPLETING RESEARCH: Japan, China and Britain may complete research or production projects which are already underway. The number of research points which may be used for this purpose are:

A. JAPAN: Four research points:

- Three general research points, which may be assigned to any project.
- One intelligence research point, which may only be assigned to counter-intelligence, covert operations, espionage or codebreaking.

B. CHINA: Two research points:

- One general research point, which may be assigned to any project.
- One intelligence research point, which may only be assigned to counter-intelligence, covert operations, espionage or KMT.

C. BRITAIN: Two research points:

- One general research point, which may be assigned to any project.
- One intelligence research point, which may only be assigned to counter-intelligence, covert operations, espionage or codebreaking.

38.22 TIMING AND EFFECTS: The assignment of research points pursuant to rule 38.21 takes place after the combat phase has ended and *Storm Over Asia* has been completed. Additional research results from the assignment of research points may generate research results that change major power support levels, cohesion levels, Japanese garrisons, and so on. These effects are taken into account when determining both *Storm Over Asia* victory points (39) and the transition to *A World at War*.

Victory Determination

39. VICTORY DETERMINATION

39.1 DETERMINING A WINNER

39.2 SUPPORT LEVELS

39.3 JAPANESE CONQUESTS

39.4 TRADE PACTS

39.5 FLAGS

39.6 RESEARCH RESULTS

39.7 JAPANESE AGGRESSION INDEX

39.8 JAPANESE SHIPBUILDING

39.9 RUSSIA

39.1 DETERMINING A WINNER:

39.11 The winner of *Storm Over Asia* is determined by calculating the number of victory points (VPs) for Japan and for the Allies (Britain, China and Russia) at the end of the game. In the event of a tie, the game must be replayed.

39.12 VICTORY LEVELS: The level of victory achieved depends on the number of victory points separating the two sides:

| Victory Levels - 39.12 | |
|------------------------|-------------------|
| VP difference | Result |
| 0-2 | Tie |
| 3-5 | Marginal victory |
| 6-9 | Tactical victory |
| 10-14 | Strategic victory |
| 15+ | Decisive victory |

39.2 SUPPORT LEVELS:

39.21 SUPPORT LEVELS: VPs are awarded or deducted to reflect the support level of each major power. Support changes from random events and other developments in the last turn of the game are included in this calculation:

A. JAPAN: +/-1 for the Japanese support level.

B. CHINA: +/-1 for the Chinese support level.

C. BRITAIN: +/-1 for the British support level.

D. RUSSIA: +/-1 for the Russian support level.

39.3 JAPANESE CONQUESTS:

39.31 JAPANESE CONQUESTS: Japan gains +1 VP for each conquered Chinese region.

39.4 TRADE PACTS:

39.41 TRADE PACTS: One VP is awarded for each trade pact, including those in conquered Chinese regions:

A. JAPAN: +1 for each Japanese trade pact.

B. CHINA: +1 for each Chinese trade pact.

C. BRITAIN: +1 for each British trade pact.

39.5 FLAGS:

39.51 FLAGS IN CHINA AND SOUTHEAST ASIA: One VP is awarded for every three flags (round up) in China and Southeast Asia. All flags are counted, including those in Japanese conquests and which generate trade.

A. JAPAN: +1 for every three Japanese flags.

B. CHINA: +1 for every three Nationalist flags.

C. BRITAIN: +1 for every three British flags.

D. RUSSIA: +1 for every three Communist flags.

39.6 RESEARCH RESULTS:

39.61 RESEARCH RESULTS: VPs are gained for research results, as follows:

A. JAPAN: +1 for each Japanese 18-step research result and a 10-step atomic result.

B. CHINA: +1 for each Chinese 12-step research result.

C. BRITAIN: +1 for each British 12-step research result.

39.7 JAPANESE AGGRESSION INDEX:

39.71 JAI: China gains one VP for each positive JAI level (+1 JAI: 1 VP; +2 JAI: 2 VPs, and so on).

39.8 JAPANESE SHIPBUILDING:

39.81 JAPANESE SHIPBUILDING: Japan gains VPs if it builds more carriers and modern battleships than it did historically and loses VPs if it builds fewer carriers and modern battleships than it did historically.

39.82 VICTORY POINTS FOR SHIPBUILDING: Japan gains VPs for shipbuilding as follows:

A. CARRIERS:

- **CVs:** +1 VP for each CV laid down by Japan.
- **CVBs:** +2 VPs for each CVB laid down by Japan.

B. BATTLESHIPS:

- **Four-factor battleships:** +1 VP for each four-factor battleship laid down by Japan.
- **Five-factor battleships:** +2 VP for each five-factor battleship laid down by Japan.

C. OTHER SHIPS: Japan does not receive VPs for building three-factor battlecruisers or for its two starting carriers (the *Akagi* and the *Kaga*).

39.83 PAR VALUE: Historically Japan laid down four CVs and two five-factor battleships, for a total of 8 VPs. Japan's shipbuilding is compared to the historical level, by subtracting 8 VPs from Japan's shipbuilding VP total:

A. ABOVE PAR: For each VP above par, Japan gains one VP (9 VPs of shipbuilding, +1 VP; 10 VPs of shipbuilding, +2 VPs; and so on).

B. BELOW PAR: For each VP below par, Japan loses one VP (7 VPs of shipbuilding, -1 VP; 6 VPs of shipbuilding, -2 VPs; and so on).

39.9 RUSSIA:

39.91 RUSSIAN MILITARY COUNTERS: +1 VP for each Russian military counter in play.

39.92 RUSSO-JAPANESE CONFLICT: The results of combat between Russia and Japan in Manchuria and Siberia in *Storm Over Asia* are tracked and the cumulative total has the following effects:

A. JAPANESE ADVANTAGE: +1 VP for each +3 favoring Japan in Russo-Japanese combat results (round up).

B. RUSSIAN ADVANTAGE: +1 VP for each +3 favoring Russia in Russo-Japanese combat results (round up).

