ALLIED FORCE POOLS: PACIFIC THEATER (TABLE R)

AUSTRALIAN ORDER OF BATTLE (all *non-named* naval units start in port)

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
X-3 Coastwatcher (see [10.36])						1	1	-2	
2-2 Infantry				3(1)	-3(2)	2(3)	1(4)		
2-1 Infantry	1(5)			-1(6)		1(7)			
1-1 Infantry	1(12)/5(8)								
6-3 Armor	2(9)			1					
3-4/0 F (Wirraway)						1(10)			
1-5/2 F (Boomerang)							1		
2-7/1 FB (Beaufighter)								1	
3-4/2 FB (P-40)						1(10)			
2-5/4 F (P-51)									1(11)
1-7/1 B (Hudson)	1(12)								
1-7 B (Vengeance)						1(10)			
3-8 B (Beaufort)						1			
1-9/2 B (Mosquito)							1		
5-11[1] B (B-24)								1(13)	
Heavy Cruisers (cbr)	2(14)						1(15)		
1-9-42 CL	1			-1(6)		1(16)			
0(2)-6-47 DD	1			-1(6)		1(17)			
STPs	1								
General						1(18)		-1(2)	1(18)
HQs	2(19)								

(1) One arrives (Spring); (Summer); (Autumn) in any Australian home hex.
(2) Remove in Winter.
(3) Arrives (Winter) in any Australian or UK controlled port(s). But, if **not** playing a combined game, set-up one in Malaya, and one in Java
(4) Arrives (Spring) in any Australian port, or in any UK or US controlled port if all Australian ports are captured.
(5) Set-up in any Australian home hex. Represents 6th Division.
(6) Remove in Summer, if **not** playing a combined game.
(7) Arrives (Winter). But, if **not** playing a combined game, set-up in India.
(8) Set-up in any Australian home hexes.
(9) Set-up as depleted in any Australian home hex(es).
(10) Arrives (Spring) in any Australian airbase hex.
(11) Arrives (Winter) in any Australian airbase hex.
(12) Set-up in Singapore (W 2112).
(13) Arrives (Summer) in any Australian airbase hex.
(14) Australia; Set-up in any Indian Ocean large sea area, if **not** playing a combined game; Canberra; Set-up in Sydney (E 6129).
(15) Shropshire; Arrives (Autumn) in any Allied port, if **not** playing a combined game, and **only if** the Australia and/or Canberra was sunk.
(16) Arrives (Winter) in Sydney (E 6129) as depleted, if **not** a combined game.
(17) Arrives (Spring) in Trincomalee (W 2501), if **not** playing a combined game.
(18) Blamey; Arrives (Spring) with any Australian HQ.
(19) 1st; 2nd; Set-up in any Australian home hex.

CHINESE ORDER OF BATTLE (all naval units start in port)

(© = *Chinese units printed with a triangle <u>cannot</u> stack together while **in China***).

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
2-1 Infantry(1) ©	23	3(2)	2(3)	2(3)	2(3)	2(3)	2(3)	2(3)	
4-1 Infantry ©	1								
5-2 Infantry ©	1							1(4)	1(4)
3-2 Communist Infantry		3(5)						-3(11)	
4-2 Communist Infantry		1(5)						-1(11)	
2-2/0 F (I-16)	1(6)								
1-4/3 F (P-40) (cbr)						1(7)	-1(8)		
1-4-32 CL	1								
X-2-31 DE (cbr)								1(9)	
Generals						1(10)			-1(11)
HQs		3(12)				1(13)			

(1) When placing each chit on the map, place each chit without knowing the depleted-side strength of any chit (in any Chinese hexes, of the Chinese player's choice) until each such chit becomes depleted (if ever depleted).
(2) Two arrive (Winter); One arrives (Spring) in any Chinese-controlled hexes.
(3) One arrives (Winter); One arrives (Summer) in any Chinese-controlled hexes.
(4) Represents U.S.-equipped Chinese Divisions; Arrives (Summer) in any Chinese-owned hex south of 4100. These units do **not** arrive if any Japanese combat land unit occupies Kohima (W 3805), hex (W 3806) or Ledo (W 3907). **Note:** Kohima (W 3805) also represents *Imphal*.
(5) Communists; Arrives (Winter) in any Chinese-owned hexes north of W 4500.
(6) May be **re**built by the *Soviet* player (only) per the normal EP Fighter cost.
(7) Represents AVG; Arrives (Autumn) on any supplied Chinese airbase.
(8) Remove in Summer.
(9) Represents US lend-lease DE-6 and DE-47; Arrives (Summer) in any Chinese **river** land hex (of the Chinese player's choice). Prevents all enemy lands from crossing any river hexside into that hex (see [10.41]).
(10) Stilwell; Arrives (Spring) in any hex with a Chinese (non-Communist) HQ.
(11) Remove in Winter.
(12) CCP; 5th; 6th. Set-up in any Chinese-owned hexes (CCP north of W 4500).
(13) 66th; Arrives (Spring) in any Chinese-owned hex south of 4600.

DUTCH ORDER OF BATTLE (Dutch STPs, only, start in port)

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
½ -1 Infantry(1)	2(2)								
1-1 Infantry(3)	1(4)								
1-5/2 F (B-339)	1(5)								
0-2/2 F (Hurricane)						1(6)			
0-4/2 F (P-40)						1(6)			
1-7/1 B (Hudson)	1(7)								
1-7/1 B (B-25)									1(8)
1-5-40 CL(9)	1(10)								
0-3-33 CL(9)						1(11)			
0(2)-6-44 DD(9)	1(10)								
2-6-26 SS(9)	1(10)								
STPs(9)	2(12)								
Admirals(9)	1(13)								

(1) Represents understrengthed Ist and IIIrd Divisions.
(2) Set-up one in Batavia (W 1713), and one in Soerabaja (W 1617).
(3) Represents IInd Division with a light tank battalion.
(4) Set-up in Tjilatjap (W 1614).
(5) Set-up on any airbase in Java.
(6) Arrives (Spring) on any Dutch controlled airbase. If no Dutch airbase is available, arrives on any Australian controlled airbase (Autumn).
(7) Set-up on Amboina (W 1825).
(8) Arrives (Winter) on any Australian controlled airbase. If no Australian airbase is available, arrives on any UK controlled airbase (Summer).
(9) Automatically becomes UK-controlled if Dutch (in the Pacific) are conquered.
(10) Set-up in Soerabaja coastal hex (W 1617), but **not** in port.
(11) Arrives (Spring) in Indian Ocean. Represents AA cruiser Heemskerck. *Possesses AA bonus (see [4.21]).*
(12) Set-up one in Soerabaja (W 1617), and one in Sydney (W 6129).
(13) Doorman; Set-up aboard the 1-5-