

Axis Empires: Dai Senso!

Scenario Book

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Introduction

This is the DS “Living Rules” scenario book. Text that appears in red ink (such as you see here) indicates an item that has been corrected or changed since the published DS scenario book.

The DS scenario book is divided into several sections:

- **Introduction:** The section you’re reading right now includes advice on playing DS for the first time and general instructions on setting up a game.
- **A. Training Scenarios:** This section contains three shorter scenarios for learning how to play DS.
- **B. One-Map Campaign Game:** For those who are short on space, we have a one-map campaign game.
- **C. Two-Map Campaign Games:** This is the meat of the book. There is one scenario for each year from 1937 to 1943; the critical year of 1941 has two scenarios to choose from.
- **Designers Notes:** Some musings about the design philosophy behind DS.

Playing DS for the First Time

If you are new to DS, we’d recommend that you set up scenario A.1 *August Storm*. Then you can learn while playing by using this “jump start” procedure.

Step 1: Before you start playing, read the sections of the rulebook listed under “Read Before Playing” in the *August Storm* Scenario Setup instructions found in A.1.1.

Design Note: If you're familiar with wargames, you should have little problem understanding the core concepts introduced at this time.

Step 2: Set up the *August Storm* Scenario, following the steps listed in "Game Preparation" below and the setup instructions found in A.1

Step 3: With the rulebook in hand, you can begin playing. Follow the Sequence of Play closely – the rules are presented in the order you will use them in the game. Read a section, then play out that Phase or Segment. We've listed the important rules you'll encounter as you go through the Sequence of Play under "Read As You Play" in A.1.1.

Design Note: You won't play quickly this way, but you should end up with a firm grasp of DS's mechanics. And don't worry too much about getting something wrong. You'll have fun no matter what rules you don't get right the first time. We're happy to report that the game is pretty much indestructible this way.

Step 4: After you're feeling comfortable with *August Storm*, try a run at scenarios A.2 *The China Incident* and then A.3 *Tora! Tora! Tora!*, following the same read-and-play strategy we've presented for you. Each of those scenarios will introduce new rules to learn as you go.

Step 5: After a few training scenarios, we hope you'll feel comfortable enough to tackle one of the campaign games. At this time, go back and read the whole rulebook before setting out to play.

Design Note: Be especially sure to read section 12 on War States, because you won't have read them during the training scenarios.

If you're the impatient type, you can skip the Look-Up Rules before tackling a campaign game. Remember, sections 14-16 are rules you're meant to "look up" as you play.

You should also spend some time reading the Players Notes on the back of each faction's Aid Cards – they contain some useful information regarding the strategic decisions you'll face over the course of the game.

Game Preparation

Step 1: Lay the maps and Force Pool Displays out on the table. Distribute the proper Player Aid Sheets and option cards to each player.

Step 2: Select a scenario. Place counters on the maps and displays in the order listed by the scenario setup. Unless stated otherwise, units may be placed in a hex up to stacking limits.

Each player sets up his own counters. When setting up ...

- All Axis pieces are *Japanese* unless stated otherwise.
- All Western pieces are *British* unless stated otherwise.
- All Soviet pieces are *Russian* unless stated otherwise.

Historical IDs for ground units are in brackets. (For example: 3-2-1 HQ [Nor]). A unit on its reduced side is indicated with the abbreviation "re." (For example: 2-1-1 HQ [re: Nor]). In many cases, it is not absolutely necessary for players to use the historical units; these are included primarily for player interest.

© If you are playing an *AE* game, be sure you select the same scenario for both maps. Do not use any *counters when playing *AE*.

Example: If you wanted to start the game in 1942, you'd use the A.7 Waking Giant scenario for setting up DS and the A.7 Turning Point scenario for setting up TK. When you set up the Western faction in DS, you'll have to borrow one British CV Fleet [Force H] from TK.

Step 3: Campaign Games that begin in 1938 or later will require each faction to remove certain cards from their decks as indicated in the setup instruction. The setup instructions also list the card each faction begins with as its Pending Option Card (to be revealed on the first turn), along with any Selection Requirements that are considered to have been met for future card play.

Campaign Game Balancing

Although we've tried to make DS's scenarios as balanced as possible, players will naturally come to their own conclusions as to which side is favored in play. To keep the game balanced, players can bid for sides.

Bids are made in terms of Strategic Hexes granted to the other side for determining *Automatic Victory* (0.2) or during the *Final Victory Point Check* (0.3). Bids do not impact any Seasonal Victory Point checks apart from those at the end of the game.

Bidding for Two or Four Players

Step 1: If playing with four players, first divide into two teams.

Step 2: Each player or team secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side. A zero bid is allowable.

Step 3: If one player or team selects the Axis and the other selects the Allies, then each player/team gets its choice without an award of Strategic Hexes to either side.

Step 4: If both players/teams select one of the sides, then the player/team that makes the largest bid gets its choice of sides. (If the bids are tied, randomly select sides.) The player/team that did not get its choice receives the bid in Strategic Hexes at the end of the game.

Step 5: The two Allied players should select between themselves who will play the Soviet faction and who will play the Western faction.

Bidding for Three Players

Step 1: Each player secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side during the Final Victory Point Check (0.3).

Step 2: If one player selects the Axis and the other two selects the Allies, then each player gets his or her choice without an award of Strategic Hexes to either side. A zero bid is allowable.

Step 3: If all three players select the Axis, or two players select the Axis and one player selects the Allies, then the player who makes the largest bid takes the Axis. (If two or more players are tied, choose the Axis player randomly.) The two remaining players take the Allied side and receive the Axis player's winning bid in Strategic Hexes at the end of the game.

Step 4: If all three players select the Allies, then the one who makes the smallest bid takes the Axis. (If two or more players are tied, choose the Axis player randomly.) The Axis player receives the largest Allied bid in Strategic Hexes at the end of the game. The two remaining players take the Allied side.

Step 5: The two Allied players should select between themselves who will play the Soviet faction and who will play the Western faction.

© Bidding in AE

When playing the *AE* combined game, each player or team writes down what it is willing to bid in *TK* and *DS* separately. Those two bids are then summed into a combined bid, which is used for resolution. The bids for both games must both name the same side, though zero bids and negative bids are allowable.

Example: Alan, Bob and Charlie have decided to play the 1937 campaign game (C.1). They decide to bid for sides. Alan and Charlie both think the Axis is favored slightly – Alan bids 0 and Charlie bids 1. Bob thinks the game favors the Allies a bit more and bids Allies 2. After the bids are revealed, Charlie becomes the Axis player. Alan and Bob will take the Allied war cause and receive credit for one additional Strategic Hex when it comes time to determine victory.

© But just before they're about to set up, Darren shows up with his copy of TK. The four of them decide to play the *AE* combined game. First they must form teams; Alan and Bob will take on Charlie and Darren. Again they must bid for sides. Alan and Bob make a

combined bid of Axis 1 (TK -1, DS 2), while Charlie and Darren make a combined bid of Axis 2 (TK 1, DS 1). Charlie and Darren will play the Axis powers. Alan and Bob will receive credit for one Strategic Hex on each map at the end of the game.

A. Training Scenarios

The three training scenarios are short-term exercises that will get you comfortable with DS's basic mechanics. For all training scenarios, the following special rules apply.

One or Two Players: The training scenarios are all designed as one- or two-player games. You can skip those parts in the Sequence of Play that correspond to unused players.

Limited Map Area: All scenarios are played on a portion of the map. Only those countries listed as Axis Countries, Western Countries, Soviet Countries, Neutral Countries or Conquered Countries in the Scenario Setup section are considered to be "in play." Countries not listed cannot be entered. Any Naval Zone that borders a Country in play is also in play.

Pre-Selected Option Cards: Each faction's Option Cards have been pre-selected for these scenarios – you must use those Cards.

Special Victory Conditions: The training scenarios do not use the regular DS Victory Conditions. Instead, they have their own special conditions listed in the Special Rules section.

A.1 August Storm

Design Note: This solitaire exercise, covering Russia's invasion of Manchuria, will walk you through the basics of movement and combat in DS. It lasts less than a turn, and the Soviet player is the only one doing any real moving. The Axis player would retreat his own units, so keep that in mind if you are playing this solitaire.

A.1.1 Scenario Setup

Game Length: One Soviet faction turn only, starting with its Initial Administrative Phase and ending with its Reserve Movement Phase

War State: Total War

Maps Used: Both

Axis Countries: Japan

Soviet Countries: Russia, Mongolia

Dependents: Korea (Jap), Manchukuo (Jap)

Read Before Playing:

- Introduction (including the Glossary), Game Components and Sequence of Play
- 8. Zones of Control – entire section
- 9. Stacking – entire section

Read As You Play:

- 2.2.3 and 2.2.3.1 Support Unit Placement – just pay attention to the Air Force unit stuff at this time
- 2.2.4 Blitz Marker Placement
- 2.3 Organization Segment – focus on 2.3.1 and 2.3.4
- 3. Operational Movement Phase – focus on 3.1.1 and 3.1.4; you don't need to worry about 3.1.2, 3.1.3 or 3.2
- 4. Combat Phase – entire section except 4.1.1, 4.1.3, 4.1.4 and 4.1.5
- 5. Reserve Movement Phase

A.1.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1945 – Turn Marker

A.1.3 Axis Faction Setup

On Map:

- e5201 – one 0-2-0 fortress [Per], one 1-1-1 infantry [re: 20]
- e5401 – one 1-2-1 colonial infantry [Col]
- Hailar (w5625) – one 0-2-0 fortress [Per], one Kwantung 2-1-1 infantry [re: 6]
- w5627 – one 0-2-0 fortress [Per], one Kwantung 2-1-1 infantry [re: 4]
- w5525 – one 1-2-1 colonial infantry [Col]
- w5425 – one 1-2-1 colonial infantry [Col]
- Harbin (w5427) – one Kwantung 2-1-1 HQ [re: Kwa]
- Changkufeng (w5327) – one 0-2-0 fortress [Per], one Kwantung 2-1-1 infantry [re: 5]
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Keijo (w5027) – one 0-1-0 garrison [Kor]

Force Pool:

- One Kwantung 1-2-1 infantry [re: KDA]
- Four 0-1-1 infantry

A.1.4 Soviet Faction Setup

On Map:

- e5502 – one 2-2-1 HQ [re: 1FE], one 0-1-1 infantry
- e5402 – two 3-3-1 infantry [1, 35]
- Vladivostok (e5301) – two 3-3-1 infantry [5, 25], one 0-3-0 fortress [Vlad]
- Chita (w5824) – one 2-2-1 HQ [re: 1TB], one 0-1-1 infantry
- w5724 – one 3-3-1 infantry [36]
- Blagoveshchensk (w5727) – one 3-3-1 infantry [2]
- w5624 – one 3-3-1 infantry [39]
- w5524 – one 4-4-2 tank [6T], one 3-3-1 infantry [53]

Force Pool:

- Two 0-1-1 infantry
- One 1-2-2 mech
- One Air Force [1]
- One Blitz marker

A.1.5 Special Rules

Automatic Supply: All units are considered to be automatically in supply for the duration of this scenario.

Design Note: We did this to save you from having to read the Supply rules at this time. If you feel like adding them back in, go ahead and read section 10, but we think you'll find supply won't be a problem for the Soviet army in this exercise.

Victory Conditions: The Soviet faction wins if it controls Harbin (w5427) at the end of the Soviet Reserve Movement Phase. Otherwise the Axis faction wins.

A.2 The China Incident

Design Note: In this exercise, you'll get a chance to see Japan's opening attack on China. Remember that the Axis faction cannot move its Kwantung units outside Japanese Dependents for the balance of this scenario, but those units can attack.

A.2.1 Scenario Setup

Game Length: 5 turns, May-June 1937 to Sept-Oct 1937.

War State: Limited War

Maps Used: West

Axis Countries: Japan

Western Countries: Hopeh, Kiangsu

Neutral Countries: Szechwan, Yunnan

Dependents: Formosa (Jap), Manchukuo (Jap), Shanghai (Jap)

Read Before Playing:

- 10. Supply – entire section
- 11. Weather – read up to 11.3, you can ignore 11.4 and 11.5
- 13. Factions & Countries – read 13.1 through 13.5, 13.7 and 13.8.1

Read As You Play:

- 0. Seasonal Victory Phase – 0.1 is the one to focus on here, and you can skip it the first turn
- 1. Seasonal Phase – skip 1.2
- 2. Initial Administrative Phase – you can skip anything involving naval pieces other than Convoy markers, plus 2.2.2 and 2.2.5 (as there are no Beachhead markers in this scenario).
- 3.1.2 Port-to-Port Procedure
- 6.2 Conditional Events Segment
- 7. End of Game Turn Phase – entire section
- 16.1 Axis Permanent Conditional Events – read 16.1.1

A.2.2 Units and Markers Setup

Turn Track:

- May-June 1937 – Turn Marker

Victory Point Track:

- 1 VP – Allied Crusade

A.2.3 Axis Faction Setup

On Map:

- Chengteh (w5224) – one Kwantung 3-2-1 HQ [Kwa], one 3-3-1 infantry [1]
- w5124 – one 3-3-1 infantry [2]
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Shanghai (w4725) – one 2-2-1 infantry [11], one 1-1-1 infantry [re: 12]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]

On Turn Track:

- July-Aug 1937 – one 2-1-1 HQ [re: Nor], one Air Force [2]

Force Pool:

- Three 0-1-1 infantry
- Two 1-1-1 infantry [re: 13, 16]
- One Kwantung 1-2-1 infantry [re: KDA]
- One 0-1-1 colonial infantry [Col]
- One Convoy

Japanese Government Box:

- Army Government

Delay Box:

- One Air Force [1], one Surface Fleet [1], one CV Fleet [2]

Option Cards:

- May-June 1937 – 8 (*Demand Inner Mongolia*)
- Aug-Sept 1937 – 11 (*Diplomatic Overtures*).

A.2.4 Western Faction Setup

On Map:

- Kweisui (w5222) – one Hopeh 0-1-0 garrison [Kwei]
- Taiyuan (w5022) – one Hopeh 1-2-1 infantry [2]
- w5023 – one Hopeh 1-2-1 infantry [1]
- Chengchow (w4922) – one Kiangsu 0-1-0 garrison [Cheng]
- w4824 – one Kiangsu 1-2-1 infantry [1]
- Wuhan (w4722) – one Kiangsu 0-1-0 garrison [Wu]
- Nanking (w4724) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Nan]
- Canton (w4321) – one Kiangsu 0-1-0 garrison [Can]

Force Pool:

- One Kiangsu 0-1-1 infantry [Res]
- One Hopeh 0-1-1 infantry [Res]

Delay Box:

- One Hopeh 1-1-1 infantry [Exp], one Nationalist China 0-2-1 HQ [KMT], Western Minor Country Production +1 marker

Option Cards:

- May-June 1937 – 1a (*Kuling Declaration*)
- Aug-Sept 1937 – 18a (*Quarantine Address*).

A.2.5 Special Rules

Marco Polo Bridge Incident: On the first turn, the Axis faction does *not* roll a die in the Political Event Segment listed on the card; Hopeh starts as an active Western country. The Axis faction may place one Blitz marker in its Support Segment during the first turn.

Victory Conditions: For the Axis faction to win, it must conquer Hopeh and control Shanghai. The Western faction wins if the Axis faction cannot accomplish either of these goals. If the Axis conquers Hopeh *or* controls Shanghai (but not both), the result is a draw.

A.3 Tora! Tora! Tora!

Design Note: This scenario gives you a chance to walk through the first two seasons of Total War, starting Japan's big attack on the Western allies.

A.3.1 Scenario Setup

Game Length: 4 turns, Nov-Dec 1941 to Apr-May 1942.

War State: Limited War is in effect. Total War is about to commence, however, so don't forget to apply 12.3 when that happens.

Maps Used: Both

Axis Countries: Japan, Hopeh

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Neutral Countries: France, Netherlands East Indies, Siam

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Jap), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit),

Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

Read As You Play:

- 2. Initial Administrative Phase – go through this section one more time, paying attention now to the rules for naval units, plus 2.2.2 Beachhead Maintenance and 2.2.5 Beachhead Failure.
- 4.1.5 CV Strike Returns – CV Fleets are V.I.P.s (Very Important Pieces) in this scenario.
- 6.1 War & Peace Segment
- 12.3 Total War Effects
- 16.1 – Axis Permanent Conditional Events – 16.1.2 and 16.1.3 are the important ones here.
- 16.3 – Western Permanent Conditional Events – entire section except for 16.3.6, 16.3.8 and 16.3.10.

A.3.2 Units and Markers Setup

Turn Track:

- Nov-Dec 1941 – Turn Marker

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 1 VP – Rising Sun

Posture Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty

A.3.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Indochina Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1, France Defeated
- Paramushiro (e5609) – Detachment
- Nagasaki (e4801) – one 1-1-2 marine [SNLF]
- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – one 1-1-1 infantry [re: 27], Detachment
- Eniwetok (e3612) – Detachment
- Ulithi (e3604) – Detachment
- Kwajalein (e3513) – one 1-1-1 infantry [re: 28], Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – one 1-1-2 marine [SNLF], Detachment
- Truk (e3408) – one 0-3-0 fortress [Truk]
- Changkufeng (w5327) – one 2-2-1 infantry [20]
- Kweisui (w5222) one 0-1-1 colonial infantry [Col]
- Peiping (w5223) – one Hopeh 1-2-1 infantry [2]
- w5121 – one 1-1-1 infantry [re: 16], one Hopeh 1-2-1 infantry [1]
- Taiyuan (w5022) – one 2-1-1 infantry [re: 1], one 1-1-1 infantry [re: 31]
- w5023 – two 1-1-1 infantry [re: 12, 29]
- Kaifeng (w4923) – one 2-1-1 HQ [re: CEx], one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 1-2-1 colonial infantry [Col]
- Shanghai (w4725) – Detachment
- w4423 – one 2-2-1 infantry [11]
- Foochow (w4424) – one 2-1-1 infantry [re: 17], Detachment
- Okinawa (w4427) – Detachment
- Canton (w4321) – one 2-2-1 infantry [23]

- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Hanoi (w4219) – one 2-2-1 infantry [21], Detachment
- Tainan (w4224) – one 3-3-1 infantry [14]
- Haikou (w4120) – one 2-1-1 HQ [re: IEx]
- w3717 – one 1-1-2 infantry [IG], one 2-1-1 HQ [re: Sou]
- Phnom Penh (w3618) – one 3-3-1 infantry [15]
- Saigon (w3619) – Detachment

On Turn Track:

- Jan-Feb 1942 – one Axis Scratch Convoy

Force Pool:

- Seven 0-1-1 infantry
- Two 0-1-1 colonial infantry [Col]
- Seven 1-1-1 infantry [re: 22, 30, 32, 33, 34, 35, 37]
- One 2-1-1 infantry [re: 25]
- Two Hopeh 0-1-1 infantry [Res, re: C]
- Two Air Force [1, 2]
- Three Surface Fleet [1, 4, 5]
- One CV Fleet [2]
- One Convoy
- Three Axis Scratch Convoys
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Delay Box:

- IGHQ Logistics, one 0-1-1 colonial infantry [Ind], Quit India

Option Cards:

- Nov-Dec 1941 – 28a (*East Wind Rain*)
- Mar-Apr 1942 – 41 (*Victory Disease*)

A.3.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Oil Embargo, Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – US Detachment
- Wake Island (e4113) – US Detachment
- Honolulu (e4226) – one US 1-1-1 infantry, US Detachment
- Guam (e3806) – US Detachment
- Rabaul (e2808) – Detachment
- Port Moresby (e2606) – Detachment
- Espiritu Santo (e2313) – Detachment
- Tutuila (e2221) – US Detachment
- Townsville (e2106) – Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], **one Szechwan 1-1-1 infantry [Exp]**
- **w4821 – one Szechwan 1-2-1 infantry [5]**
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4520 – one Nationalist China 0-2-1 HQ [KMT], one **Yunnan 1-1-1 infantry [Exp]**
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 port-a-fort [Def]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]

B. One-Map Campaign Game

The one-map campaign scenario provides a chance to experience the full appeal of *DS*'s mechanics in a more limited space. It's also a good "step up" from the Training Scenarios before tackling the two-map campaign games.

B.1 War of Resistance

Design Note: This scenario covers the war between Japan and China from its beginning to the outbreak of the war in Europe. As the Axis faction, your objective is to force a victory before the Chinese quagmire causes Japan to seek an alliance with Germany to break the stalemate. The Allied objective is to frustrate these Axis aims.

B.1.1 Scenario Setup

Game Length: Variable, May-June 1937 to European Limited War (see B.1.6).

War State: Limited War

Map Used: West Map

Axis Countries: Japan

Western Countries: Hopeh, Kiangsu

Soviet Countries: Kansu

Neutral Countries: Sinkiang, Szechwan, Tibet, Yunnan

Dependents: Formosa (Jap), Manchukuo (Jap), Shanghai (Jap)

B.1.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1937 – Turn Marker
- Aug-Sept 1939 – European Limited War

Victory Point Track:

- 1 VP – Allied Crusade

Influence & Neutrality Markers on Map:

- Tibet – Neutrality

Axis Bonus Strat Hexes Box (see B.1.6):

- Two +1 markers

B.1.3 Axis Faction Setup

On Map:

- Mukden (w5226) – Kwantung Logistics
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Shanghai (w4725) – one 2-2-1 infantry [11], one 1-1-1 infantry [re: 12]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- In any hex(es) in Manchukuo – two 3-3-1 infantry [1, 2], four Kwantung 2-1-1 infantry [re: 3, 4, 5, 6], one Kwantung 3-2-1 HQ [Kwa]

On Turn Track:

- July-Aug 1937 – one 2-1-1 HQ [re: Nor], one Air Force [2]

Force Pool:

- Three 0-1-1 infantry
- Two 1-1 infantry [re: 13, 16]
- One Kwantung 1-2-1 infantry [re: KDA]
- One 0-1-1 colonial infantry [Col]

- Kweilin (w4420) – one Yunnan 1-2-1 infantry [6], one Yunnan 1-1-1 infantry [Exp]
- Hengyang (w4421) – one Kiangsu 1-2-1 infantry [7]
- w4422 – one Kiangsu 1-2-1 infantry [1]
- Dacca (w4313) – one 1-2-1 colonial infantry [Ind]
- w4318 – one Yunnan 1-2-1 infantry [4]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Rangoon (w4015) – one 1-2-1 colonial infantry [Ind]
- Manila (w3824) – one US 1-1-1 colonial infantry [Phil], one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Kota Bharu (w3417) – one 1-2-1 colonial infantry [Ind]
- Davao (w3426) – US Detachment
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- South China Sea Naval Zone Convoy Box – one Supply Convoy
- The Marianas Naval Zone Convoy Box – one US Supply Convoy
- Philippine Sea Naval Zone Convoys Box – one US Supply Convoy

Force Pool:

- Two 1-1-1 infantry
- Four 1-2-1 colonial infantry [2 x Aus, 2 x Ind]
- One 1-1-2 colonial infantry [NZ]
- One US 1-1-1 infantry
- Two US 1-1-1 colonial infantry [Phil]
- One US 2-2-2 marine [3Mar]
- Three US 2-1-2 armor
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Surface Fleet [Eastern]
- One US CV Fleet [TF11]
- One US Surface Fleet [Pacific]
- One Western Beachhead

Delay Box:

- One US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy, one 2-2-1 HQ [FE], one Air Force [FE], one Convoy

Conditional Events Box:

- *Aid to Nationalist China* – Western Aid to China

Option Cards:

- Nov-Dec 1941 – 16 (*Pacific Mobilization*)
- Mar-Apr 1942 – 34a (*Doolittle Raid*)

A.3.5 Special Rules

No Manchukuo Garrison Required: The Manchukuo Garrison Check (16.1.3) Conditional Event does not apply in this scenario.

Victory Conditions: At the end of the game, conduct a Seasonal Victory Check. For the Axis faction to win, it must accomplish both of the following:

- The Rising Sun VP marker must be in the 2 VP box or higher.
- The Axis faction must control at least two of the following locations: Kweilin, Port Moresby, Singapore, and Wake Island.

The Western faction wins if the Axis faction cannot accomplish both of these goals.

- One Convoy
- One Axis Beachhead

Japanese Government Box:

- Army Government

Delay Box:

- One Air Force [1], one Surface Fleet [1], one CV Fleet [2], Axis Minor Country Production +1 marker

Conditional Events Box:

- *Navy Program* – one Surf Fleet [4]
- *Economic Program* – IGHQ Logistics

Option Cards:

- Pending Card – 8 (*Demand Inner Mongolia*)
- Remaining Deck – 1, 4, 5w, 7, 10-12, 15-20, 21w-25w, 26, 30, 32-34, 36, 37b-c (see B.1.6)
- Selection Requirements Met – 1 (*Army Program*). An Axis Rearmament card has *not* been played for 1937.

B.1.4 Western Faction Setup

On Map:

- Kweisui (w5222) – one Hopeh 0-1-0 garrison [Kwei]
- Chengchow (w4922) – one Kiangsu 0-1-0 garrison [Cheng]
- Wuhan (w4722) – one Kiangsu 0-1-0 garrison [Wu]
- Nanking (w4724) – one Kiangsu 0-1-0 garrison [Nan]
- Canton (w4321) – one Kiangsu 0-1-0 garrison [Can]
- In any hex(es) in Hopeh – two Hopeh 1-2-1 infantry [1, 2]
- In any hex(es) in Kiangsu – one Kiangsu 1-2-1 infantry [1], one Kiangsu 2-3-1 infantry [3]

Force Pool:

- One Kiangsu 0-1-1 infantry [Res]
- One Hopeh 0-1-1 infantry [Res]

Delay Box:

- One Hopeh 1-1-1 infantry [Exp], one Nationalist China 0-2-1 HQ [KMT], Western Minor Country Production +1 marker

Option Cards:

- Pending Card – 1a (*Kuling Declaration*)
- Remaining Deck – 2w-4w, 5-6, 11-14, 17-20, 21w, 55w-57w (see B.1.6)
- Selection Requirements Met – A Western Rearmament card has been selected for 1937.

B.1.5 Soviet Faction Setup

On Map:

- Yen-an (w5021) – one Kansu 0-1-0 garrison [Yen]
- In any hex(es) in Kansu – one Kansu 2-3-1 infantry [8]

Force Pool:

- One Kansu 0-1-1 infantry [Res]

Delay Box:

- One Communist China 1-2-1 HQ [CCP], Soviet Minor Country Production +1 marker

Option Cards:

- Pending Card – 13 (*Pact with China*)
- Remaining Deck – 5w, 12, 16, 17, 26w, 28 (see B.1.6)

B.1.6 Special Rules

Limited Map Area: This scenario is played on a portion of the West Map. *Only* those Countries and Dependents listed as Axis Countries, Western Countries, Neutral Countries, or Dependents in the Scenario

Setup section are considered to be “in play.” Countries and Dependents not listed cannot be entered.

Any Naval Zone that borders a Country or Dependent in play is also in play.

Replacement Cards: Certain cards in the decks are replaced with “one-map campaign cards.” These cards have their card numbers printed in red type with a “w” letter.

Scenario Display Card: This player aid card (located on the inside of the Soviet Player Aid Card) contains all the important displays that would normally be found on the East Map, including the Terrain Key, Terrain Effects Chart and Posture Display. There is also an Axis Bonus Strategic Hex Box that is explained below.

European Limited War: The game ends when the European Limited War marker is removed from the Turn Track. This marker starts in the Sept-Oct 1939 turn, but the Axis player may move the marker ahead to the next Seasonal Turn (i.e., to a later turn) with each play of his option cards 5w (*Navy Program*), 24w (*First Navy Expansion*) and 25w (*Second Navy Expansion*).

Clarification: *Essentially, the Axis faction can buy time in its war by preparing for the eventual showdown with America.*

Axis Bonus Strategic Hexes: The game starts with two +1 markers in the Axis Bonus Strategic Hexes Box. *At the end of the game only*, each marker in this box is worth one Allied Strategic Hex to the Axis faction. The Allied faction may remove one +1 marker with each play of Western card 3w (*Commonwealth Rearmament*) and 4w (*American Rearmament*), or Soviet card 5w (*New Five Year Plan*).

Clarification: *Yes, these are pretty easy rewards for the Allied players to achieve. They're there just to make the players spend a little thought on the other Allied nations besides China.*

Marco Polo Bridge Incident: On the first turn, the Axis faction does *not* roll a die in the Political Event Segment listed on the card; Hopeh starts as an active Western country. The Axis faction may place one Blitz marker in its Support Segment during the first turn.

Victory Conditions: When the game ends, perform a Final Victory Point Check. Include any +1 markers in the Axis Bonus Strat Hexes Box in this tally. The Axis player wins if the VP marker reads *Rising Sun* at the end of the game; if it reads *Allied Crusade* then the Allied factions win.

C. Two-Map Campaign Games

C.1 1937: The Rising Sun

Design Note: *This is the whole shootin' match, from the beginning of Japanese militarism in 1937 to V-J Day. It will take 20+ hours depending on the speed of the players.*

C.1.1 Scenario Setup

Game Length: Variable, Mar-Apr 1937 to V-J Day

War State: Pre-War

Axis Countries: Japan

Western Countries: Great Britain, United States, Kiangsu

Soviet Countries: Russia, Kansu

Neutral Countries: France, Hopeh, Mongolia, Netherlands East Indies, Siam, Sinkiang, Szechwan, Tannu Tuva, Tibet, Yunnan

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Fr), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.1.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1937 – Turn Marker
- *Aug-Sept 1938 – European Limited War

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 1 VP – Allied Crusade

Posture Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty
- Nationalist China – Acceptance
- Communist China – Resistance
- Russia – Border Disputes
- Soviet Minors – Uneasy Peace

Influence & Neutrality Markers on Map:

- Tibet – Neutrality

*European War Display:

- *ESV 0 – Current ESV

C.1.3 Axis Faction Setup

On Map:

- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Saipan (e3906) – Detachment
- Truk (e3408) – Detachment
- Mukden (w5226) – Kwantung Logistics
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Shanghai (w4725) – one 2-2-1 infantry [11]
- Okinawa (w4427) – Detachment
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- In any hex(es) in Manchukuo – two 3-3-1 infantry [1, 2], four Kwantung 2-1-1 infantry [*re*: 3, 4, 5, 6], one Kwantung 2-1-1 HQ [*re*: Kwa]

Force Pool:

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

Japanese Government Box:

- See C.1.6

Conditional Events Box:

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

C.1.4 Western Faction Setup

On Map:

- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Honolulu (e4226) – US Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Chengchow (w4922) – one Kiangsu 0-1-0 garrison [Cheng]
- Wuhan (w4722) – one Kiangsu 0-1-0 garrison [Wu]
- Nanking (w4724) – one Kiangsu 0-1-0 garrison [Nan]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Canton (w4321) – one Kiangsu 0-1-0 garrison [Can]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Manila (w3824) – one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- In any hex(es) in Kiangsu – one Kiangsu 1-2-1 infantry [1], one Kiangsu 2-3-1 infantry [3]

Force Pool:

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

Conditional Events Box:

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

C.1.5 Soviet Faction Setup

On Map:

- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In any hex(es) in Russia – two 3-3-1 infantry [1, 2]
- Yen-an (w5021) – one Kansu 0-1-0 garrison [Yen]
- In any hex(es) in Kansu – one Kansu 2-3-1 infantry [8]

Force Pool:

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

Conditional Events Box:

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

C.1.6 Special Rules

Japanese Government: Before setup, roll one die to see which branch is leading the government. If the result is 3 or less, it is the Army. If the result is 4 or more, it is the Navy. Place the Government marker on its appropriate side in its Holding Box.

Design Note: For a historical setup, place the marker with its Army side face up.

Pending Option Cards: After *all* setup is completed, each faction selects one option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

C.2 1938: The Cornered Mouse

Design Note: An old Japanese proverb says “the cornered mouse will fight the cat all the harder.” After promising the Emperor it would take mere months to resolve, the Imperial Japanese Army finds that the China Incident has become a full-scale war. This scenario picks up after the first year of the conflict, at the same time that Europe stands on the brink of war over the Munich Crisis.

C.2.1 Scenario Setup

Game Length: Variable, Aug-Sept 1938 to V-J Day

War State: Limited War

Axis Countries: Japan

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Soviet Countries: Russia, Kansu, Mongolia

Neutral Countries: France, Netherlands East Indies, Siam, Sinkiang, Tannu Tuva, Tibet

Conquered Countries: Hopeh

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Fr), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.2.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1938 – Turn Marker

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 0 VP – Allied Crusade

War Status Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty
- Russia – Border Disputes
- Soviet Minors – Border Disputes

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- One Hopeh 1-1-1 infantry [Exp]

***European War Display:**

- *ESV 0 – Current ESV

C.2.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – Detachment
- Eniwetok (e3612) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – Detachment
- Kalgan (w5322) – one 0-1-1 colonial infantry [Col]
- Kweisui (w5222) – one 1-1-1 infantry [re: 16]
- Peiping (w5223) – one 2-1-1 HQ [re: Nor]
- Mukden (w5226) – Kwantung Logistics
- Tientsin (w5123) – Detachment
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 3-3-1 infantry [1]
- w5023 – one 1-1-1 infantry [re: 13]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Tsingtao (w5025) – Detachment
- Kaifeng (w4923) – one 1-1-1 infantry [re: 12]
- w4823 – one 3-3-1 infantry [2]
- w4723 – one 2-2-1 infantry [11]
- Nanking (w4724) – one 2-1-1 HQ [re: CEX]
- Shanghai (w4725) – Detachment
- Okinawa (w4427) – Detachment
- Taihoku (w4324) – two 1-1-1 infantry [re: 21, 23], one 0-1-0 garrison [Tai]
- In any hex(es) in Manchukuo – four Kwantung 2-1-1 infantry [re: 3, 4, 5, 6], one Kwantung 2-1-1 HQ [re: Kwa]

On Turn Track:

- Sept-Oct 1938 – one 0-3-0 fortress [Truk], Japanese Government marker
- Nov-Dec 1938 – one Air Force [1]
- Jan-Feb 1939 – one Air Force [2]

Force Pool:

- Two 0-1-1 infantry
- Three 0-1-1 colonial infantry [Col]
- Two 1-1-1 infantry [re: 20, 22]
- One 1-1-2 marine [SNLF]

- One Kwantung 1-2-1 infantry [*re*: KDA]
- Two Surface Fleets [1, 4]
- One CV Fleet [2]
- One Convoy
- **Two** Axis Scratch Convoys
- One Axis Beachhead

Conditional Events Box:

- *Economic Program* – IGHQ Logistics
- *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

Option Cards:

- Removed from Deck – 2-6, 8, 10, 19, 22, 24, 26, 53-55
- Pending Card – 32a (*Imperial Offensive*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 24 (*First Navy Expansion*). An Axis Rearmament card has *not* been played for 1938.

C.2.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Honolulu (e4226) – US Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], one Kiangsu 0-1-0 port-a-fort [Def]
- w4822 – one Szechwan 1-2-1 infantry [5], one Szechwan 1-1-1 infantry [Exp]
- w4721 – one Nationalist China 0-2-1 HQ [KMT]
- Wuhan (w4722) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 garrison [Wu]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [1]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 0-1-1 infantry [*re*: 6]
- Canton (w4321) – one Kiangsu 0-1-0 garrison [Can]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Manila (w3824) – one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Singapore (w3218) – one 0-2-0 fortress [Sing]

Force Pool:

- Four 1-1-1 infantry
- Two 1-2-1 colonial infantry [Aus, Ind]
- Five US 1-1-1 infantry
- Two Kiangsu 0-1-1 infantry [Res, *re*: 7]
- One Kiangsu 0-1-0 garrison [Nan]
- One Szechwan 0-1-1 infantry [Res]
- Two Yunnan 0-1-1 infantry [Res, *re*: 4]
- One Yunnan 1-1-1 infantry [Exp]
- One Western Beachhead

Conditional Events Box:

- *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
- *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
- **European Reserves* – Limited War Reserves marker, one CV Fleet [Force H], one French Surf Fleet [1], one US Surface Fleet [Atlantic], one Bomber [BC]
- *Aid to Nationalist China* – Western Aid to China, Soviet Aid to China

Conquered Minor Country Box:

- *Hopeh* – three 0-1-1 infantry [Res; *re*: 1, 2], **one** 0-1-0 garrison [Kwei]

Option Cards:

- Removed from Deck – 1, 10, 18-20
- Pending Card – 2 (*League of Nations*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has been selected for 1938.

C.2.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In any hex(es) in Russia – one 2-2-1 HQ [*re*: 1FE], two 3-3-1 infantry [1, 2]
- In Russia or Mongolia, within three hexes of Chita (w5824) – two Mongolian 2-2-2 cavalry [1, 2]
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP]
- Yen'an (w5021) – one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- One 1-1-2 cavalry [*re*: Plv]
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 1-1-1 infantry [Exp]
- Two Kansu 0-1-1 infantry [Res, *re*: N4]
- One Kansu 1-1-2 cavalry [Exp]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [*re*: 2FE], one Air Force [1FE], one Convoy
- **European Reserves* – Limited War Reserves marker, one Interceptor [IA-PVO], one Air Force [1By]

Option Cards:

- Removed from Deck – 1a-b, 5, 13-14, 26-27, 37
- Pending Card – 2 (*Russian Rearmament*)
- Selection Requirements Met – 5 (*New Five Year Plan*). A Soviet Rearmament card has been selected for 1938.

C.2.6 Special Rules

***European War:** After setup is complete, roll one unmodified die to see if European Limited War has occurred:

- *If the result is 1*, Apply Limited War Begins immediately (14.16.2).
- *If the result is 2 or more*, place the European Limited War marker in the Mar-Apr 1939 Turn Box.

C.3 1939: Fateful Decision

Design Note: As the war with China settles into a stalemate, Japan decides to link her destiny with the European Axis powers of Germany and Italy.

C.3.1 Scenario Setup

Game Length: Variable, Aug-Sept 1939 to V-J Day

War State: Limited War

Axis Countries: Japan

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Soviet Countries: Soviet Union, Kansu, Mongolia

Neutral Countries: France, Netherlands East Indies, Siam, Sinkiang, Tannu Tuva, Tibet

Conquered Countries: Hopeh

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Fr), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.3.2 Units and Markers Setup

Turn Track:

- Aug-Sept 1939 – Turn Marker

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 0 VP – Allied Crusade

War Status Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty
- Russia – Border Disputes
- Soviet Minors – Border Disputes

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- One Hopeh 1-1-1 infantry [Exp]

***European War Display:**

- *ESV 0 – Current ESV

C.3.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment

- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – Detachment
- Ulithi (e3604) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – Detachment
- Kalgan (w5322) – one 0-1-1 colonial infantry [Col]
- Mukden (w5226) – Kwantung Logistics
- Kweisui (w5222) – one 1-1-1 infantry [re: 16]
- Peiping (w5223) – one 2-1-1 HQ [re: Nor]
- Tientsin (w5123) – Detachment
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 3-3-1 infantry [1]
- w5023 – one 2-2-1 infantry [12]
- Tsingtao (w5025) – Detachment
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Kaifeng (w4923) – one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 2-1-1 HQ [re: CEx], one 1-2-1 colonial infantry [Col]
- Shanghai (w4725) – Detachment
- w4623 – one 2-2-1 infantry [11]
- Okinawa (w4427) – Detachment
- Canton (w4321) – one 2-2-1 infantry [23], one 1-1-1 infantry [re: 21]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Haikou (w4120) – one 1-1-1 infantry [re: 22]
- In any hex in Japan – one 1-1-2 marine [SNLF]
- In any hex(es) in Manchukuo – four Kwantung 2-1-1 infantry [re: 3, 4, 5, 6], one Kwantung 2-1-1 HQ [re: Kwa]

Force Pool:

- Four 0-1-1 infantry
- Two 0-1-1 colonial infantry [Col]
- Five 1-1-1 infantry [re: 20, 27, 28, 29, 30]
- One Kwantung 1-2-1 infantry [re: KDA]
- One 1-1-2 marine [SNLF]
- One 0-3-0 fortress [Truk]
- Two Air Force [1, 2]
- Three Surface Fleets [1, 4, 5]
- One CV Fleet [2]
- One Convoy
- Four Axis Scratch Convoys
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Conditional Events Box:

- *Economic Program* – IGHQ Logistics
- *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

Option Cards:

- Removed from Deck – 2-6, 8, 10-11, 19-26, 32a-b, 53-55
- Pending Card – 12 (*Diplomatic Overtures*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*). An Axis Rearmament card has *not* been played for 1939.

C.3.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – US Detachment
- Honolulu (e4226) – **one US 1-1-1 infantry**
- Wake Island (e4113) – US Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], one Szechwan 1-1-1 infantry [Exp]
- w4821 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4520 – one Nationalist China 0-2-1 HQ [KMT], one Yunnan 1-1-1 infantry [Exp]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 port-a-fort [Def]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 1-2-1 infantry [4]
- w4421 – one Kiangsu 1-2-1 infantry [7]
- w4422 – one Kiangsu 1-2-1 infantry [1]
- Nanning (w4319) – one Yunnan 1-2-1 infantry [6]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Manila (w3824) – one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- In any Naval Zone Convoys Box – one US Convoy

Force Pool:

- Four 1-1-1 infantry
- Two 1-2-1 colonial infantry [Aus, Ind]
- Five US 1-1-1 infantry
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Western Beachhead

Conditional Events Box:

- *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
- *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
- **European Reserves* – Limited War Reserves marker, one CV Fleet [Force H], one French Surf Fleet [1], one US Surface Fleet [Atlantic], one Bomber [BC]
- *Aid to Nationalist China* – Western Aid to China, Soviet Aid to China

Conquered Minor Country Box:

- *Hopeh* – three 0-1-1 infantry [Res; re: 1, 2], **one** 0-1-0 garrison [Kwei]

Option Cards:

- Removed from Deck – 1-2, 10, 18-20, 31a-b
- Pending Card – 3a (*Commonwealth Rearmament*)

- Selection Requirements Met – 1a (*Kuling Declaration*, 2 (*League of Nations*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has been selected for 1939.

C.3.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 2-2-1 HQ [re: 1FE], three 3-3-1 infantry [1, 2, 15]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], one 3-3-1 infantry [17], two Mongolian 2-2-2 cavalry [1, 2]
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- Two 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 1-1-1 infantry [Exp]
- One Kansu 0-1-1 infantry [Res]
- One Kansu 1-1-2 cavalry [Exp]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [re: 2FE], one Air Force [1FE], one Convoy
- **European Reserves* – Limited War Reserves marker, one Interceptor [IA-PVO], one Air Force [1By]

Option Cards:

- Removed from Deck – 1-3, 5, 13-14, 26-27, 37
- Pending Card – 28 (*Chinese Insurgency*)
- Selection Requirements Met – 3 (*Continuing Rearmament*), 5 (*New Five Year Plan*). A Soviet Rearmament card has been played for 1939.

C.3.6 Special Rules

***European War:** After setup is complete, roll one unmodified die to see if European Limited War has occurred:

- *If the result is 5 or less*, Apply Limited War Begins immediately (14.16.2).
- *If the result is 6*, place the European Limited War marker in the Mar-Apr 1940 Turn Box.

C.4 1940: Opportunity Awaits

Design Note: With the world distracted by the European war, Japan bides its time, waiting for opportunities to resolve the ongoing stalemate in China.

C.4.1 Scenario Setup

Game Length: Variable, Mar-Apr 1940 to V-J Day

War State: Limited War

Axis Countries: Japan

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Soviet Countries: Soviet Union, Kansu, Mongolia

Neutral Countries: France, Netherlands East Indies, Siam, Sinkiang, Tannu Tuva, Tibet

Conquered Countries: Hopeh

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Fr), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.4.2 Units and Markers Setup

Turn Track:

- Mar-Apr 1940 – Turn Marker
- *Aug-Sept 1940 – German Victory/France Defeated
- *May-June 1941 – European Total War

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 0 VP – Allied Crusade

War Status Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty
- Russia – Border Disputes
- Soviet Minors – Border Disputes

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- One Hopeh 1-1-1 infantry [Exp]

***European War Display:**

- *ESV 0 – Current ESV
- *Germany vs. West – European Limited War

C.4.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – Detachment
- Ulithi (e3604) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – Detachment

- Kalgan (w5322) – one 0-1-1 colonial infantry [Col]
- Kweisui (w5222) – one 1-1-1 infantry [re: 16]
- Peiping (w5223) – one 2-1-1 HQ [re: Nor]
- Mukden (w5226) – Kwantung Logistics
- Tientsin (w5123) – Detachment
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 3-3-1 infantry [1]
- w5023 – one 2-2-1 infantry [12]
- Tsingtao (w5025) – Detachment
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Kaifeng (w4923) – one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 2-1-1 HQ [re: CEx], one 1-2-1 colonial infantry [Col]
- Shanghai (w4725) – Detachment
- w4623 – one 2-2-1 infantry [11]
- Okinawa (w4427) – Detachment
- Canton (w4321) – two 2-2-1 infantry [21, 23]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Haikou (w4120) – one 1-1-1 infantry [re: 22]
- In any hex in Japan – one 1-1-2 marine [SNLF]
- In any hex(es) in Manchukuo – three Kwantung 2-1-1 infantry [re: 3, 4, 5], one 1-1-1 infantry [re: 20], one Kwantung 2-1-1 HQ [re: Kwa]

Force Pool:

- Seven 0-1-1 infantry
- Two 0-1-1 colonial infantry [Col]
- Ten 1-1-1 infantry [re: 27, 28, 29, 30, 31, 32, 33, 34, 35, 37]
- One Kwantung 2-1-1 infantry [re: 6]
- One Kwantung 1-2-1 infantry [re: KDA]
- One 1-1-2 marine [SNLF]
- One 0-3-0 fortress [Truk]
- Two Air Force [1, 2]
- Three Surface Fleet [1, 4, 5]
- One CV Fleet [2]
- One Convoy
- Four Axis Scratch Convoys
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Conditional Events Box:

- *Economic Program* – IGHQ Logistics
- *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

Option Cards:

- Removed from Deck – 1-6, 8, 10-12, 19-26, 32a-b, 53-55
- Pending Card – 33b (*Puppet Government*)
- Selection Requirements Met – 1 (*Food Shortages*), 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*)

C.4.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – US Detachment
- Honolulu (e4226) – **one US 1-1-1 infantry**
- Wake Island (e4113) – US Detachment
- Port Moresby (e2606) – Detachment

- Townsville (e2106) – Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], one Szechwan 1-1-1 infantry [Exp]
- w4821 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4520 – one Nationalist China 0-2-1 HQ [KMT], one Yunnan 1-1-1 infantry [Exp]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 port-a-fort [Def]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 1-2-1 infantry [4]
- w4421 – one Kiangsu 1-2-1 infantry [7]
- w4422 – one Kiangsu 1-2-1 infantry [1]
- Nanning (w4319) – one Yunnan 1-2-1 infantry [6]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Rangoon (w4015) – one 1-2-1 colonial infantry [Ind]
- Manila (w3824) – one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- In any Naval Zone Convoys Box(es) – one Convoy, one US Convoy

On Turn Track:

- May-June 1940 – one Surface Fleet [Eastern]

Force Pool:

- Two 1-1-1 infantry
- Four 1-2-1 colonial infantry [2 x Aus, 2 x Ind]
- One 1-1-2 colonial infantry [NZ]
- Five US 1-1-1 infantry
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Western Beachhead

Conditional Events Box:

- *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
- *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
- **European Reserves* – Total War Reserves marker, one US Surface Fleet [Atlantic], one Bomber [BC]
- *Aid to Nationalist China* – Western Aid to China, Soviet Aid to China

Conquered Minor Country Box:

- *Hopeh* – three 0-1-1 infantry [Res; re: 1, 2], one 0-1-0 garrison [Kwei]

*European War Display:

- **European Holding Box* – one CV Fleet [Force H], one French Surf Fleet [1]

Option Cards:

- Removed from Deck – 1-3, 5, 10, 18-20, 27, 31a-b

- Pending Card – 6 (*Warning to Japan*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 5 (*Cash & Carry Bill*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has *not* been selected for 1940.

C.4.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 2-2-1 HQ [re: 1FE], three 3-3-1 infantry [1, 2, 15]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], one 3-3-1 infantry [17], two Mongolian 2-2-2 cavalry [1, 2]
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5220 – one Kansu 1-1-2 cavalry [Exp]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP], one Kansu 1-1-1 infantry [Exp]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- Two 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 0-1-1 infantry [Res]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [re: 2FE], one Air Force [1FE], one Convoy
- **European Reserves* – Total War Reserves marker, one Air Force [1By]

*European War Display:

- **European Holding Box* – one Interceptor [IA-PVO]

Option Cards:

- Removed from Deck – 1-3, 5, 13-14, 26-27, 37
- Pending Card – 4 (*Russian Mobilization*)
- Selection Requirements Met – 3 (*Continuing Rearmament*), 5 (*New Five Year Plan*).

C.5 1941a: When Tigers Fight

Design Note: Germany's invasion of Russia convinces Japan's leadership that the time is right to strike. But will the country "strike north," following the Army's plan for war with Russia, or "strike south" against the Western powers?

C.5.1 Scenario Setup

Game Length: Variable, May-June 1941 to V-J Day

War State: Limited War

Axis Countries: Japan, Hopeh

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Soviet Countries: Russia, Kansu, Mongolia

Neutral Countries: France, Netherlands East Indies, Siam, Sinkiang, Tannu Tuva, Tibet

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Jap), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.5.2 Units and Markers Setup

Turn Track:

- May-June 1941 – Turn Marker
- Mar-Apr 1942 – US Entry
- *May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 1 VP – Rising Sun

Posture Display:

- US & Western Minors – Quarantine
- Britain, Russia & Soviet Minors – see C.5.6

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- One Hopeh 1-1-1 infantry [Exp]

*European War Display:

- *ESV 0 – Current ESV
- *Germany vs. West – European Total War
- *Germany vs. Russia – European Total War

C.5.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1, France Defeated
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – one 1-1-1 infantry [re: 27], Detachment
- Ulithi (e3604) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – one 1-1-1 infantry [re: 28], Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – one 0-3-0 fortress [Truk]
- Kalgan (w5322) – one 2-1-1 HQ [re: Nor]
- Kweisui (w5222) one 0-1-1 colonial infantry [Col]
- Mukden (w5226) – Kwantung Logistics
- w5121 – one 1-1-1 infantry [re: 16], one Hopeh 1-2-1 infantry [1]

- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Taiyuan (w5022) – one 2-1-1 infantry [re: 1], one 1-1-1 infantry [re: 31]
- w5023 – two 1-1-1 infantry [re: 12, 29]
- Kaifeng (w4923) – one 2-1-1 HQ [re: CEX], one 2-2-1 infantry [13]
- Nanking (w4724) – one 1-2-1 colonial infantry [Col]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Shanghai (w4725) – Detachment
- w4623 – one 2-2-1 infantry [11]
- Foochow (w4424) – one 1-1-1 infantry [re: 30]
- Okinawa (w4427) – Detachment
- Canton (w4321) – one 2-2-1 infantry [23]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Hanoi (w4219) – one 2-2-1 infantry [21], Detachment
- Haikou (w4120) – one 2-1-1 HQ [re: IEX]
- Saigon (w3619) – Detachment
- In any hex in Japan – one 1-1-2 marine [SNLF], one 1-1-2 infantry [IG]
- In any hex(es) in Manchukuo/Korea – four Kwantung 3-3-1 infantry [3, 4, 5, 6], one 2-2-1 infantry [20]

Force Pool:

- Eight 0-1-1 infantry
- Two 0-1-1 colonial infantry [Col]
- Six 1-1-1 infantry [re: 22, 32, 33, 34, 35, 37]
- One Kwantung 1-2-1 infantry [re: KDA]
- One 1-1-2 marine [SNLF]
- One Kwantung 2-1-1 HQ [re: Kwa]
- Two Hopeh 0-1-1 infantry [Res, re: 2]
- Two Hopeh 0-1-0 garrison [Kwei, Taiy]
- Two Air Force [1, 2]
- Three Surface Fleet [1, 4, 5]
- One CV Fleet [2]
- One Convoy
- Four Axis Scratch Convoys
- One Axis Beachhead

Conditional Events Box:

- *Economic Program* – IGHQ Logistics
- *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

Option Cards:

- Removed from Deck – 1-6, 8, 10-13, 19-27, 30-33, 53-55
- Pending Card – 14 (*Diplomatic Overtures*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*), 27 (*Tripartite Pact*)

C.5.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – US Detachment
- Honolulu (e4226) – **one US 1-1-1 infantry**
- Wake Island (e4113) – US Detachment
- Guam (e3806) – US Detachment
- Rabaul (e2808) – Detachment
- Port Moresby (e2606) – Detachment
- Espiritu Santo (e2313) – Detachment

- Tutuila (e2221) – US Detachment
- Townsville (e2106) – Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], one Szechwan 1-1-1 infantry [Exp]
- w4821 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4520 – one Nationalist China 0-2-1 HQ [KMT], one Yunnan 1-1-1 infantry [Exp]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 port-a-fort [Def]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Hengyang (w4421) – one Kiangsu 1-2-1 infantry [1]
- Dacca (w4313) – one 1-2-1 colonial infantry [Ind]
- w4318 – one Yunnan 1-2-1 infantry [4]
- Nanning (w4319) – one Yunnan 1-2-1 infantry [6]
- w4320 – one Kiangsu 1-2-1 infantry [7]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Rangoon (w4015) – one 1-2-1 colonial infantry [Ind]
- Manila (w3824) – one US 1-1-1 colonial infantry [Phil], one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Davao (w3426) – US Detachment
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- In any Naval Zone Convoys Box(es) – one Convoy, two US Convoys

Force Pool:

- Two 1-1-1 infantry
- Three 1-2-1 colonial infantry [2 x Aus, Ind]
- One 1-1-2 colonial infantry [NZ]
- Two US 1-1-1 infantry
- Two US 1-1-1 colonial infantry [Phil]
- Three US 2-1-2 armor
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Surface Fleet [Eastern]
- One US CV Fleet [TF11]
- One US Surface Fleet [Pacific]
- One Western Beachhead

Conditional Events Box:

- *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
- *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
- **European Reserves* – Total War Reserves marker, one US Surface Fleet [Atlantic], one Bomber [BC]

*European War Display:

- *European Holding Box – one CV Fleet [Force H]

Option Cards:

- Removed from Deck – 1-8, 10, 18-20, 23a-b, 27, 30-31

- Pending Card – 17 (*Oil Embargo*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 20 (*Relocate Chinese Industries*).

C.5.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 2-2-1 HQ [*re*: 1FE], three 3-3-1 infantry [1, 2, 15]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], one 3-3-1 infantry [17], two Mongolian 2-2-2 cavalry [1, 2], one 1-2-2 mech
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5220 – one Kansu 1-1-2 cavalry [Exp]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP], one Kansu 1-1-1 infantry [Exp]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- Two 1-1-1 infantry [*re*: 24, 25]
- One 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 0-1-1 infantry [Res]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [*re*: 2FE], one Air Force [1FE], one Convoy
- **European Reserves* – Total War Reserves marker, one Air Force [1By]

*European War Display:

- *European Holding Box – one Interceptor [IA-PVO]

Option Cards:

- Removed from Deck – 1-5, 13-14, 19a-b, 26-27, 37
- Pending Card – 28 (*Chinese Insurgency*)
- Selection Requirements Met – 5 (*New Five Year Plan*)

C.5.6 Special Rules

Strike North or Strike South: After setup is complete, the Axis faction must choose the “Strike North” or “Strike South” option and follow these additional setup instructions.

If Strike North is chosen:

- Place a Neutrality Policy marker in the Britain Posture Box.
- Place Border Disputes Policy markers in the Russia and Soviet Minors Posture Boxes.
- Place the Soviet Aid to China marker in the *Western* Conditional Events Box.
- The Axis faction must select one Japanese support unit and place it in the British Neutrality Pact section of the Axis Conditional Events Box.
- Place the Japanese Government marker with the Army side face up in the Government Marker Holding Box.

If Strike South is chosen:

- Place Neutrality Policy markers in the Russia and Soviet Minors Posture Boxes.

- Place the Lapsed Treaty Policy marker in the Britain Posture Box.
- Place the Western Aid to China marker in the Western Conditional Events Box.
- Place the Japanese Government marker with the Navy side face up in the Government Marker Holding Box.

Design Note: For a historical setup, choose the “Strike South” option.

C.6 1941b: The War in the Pacific

Design Note: With the world’s attention focused on events in Europe, Japan decides the time is right to seize a fleeting opportunity. The Japanese leadership gambles that a surprise attack on the main U.S. fleet at Pearl Harbor will bring the Americans to the negotiating table, where they can be forced to end their oil embargo and support for China.

C.6.1 Scenario Setup

Game Length: 36 turns, Nov-Dec 1941 to V-J Day

War State: Limited War is in effect. Total War is about to commence, however, so don’t forget to apply 12.3 when that happens.

Axis Countries: Japan, Hopeh

Western Countries: Great Britain, United States, Kiangsu, Szechwan, Yunnan

Soviet Countries: Russia, Kansu, Mongolia

Neutral Countries: France, Netherlands East Indies, Siam, Sinkiang, Tannu Tuva, Tibet

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Jap), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.6.2 Units and Markers Setup

Turn Track:

- Nov-Dec 1941 – Turn Marker
- Mar-Apr 1942 – US Entry
- *May-June 1945 – V-E Day

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 1 VP – Rising Sun

Posture Display:

- US & Western Minors – Quarantine
- Britain – Lapsed Treaty
- Russia – Neutrality Pact
- Soviet Minors – Neutrality Pact

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Limited War/Total War Reserves markers
- Soviet Aid to China
- One Hopeh 1-1-1 infantry [Exp]

***European War Display:**

- *ESV 0 – Current ESV
- *Germany vs. West – European Total War
- *Germany vs. Russia – European Total War

C.6.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1, France Defeated
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Iwo Jima (e4304) – Detachment
- Saipan (e3906) – one 1-1-1 infantry [re: 27], Detachment
- Ulithi (e3604) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – one 1-1-1 infantry [re: 28], Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – one 1-1-2 marine [SNLF], Detachment
- Truk (e3408) – one 0-3-0 fortress [Truk]
- Kalgan (w5322) – one 2-1-1 HQ [re: Nor]
- Kweisui (w5222) one 0-1-1 colonial infantry [Col]
- Peiping (w5223) – one Hopeh 1-2-1 infantry [2]
- Mukden (w5226) – Kwantung Logistics
- w5121 – one 1-1-1 infantry [re: 16], one Hopeh 1-2-1 infantry [1]
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 2-1-1 infantry [re: 1], one 1-1-1 infantry [re: 31]
- w5023 – two 1-1-1 infantry [re: 12, 29]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Kaifeng (w4923) – one 2-1-1 HQ [re: CEx], one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 1-2-1 colonial infantry [Col]
- Shanghai (w4725) – Detachment
- w4423 – one 2-2-1 infantry [11]
- Foochow (w4424) – one 2-1-1 infantry [re: 17], Detachment
- Okinawa (w4427) – Detachment
- Canton (w4321) – one 2-2-1 infantry [23]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Hanoi (w4219) – one 2-2-1 infantry [21], Detachment
- Tainan (w4224) – one 3-3-1 infantry [14]
- Haikou (w4120) – one 2-1-1 HQ [re: IEx]
- In Indochina, within two hexes of Saigon (w3619) – one 3-3-1 infantry [15], one 1-1-2 infantry [IG], one 2-1-1 HQ [re: Sou], Detachment
- In any hex in Japan – one 1-1-2 marine [SNLF]

- In any hex(es) in Manchukuo/Korea – four Kwantung 3-3-1 infantry [3, 4, 5, 6], one 2-2-1 infantry [20]

On Turn Track:

- Jan-Feb 1942 – one Axis Scratch Convoy

Force Pool:

- Seven 0-1-1 infantry
- Two 0-1-1 colonial infantry [Col]
- Seven 1-1-1 infantry [re: 22, 30, 32, 33, 34, 35, 37]
- One 2-1-1 infantry [re: 25]
- One Kwantung 1-2-1 infantry [re: KDA]
- One Kwantung 2-1-1 HQ [re: Kwa]
- One Hopeh 0-1-1 infantry [Res]
- One Hopeh 0-1-0 garrison [Kwei]
- Two Air Force [1, 2]
- Three Surface Fleet [1, 4, 5]
- One CV Fleet [2]
- One Convoy
- Three Axis Scratch Convoys
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Conditional Events Box:

- *Economic Program* – IGHQ Logistics
- *Political Program* – two 0-1-1 colonial infantry [Ind, Rus], Quit India

Option Cards:

- Removed from Deck – 1-6, 8, 10-14, 19-27, 29-33, 53-55
- Pending Card – 28a (*East Wind Rain*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*), 27 (*Tripartite Pact*)

C.6.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Oil Embargo, Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – US Detachment
- Wake Island (e4113) – US Detachment
- Honolulu (e4226) – one US 1-1-1 infantry, US Detachment
- Guam (e3806) – US Detachment
- Rabaul (e2808) – Detachment
- Port Moresby (e2606) – Detachment
- Espiritu Santo (e2313) – Detachment
- Tutuila (e2221) – US Detachment
- Townsville (e2106) – Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], **one Szechwan 1-1-1 infantry [Exp]**
- w4821 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4520 – one Nationalist China 0-2-1 HQ [KMT], one Yunnan 1-1-1 infantry [Exp]

- Changsha (w4521) – one Kiangsu 1-2-1 infantry [9], one Kiangsu 0-1-0 port-a-fort [Def]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 1-2-1 infantry [6]
- Hengyang (w4421) – one Kiangsu 1-2-1 infantry [7]
- w4422 – one Kiangsu 1-2-1 infantry [1]
- Dacca (w4313) – one 1-2-1 colonial infantry [Ind]
- w4318 – one Yunnan 1-2-1 infantry [4]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- Hong Kong (w4222) – one 0-1-0 garrison [HK]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Rangoon (w4015) – one 1-2-1 colonial infantry [Ind]
- Manila (w3824) – one US 1-1-1 colonial infantry [Phil], one US 0-1-0 garrison [Man]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- Kota Bharu (w3417) – one 1-2-1 colonial infantry [Ind]
- Davao (w3426) – US Detachment
- Singapore (w3218) – one 0-2-0 fortress [Sing]
- In any Naval Zone Convoys Box(es) – one Convoy, two US Convoys

Force Pool:

- Two 1-1-1 infantry
- Four 1-2-1 colonial infantry [2 x Aus, 2 x Ind]
- One 1-1-2 colonial infantry [NZ]
- One US 1-1-1 infantry
- Two US 1-1-1 colonial infantry [Phil]
- One US 2-2-2 marine [3Mar]
- Three US 2-1-2 armor
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Surface Fleet [Eastern]
- One US CV Fleet [TF11]
- One US Surface Fleet [Pacific]
- One Western Beachhead

Conditional Events Box:

- *US Far Eastern Forces* – one US 2-2-1 HQ [FE], one US Air Force [5], one US Convoy
- *British Far Eastern Forces* – one 2-2-1 HQ [FE], one Air Force [FE], one Convoy
- *Aid to Nationalist China* – Western Aid to China

*European War Display:

- *European Holding Box – one CV Fleet [Force H], one US Surface Fleet [Atlantic], one Bomber [BC]

Option Cards:

- Removed from Deck – 1-8, 10, 15, 17-20, 23a-b, 27, 30-31
- Pending Card – 16 (*Pacific Mobilization*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*).

C.6.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]

- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 2-2-1 HQ [re: 1FE], four 3-3-1 infantry [1, 2, 15, 25]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], one 3-3-1 infantry [17], two Mongolian 2-2-2 cavalry [1, 2], one 1-2-2 mech
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5220 – one Kansu 1-1-2 cavalry [Exp]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP], one Kansu 1-1-1 infantry [Exp]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- Five 1-1-1 infantry [re: 24, 35, 36, 39, 53]
- One 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 0-1-1 infantry [Res]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [re: 2FE], one Air Force [1FE], one Convoy

*European War Display:

- *European Holding Box – one Interceptor [IA-PVO], one Air Force [1By]

Option Cards:

- Removed from Deck – 1-6, 13-14, 19a-b, 26-27, 37, 39
- Pending Card – 11a (*Siberian Troop Transfer*)
- Selection Requirements Met – 5 (*New Five Year Plan*), 6 (*War Progress 1*)

C.7 1942: Waking Giant

Design Note: Japan's offensives against the Western powers has succeeded beyond its expectations. But as "victory disease" sets in, the Imperial forces find themselves stretched to the limits.

C.7.1 Scenario Setup

Game Length: 32 turns, May-June 1942 to V-J Day

War State: Total War

Axis Countries: Japan, Hopeh, Siam

Western Countries: Great Britain, United States, France, Kiangsu, Szechwan, Yunnan

Soviet Countries: Russia, Kansu, Mongolia

Neutral Countries: Sinkiang, Tannu Tuva, Tibet

Conquered Countries: Netherlands East Indies

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Jap), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap),

Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.7.2 Units and Markers Setup

Turn Track:

- May-June 1942 – Turn Marker
- Aug-Sept 1942 – Increase USCL
- *May-June 1945 – V-E Day
- Aug-Sept 1945 – Russian Entry
- Nov-Dec 1945 – V-J Day

US Commitment Level Track:

- USCL 0 – Pacific USCL

Victory Point Track:

- 2 VP – Rising Sun

Posture Display:

- Russia – Neutrality Pact
- Soviet Minors – Neutrality Pact

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Reserves markers
- Soviet Aid to China
- One Hopeh 1-1-1 infantry [Exp]

*European War Display:

- *ESV 0 – Current ESV
- *Germany vs. West – European Total War
- *Germany vs. Russia – European Total War

C.7.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1, France Defeated, Quit India
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Tokotan (e5407) – one 0-1-1 infantry
- Iwo Jima (e4304) – Detachment
- Wake Island (e4113) – one 1-1-1 infantry [re: 28]
- Saipan (e3906) – Detachment
- Ulithi (e3604) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – one 0-3-0 fortress [Truk]
- Rabaul (e2808) – one 1-1-2 marine [SNLF]
- Lae (e2706) – one 3-3-1 infantry [25]
- Kalgan (w5322) – one 2-1-1 HQ [re: Nor]
- Kweisui (w5222) one 0-1-1 colonial infantry [Col], one Hopeh 0-1-0 garrison [Kwei]
- Peiping (w5223) – one Hopeh 1-2-1 infantry [2]
- Mukden (w5226) – Kwantung Logistics
- w5121 – one 1-1-1 infantry [re: 16], one Hopeh 1-2-1 infantry [1]

- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 2-1-1 infantry [re: 1], one 1-1-1 infantry [re: 31]
- w5023 – two 1-1-1 infantry [re: 12, 29]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Kaifeng (w4923) – one 2-1-1 HQ [re: CEx], one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 1-2-1 colonial infantry [Col]
- Shanghai (w4725) – Detachment
- w4422 – one 2-1-1 infantry [re: 17]
- Foochow (w4424) – Detachment
- Okinawa (w4427) – Detachment
- w4320 – one 2-2-1 infantry [23]
- Canton (w4321) – one 2-2-1 infantry [11]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]
- Lashio (w4216) – one 1-1-1 infantry [re: 37]
- Hanoi (w4219) – one 1-1-1 infantry [re: 21]
- w4221 – one 2-1-1 HQ [re: IEx]
- Hong Kong (w4222) – Detachment
- Haikou (w4120) – Detachment
- Rangoon (w4015) – one 1-1-2 infantry [IG], one 2-1-1 infantry [re: 15], one 1-1-1 infantry [re: 20]
- Moulmein (w3915) – one 2-1-1 HQ [re: Sou]
- Bangkok (w3817) – one Siamese 0-1-1 infantry [Res], Axis Free Passage marker
- Saigon (w3619) – Detachment
- Singapore (w3218) – one 1-1-1 infantry [re: 35]
- Balikpapan (w3022) – Detachment
- In any hex(es) in Manchukuo/Korea – four Kwantung 3-3-1 infantry [3, 4, 5, 6]
- In any hex(es) in the Philippines – one 1-1-2 marine [SNLF], one 2-1-1 infantry [re: 14], two 1-1-1 infantry [re: 22, 30], Detachment
- In any hex(es) on Sumatra and Java in the Netherlands East Indies – three 1-1-1 infantry [re: 32, 33, 34], one 1-2-1 colonial infantry [Col]

On Turn Track:

- June-July 1942 – one Air Force [3], one Surface Fleet [5]
- July-Aug 1942 – one CV Fleet [2]

Force Pool:

- Three 0-1-1 infantry
- Three 0-1-1 colonial infantry [Col, Ind, Rus]
- One 1-1-1 infantry [re: 27]
- One 1-1-2 tank
- One Kwantung 1-2-1 infantry [re: KDA]
- One Kwantung 2-1-1 HQ [re: Kwa]
- One Hopeh 0-1-1 infantry [Res]
- Two Air Force [1, 2]
- Two Surface Fleet [1, 4]
- One CV Fleet [3]
- One Convoy
- Five Axis Scratch Convoys
- IGHQ Logistics
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Option Cards:

- Removed from Deck – 1-6, 8, 10-14, 19-33, 37a-e, 41, 53-55
- Pending Card – 42 (*MI-Go Offensive*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*)

C.7.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Oil Embargo, Western Minor Country Production +1
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Midway (e4519) – one US 1-1-1 infantry, US Detachment
- Honolulu (e4226) – US Detachment
- Guam (e3806) – US Detachment
- Port Moresby (e2606) – one 1-2-1 colonial infantry [Aus], Detachment
- Espiritu Santo (e2313) – Detachment
- Tutuila (e2221) – US Detachment
- Noumea (e1913) – one US 1-1-1 infantry, French Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], **one Szechwan 1-1-1 infantry [Exp]**
- w4721 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4622 – one Kiangsu 1-2-1 infantry [9]
- Kweiyang (w4519) – one Nationalist China 0-2-1 HQ [KMT]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [1]
- Imphal (w4415) – one 1-2-1 colonial infantry [Ind]
- Kunming (w4418) – one Yunnan 0-1-0 port-a-fort [Def], one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 1-2-1 infantry [6]
- Hengyang (w4421) – one Kiangsu 1-2-1 infantry [7]
- Dacca (w4313) – one 1-2-1 colonial infantry [Ind]
- w4318 – one Yunnan 1-2-1 infantry [4]
- Calcutta (w4213) – one US 1-1-1 infantry, one 0-1-0 garrison [Cal]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- In any Naval Zone Convoys Box(es) – two Convoys, three US Convoys

On Turn Track:

- June-July 1942 – one US Surface Fleet [Pacific]
- July-Aug 1942 – one US CV Fleet [TF17]
- Aug-Sept 1942 – one Surface Fleet [Eastern]
- Sept-Oct 1942 – one Kiangsu 1-1-1 infantry [Def]

Force Pool:

- Three 1-1-1 infantry
- One 1-2-1 infantry [FE]
- Four 1-2-1 colonial infantry [Aus, 3 x Ind]
- One 1-1-2 colonial infantry [NZ]
- One 2-2-1 HQ [FE]
- One 0-2-0 fortress [Sing]
- One 0-1-0 garrison [HK]
- Two US 1-1-1 infantry

- Three US 1-1-1 colonial infantry [Phil]
- One US 2-2-2 marine [3Mar]
- Three US 2-1-2 armor
- One US 2-2-1 HQ [FE]
- One US 0-1-0 garrison [Man]
- One Western 2-3-1 HQ [re: CBI]
- One French 0-1-1 colonial infantry [Col]
- One French 0-1-0 garrison [Saig]
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One CV Fleet [*Force H]
- One Air Force [FE]
- One US CV Fleet [TF11]
- One US Air Force [5]
- One Western Beachhead

Conditional Events Box:

- *Aid to Nationalist China* – Western Aid to China

*European War Display:

- *European Holding Box – one US Surface Fleet [Atlantic], one Bomber [BC]

Option Cards:

- Removed from Deck – 1-8, 10, 15-20, 22-23, 25a-b, 27, 29-31, 33-34, 37
- Pending Card – 35a (*Arsenal of Democracy*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*), 34a (*Doolittle Raid*).

C.7.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 3-3-1 HQ [1FE], four 3-3-1 infantry [1, 2, 15, 25]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], two 3-3-1 infantry [17, 35], two Mongolian 2-2-2 cavalry [1, 2], one 1-2-2 mech
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5220 – one Kansu 1-1-2 cavalry [Exp]
- w5120 – one Kansu 2-3-1 infantry [8], one Kansu 1-1-1 infantry [Exp]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- Four 1-1-1 infantry [re: 24, 36, 39, 53]
- One 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 0-1-1 infantry [Res]
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [re: 2FE], one Air Force [1FE], one Convoy

*European War Display:

Axis Empires: Dai Senso! Living Scenarios (October 2012)

- *European Holding Box – one Interceptor [IA-PVO], one Air Force [1By]

Option Cards:

- Removed from Deck – 1-7, 11a-b, 13-14, 19a-b, 25-27, 29, 37, 39
- Pending Card – 28 (*Chinese Insurgency*)
- Selection Requirements Met – 5 (*New Five Year Plan*), 7 (*War Progress 2*). A Soviet War Progress card has been played for 1942.

C.8 1943: Magic & Vengeance

Design Note: The war in the Pacific has reached a stalemate after each side's navies have fought themselves to a standstill. However, American production will soon tip the skills inexorably to the Allied side.

C.8.1 Scenario Setup

Game Length: 23 turns, May-June 1943 to V-J Day

War State: Total War

Axis Countries: Japan, Hopeh, Siam

Western Countries: Great Britain, United States, France, Kiangsu, Szechwan, Yunnan

Soviet Countries: Russia, Kansu, Mongolia

Neutral Countries: Sinkiang, Tannu Tuva, Tibet

Conquered Countries: Netherlands East Indies

Dependents: Addu Atoll (Brit), Aleutian Islands (US), Australia (Brit), Borneo (NEI), Burma (Brit), Celebes (NEI), Ceylon (Brit), Christmas Island (Brit), Diego Garcia (Brit), Dutch New Guinea (NEI), Eastern Caroline Islands (Jap), Fiji (Brit), French Frigate Shoals (US), Formosa (Jap), Funafati (Brit), Gilbert Islands (Brit), Guam (US), Johnston Island (US), Hawaiian Islands (US), Hong Kong (Brit), India (Brit), Indochina (Jap), Inner Mongolia (Jap), Komandorski (Rus), Korea (Jap), Line Islands (Brit), Malaya (Brit), Male (Brit), Manchukuo (Jap), Marcus Island (Jap), Marshall Islands (Jap), Midway (US), Nepal (Brit), New Caledonia (Fr), New Hebrides (Brit), New Zealand (Brit), Papua (Brit), Philippines (US), Phoenix Islands (Brit), Port Blair (Brit), Sarawak (Brit), Shanghai (Jap), Solomon Islands (Brit), Tonga (Brit), Uvea (French), Wake Island (US), Western Caroline Islands (Jap), Western Samoa (US)

C.8.2 Units and Markers Setup

Turn Track:

- May-June 1943 – Turn Marker
- Aug-Sept 1943 – Increase USCL
- *May-June 1945 – V-E Day
- Aug-Sept 1945 – Russian Entry
- Nov-Dec 1945 – V-J Day

US Commitment Level Track:

- USCL 1 – Pacific USCL

Victory Point Track:

- 2 VP – Rising Sun, Japanese Mandate

Posture Display:

- Russia – Neutrality Pact
- Soviet Minors – Neutrality Pact

Influence & Neutrality Markers on Map:

- Sinkiang – Pro-Soviet
- Tibet – Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Reserves markers
- Soviet Aid to China
- Quit India
- One Hopeh 1-1-1 infantry [Exp]

*European War Display:

- *ESV 0 – Current ESV
- *Germany vs. West – European Total War
- *Germany vs. Russia – European Total War

C.8.3 Axis Faction Setup

On Map:

- Ceded Lands Box – Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- Strategic Warfare Box – Axis Minor Country Production +1, France Defeated
- Attu (e5714) – one 0-1-1 infantry
- Paramushiro (e5609) – Detachment
- Toyohara (e5505) – Detachment
- Tokotan (e5407) – one 0-1-1 infantry
- Iwo Jima (e4304) – Detachment
- Wake Island (e4113) – one 1-1-1 infantry [re: 28]
- Saipan (e3906) – Detachment
- Eniwetok (e3612) – Detachment
- Kwajalein (e3513) – Detachment
- Majuro (e3515) – Detachment
- Palau (e3402) – Detachment
- Truk (e3408) – one 0-3-0 fortress [Truk]
- Wewak (e295) – Detachment
- Kavieng (e2908) – one 1-1-2 marine [SNLF]
- Rabaul (e2808) – one 3-2-1 HQ [2A], one 0-2-0 fortress [Per], IGHQ Logistics
- Lae (e2706) – one 3-3-1 infantry [25]
- Buin (e2709) – one 1-1-2 marine [SNLF]
- Kalgan (w5322) – one 2-1-1 HQ [re: Nor]
- Kweisui (w5222) one Hopeh 1-2-1 infantry [2], one Hopeh 0-1-0 garrison [Kwei]
- Mukden (w5226) – Kwantung Logistics
- w5121 – one Hopeh 1-2-1 infantry [1]
- Dairen (w5125) – one 0-3-0 fortress [Dai]
- Taiyuan (w5022) – one 2-1-1 infantry [re: 1], one 1-1-1 infantry [re: 31]
- w5023 – two 1-1-1 infantry [re: 16, 29]
- Keijo (w5027) – one 0-1-0 garrison [Kor]
- Kaifeng (w4923) – one 2-1-1 HQ [re: CEx], one 2-2-1 infantry [13]
- Wuhan (w4722) – one 3-3-1 infantry [2]
- Nanking (w4724) – one 1-1-1 infantry [re: 12], one 0-1-1 colonial infantry [re: Col]
- w4522 – one 2-1-1 infantry [re: 17]
- w4422 – one 1-2-1 colonial infantry [Col]
- Foochow (w4424) – Detachment
- Okinawa (w4427) – Detachment
- w4315 – one 0-2-0 port-a-fort [IG]
- w4320 – one 2-2-1 infantry [23]
- Canton (w4321) – one 2-2-1 infantry [11]
- Taihoku (w4324) – one 0-1-0 garrison [Tai]

- Mandalay (w4215) – one 3-3-1 infantry [15]
- Lashio (w4216) – one 2-1-1 HQ [re: BA], one 1-1-1 infantry [re: 27]
- Hanoi (w4219) – one 2-2-1 infantry [21]
- w4221 – one 2-1-1 HQ [re: IEx]
- Hong Kong (w4222) – Detachment
- Akyab (w4114) – one 2-2-1 infantry [37]
- Haikou (w4120) – Detachment
- Rangoon (w4015) – one 2-2-1 infantry [30]
- Bangkok (w3817) – one Siamese 0-1-1 infantry [Res], Axis Free Passage marker
- Saigon (w3619) – Detachment
- Singapore (w3218) – one 1-1-1 infantry [re: 35]
- Balikpapan (w3022) – Detachment
- In any hex(es) in Manchukuo/Korea – four Kwantung 3-3-1 infantry [3, 4, 5, 6]
- In any hex in Japan – one 1-1-1 infantry [re: 22]
- In any hex(es) in the Philippines – one 2-1-1 infantry [re: 14], two Detachments
- In any hex(es) on Sumatra and Java in the Netherlands East Indies – one 1-1-1 infantry [re: 34], one 1-2-1 colonial infantry [Col], Detachment

On Turn Track:

- June-July 1943 – one Air Force [4]
- July-Aug 1943 – two Axis Scratch Convoys

Force Pool:

- One 0-1-1 infantry
- Four 0-1-1 colonial infantry [Bur, Col, Ind, Rus]
- Three 1-1-1 infantry [re: 20, 32, 33]
- One 1-1-2 tank
- Two 2-1-1 HQ [re: 8A, Sou]
- Thirteen 0-2-0 fortress [Per]
- One Kwantung 1-2-1 infantry [re: KDA]
- One Kwantung 2-1-1 HQ [re: Kwa]
- One Hopeh 0-1-1 infantry [Res]
- Three Air Force [1, 2, 3]
- Three Surface Fleet [1, 4, 5]
- Two CV Fleet [2, 3]
- One Convoy
- Four Axis Scratch Convoys
- One Axis Beachhead

Japanese Government Box:

- Navy Government

Option Cards:

- Removed from Deck – 1-6, 8, 10-14, 19-33, 37-39, 40-42, 53-55
- Pending Card – 34b (*Puppet Government*)
- Selection Requirements Met – 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*), 39a (*Greater East Asia Co-Prosperty Sphere*)

C.8.4 Western Faction Setup

On Map:

- Strategic Warfare Box – Oil Embargo, Western Minor Country Production +1
- e5715 – one US 2-1-2 armor, one US 1-2-2 infantry
- Dutch Harbor (e5720) – one US 0-1-0 garrison [DH]
- Kiska (e5616) – US Detachment
- Midway (e4519) – one US 1-1-1 infantry, US Detachment

- Honolulu (e4226) – US Detachment
- e2710 – one 1-1-2 colonial infantry [NZ], one US 2-2-2 marine [3Mar]
- Port Moresby (e2606) – one 1-2-1 colonial infantry [Aus], two US 1-2-2 infantry
- Buna (e2607) – one 1-2-1 colonial infantry [Aus]
- Guadalcanal (e2611) – one US 1-1-1 infantry
- Espiritu Santo (e2313) – Detachment
- Cairns (e2206) – US Detachment
- Tutuila (e2221) – US Detachment
- Townsville (e2106) – Detachment
- Noumea (e1913) – French Detachment
- Brisbane (e1609) – one 0-1-0 garrison [Bris]
- Auckland (e1516) – one 0-1-0 garrison [Auck]
- Melbourne (e1106) – one 0-1-0 garrison [Mel]
- Sian (w4920) – one Szechwan 0-1-0 garrison [Sian]
- w4921 – one Szechwan 1-2-1 infantry [2]
- Chengchow (w4922) – one Kiangsu 2-3-1 infantry [3], one Kiangsu 0-1-0 garrison [Cheng], **one Szechwan 1-1-1 infantry [Exp]**
- w4721 – one Szechwan 1-2-1 infantry [5]
- Chungking (w4620) – one Szechwan 0-1-0 garrison [Chung]
- w4622 – one Kiangsu 1-2-1 infantry [9]
- Kweiyang (w4519) – one Nationalist China 0-2-1 HQ [KMT], one Kiangsu 1-1-1 infantry [Exp]
- Changsha (w4521) – one Kiangsu 1-2-1 infantry [1]
- Kunming (w4418) – one Yunnan 0-1-0 garrison [Kun]
- Kweilin (w4420) – one Yunnan 1-2-1 infantry [6]
- Hengyang (w4421) – one Kiangsu 1-2-1 infantry [7]
- Dacca (w4313) – one Western 2-3-1 HQ [CBI]
- w4314 – one 1-2-1 colonial infantry [Ind]
- w4317 – one Yunnan 1-1-1 infantry [Exp]
- w4318 – one Yunnan 1-2-1 infantry [4]
- Calcutta (w4213) – one 0-1-0 garrison [Cal]
- w4214 – two 1-2-1 colonial infantry [2 x Ind]
- Bombay (w4106) – one 0-1-0 garrison [Bom]
- Trincomalee (w3509) – one 0-1-0 garrison [Cey]
- In any Naval Zone Convoys Box(es) – two Convoys, four US Convoys

On Turn Track:

- June-July 1943 – one Air Force [FE], one 1-1-2 colonial infantry [Afr], one Western 1-2-2 paratroop [Chin]
- July-Aug 1943 – one 1-2-1 colonial infantry [Ind]
- Aug-Sept 1943 – one 2-3-1 HQ [11], one 2-1-2 colonial armor [Ind]

Force Pool:

- Four 1-1-1 infantry
- One 1-2-1 infantry [FE]
- One 1-2-1 colonial infantry [Ind]
- One 2-2-1 HQ [FE]
- One 0-2-0 fortress [Sing]
- One 0-1-0 garrison [HK]
- One 2-1-2 colonial armor [Aus]
- One US 1-1-1 infantry
- **Three US 1-2-2 infantry**
- Three US 1-1-1 colonial infantry [Phil]
- Two US 2-1-2 armor
- One US 2-3-1 HQ [re: SWP]

- One US 2-2-1 HQ [FE]
- One US 4-4-1 infantry [re: 6]
- One US 0-1-0 garrison [Man]
- **One US Logistics [SWPA]**
- One French 0-1-1 colonial infantry [Col]
- One French 0-1-0 garrison [Saig]
- One Kiangsu 0-1-1 infantry [Res]
- Three Kiangsu 0-1-0 garrison [Can, Nan, Wu]
- One Szechwan 0-1-1 infantry [Res]
- One Yunnan 0-1-1 infantry [Res]
- One Surf Fleet [Eastern]
- Two US CV Fleet [TF11, TF17]
- Two US Surf Fleet [3, Pacific]
- Three US Air Force [5, 10, 13]
- One Western Beachhead

Conditional Events Box:

- *Aid to Nationalist China* – Western Aid to China

*European War Display:

- *European Holding Box – one CV Fleet [Force H], US Surface Fleet [Atlantic], one Bomber [BC]

Option Cards:

- Removed from Deck – 1-10, 15-20, 22-23, 25-27, 29-31, 33-35, 37, 40a-b
- Pending Card – 41 (*Operation Cartwheel*)
- Selection Requirements Met – 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*), 40a (*Symbol Conference*).

C.8.5 Soviet Faction Setup

On Map:

- Strategic Warfare Box – Soviet Minor Country Production +1
- Vladivostok (e5301) – one 0-3-0 fortress [Vlad]
- In Russia, within three hexes of Khabarovsk (e5603) or Blagoveshchensk (w5727) – one 3-3-1 HQ [1FE], four 3-3-1 infantry [1, 2, 15, 25]
- In Russia or Mongolia, within three hexes of Chita (w5824) – one 3-3-2 cav-mech [Plv], two 3-3-1 infantry [17, 35], two Mongolian 2-2-2 cavalry [1, 2], one 1-2-2 mech
- Ulan Bator (w5621) – one Mongolian 0-1-0 garrison [Ulan]
- w5221 – one Kansu 1-1-2 cavalry [Exp], one Kansu 1-1-1 infantry [Exp]
- w5120 – one Kansu 2-3-1 infantry [8]
- Lanchow (w5019) – one Communist China 0-2-1 HQ [CCP]
- Yen-an (w5021) – one Kansu 1-2-1 infantry [N4], one Kansu 0-1-0 garrison [Yen]

Force Pool:

- Four 0-1-1 infantry
- **Six** 1-1-1 infantry [re: 5, 16, 24, 36, 39, 53]
- One 1-2-2 mech
- One Mongolian 0-1-1 infantry [Res]
- One Kansu 0-1-1 infantry [Res]
- **One Logistics [Far East]**
- One Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces* – one 2-2-1 HQ [re: 2FE], one Air Force [1FE], one Convoy

*European War Display:

- *European Holding Box – one Interceptor [IA-PVO], one Air Force [1By]

Option Cards:

- Removed from Deck – 1-8, 11a-b, 13-14, 19a-b, 25-27, 29, 37-39
- Pending Card – 12 (*Lanchow Agreement*)
- Selection Requirements Met – 5 (*New Five Year Plan*), 7 (*War Progress 2*), 8 (*War Progress 3*). A Soviet War Progress card has been played for 1943.

Designers Notes

As you may know, this game has been a long time coming. In fact, I vividly recall the first online conversation I had with Alan Emrich on the subject – it was 1997, when *Krieg!* was first wowing people as a new take on the familiar subject of World War II ETO games.

Despite the good reviews I'd heard about *Krieg!*, I'd resisted trying it. You see, I had a lot of money invested in another design, one that allowed players to fight the war as a truly global war ... and unless there was going to be a Pacific version of *Krieg!*, I just didn't see the point in taking the plunge.

Alan's reply: nope, no Pacific version in store. In fact, he wasn't even sure it could be done given the abstractions *Krieg!* used for its air and naval systems. Disappointed, I moved on.

But eventually, I came back. First I had the chance to read Steve Kosakowski's brilliant designers' notes for the original *Krieg!* (If you haven't read them, I recommend you find a copy of *Krieg!* and do so, or find them on Alan's website.) I really appreciated Kos's take on the war and the story he was trying to tell. So I gave the game a go.

That led to me playing *Krieg!* non-stop, which led to me playtesting *Totaler Krieg!*, which led to me joining the design team for *TK's* next edition – and the game you have here.

I really believed that, with *Dai Senso!*, we could tell the story of the Pacific War in a way that had never been told before. Eventually, Alan and Sal Vasta (our other designer) also came to see the exciting possibilities for a Pacific *TK*. But when I first asked that innocent question about a Pacific version of the game in 1997, never did I expect that I'd be the one to help provide the answer.

The Story That's Never Been Told

I honestly believe there have been a lot of great games on the Pacific War published over the years. But pretty much all of them followed the same script, one that starts on December 7, 1941 and ends at whatever point the inevitable American superiority over Japan makes the game boring. (Note that in SPI's *USN* and Avalon Hill's *Victory in the Pacific*, this end point was well before 1945.) Most of those games also had intricate air-naval systems that made for some dramatic battles and operational engagements – but didn't necessarily let players see the bigger picture. Designer Mark Herman admitted as much in his masterful monster, *Pacific War* – eschewing politics and production, that game was basically about giving players guns and someone to point them at.

We wanted *DS* to be a true strategic game, one that would tell the story from Japan's point of view and let players explore the paths not taken. And since we wanted *DS* to be linkable with *TK* from the get-go, that meant abandoning the traditional 12/7/41 start date. But a 9/1/39 kickoff to line up with *TK* seemed equally unattractive – we thought players would feel cheated with Japan already mired in China. No, if *DS* was going to tell Japan's story, it had to tell all of it – or at least as far back as 1937 and all the bitter, bitter fighting that occurred before the US woke up one morning to find itself in a global war that

had been going on for some time. We needed to let our Japanese players get stuck in mires of their own creation.

As we sketched out the particulars of starting the game in 1937, we got excited about focusing the design on Japan's efforts to achieve *hakko ichiu* – bringing “the eight corners of the world” under the Imperial roof. In the 1930s, Japan's imperial ambitions looked in all directions: north (at Russia), west (at China), south (at Britain and the other European colonial powers) and east (at the US). War with any – and even all – of those compass points seemed like a certainty, and a desirable one at that, to elements of the Japanese leadership.

If you're interested in further reading about the story *DS* is trying to tell, here are some books to pick up – each was instrumental to the design of this game: *Japan's War* by Edwin Palmer Hoyt, *A Gathering Darkness* by Haruo Tohmatsu and H.P. Willmott, and *The Rising Sun* by John Toland.

Who's in Charge Here?

Another story we wanted to capture in *DS* was the nature of Japan's conflicted leadership. This seemed like a story that would be natural for the game to tell – after all, that same sense of “who's in charge?” was present in the game system as far back as *Krieg!*, where events didn't always unfold exactly as the players might want ... because as Kos pointed out, they weren't Hitler, or the General Staff or any particular faction but some combination of the lot.

For *DS*, we wanted even more of that sense of working within a bureaucracy. Like the Emperor, you will occasionally have to deal with out-of-control military factions co-opting your smooth-running, consensus-style government. These factions will sometimes take the wheel and drive events; you'll have to hold on for the bumpy ride. We thought it should be something that would occasionally frustrate the player in his ability to control the game, but wouldn't go so far as to make players feel like the game was essentially playing itself. And that led to the Japanese Government marker.

The Japanese Government marker has two sides, Army and Navy, that impact which Option cards you can select and where you can painlessly place Blitz markers. You can choose to work within the status quo and follow the whims and dictates of the faction with the upper hand – or you can work against the system and try to grab the wheel yourself. You can always play an *Army Plot* or *Navy Plot* card to flip over the marker, but that can be a real pain in terms of timing and can lead to unintended consequences similar to the wave of coup attempts and assassinations that plagued Japan in the early 1930s. You can even pursue an alt-history *Political Program* to see what a more “enlightened” (yet still very militaristic) Japanese leadership might have accomplished.

Support Your Local Support Unit

Early on in the *DS* design process, we decided to stay committed to *Krieg!*'s original concept of abstract support units. For you Pacific war enthusiasts out there, I expect this decision might raise an eyebrow or two. After all, what's a Pacific war game without all the boats and planes? It was mostly a matter of focus. As I said above, *DS* isn't about the air-naval war between the US and Japan; there are many other games that tell that story. But even though we were committed to abstraction as a design goal, we also knew that everyone would expect a little more air-naval interaction detail. Our task was to provide that detail without bogging down our strategic-level game under the weight of operational (and even tactical!) minutiae.

We think we accomplished what we set out to do here. There's no doubt that the new support unit system can be a little opaque for new players to grasp – what with the multiple unit and marker types, underlined glossary terms, two different Delay Boxes and all. We hope you'll use the tools we've given you (especially the Support Unit & Convoy Marker Aid Card) and, if we've done our job, the light will come on. If you still have questions, *please ask us*.

Despite the rules density though, we're happy with the way the support units keep players focused on the "big picture." The rules we added put more emphasis on basing and unit types. So you'll be asking yourself "Where are the bases to support this drive?" and "What assets do I have?" rather than "How many cruisers do I need to provide flak coverage for this carrier task force?" (Of course, for those who want that level of detail, you might see something you like in the Expansion Kit.)

The supremacy of air units over naval units was something we wrestled with before settling on the "Deep Six" mechanic and the Naval Warfare Delay Box. We chose this approach over others (involving DRM matrixes and multiple boxes) because we liked its simplicity and inherent drama. I know some people don't like the mechanic, complaining that it's too luck-dependent – but I would maintain that luck was all-important at sea. Ask Nagumo if he felt unlucky after Midway.

Design Credits

Many, many people have helped shape *DS* over the last 10 years, so I'm sure what follows will contain an unintended oversight or two. I'm especially afraid I may have forgotten someone within the super-awesome playtest group we gathered at Consimworld. If so, please know that you guys were instrumental in creating this game. Thank you for all of your help, care and faith.

Design and Development: Alan Emrich, Thomas Prowell, and Sal Vasta

Map: Joe Youst

Counters: Alan Emrich, Davide Gallorini, Larry Hoffman, and Thomas Prowell

Cards: Larry Hoffman

Box Design and Rules Layout: Callie Cummins

Playtest MVP: Darren Kilfara

Additional Playtesters: Mark Dey, Mick Essex, Ken Keller, Richard Larkin, Jim Moir, Jay Muchnij, Justin Neddo, Tony Zbaraschuk, and many others

-- Thomas Prowell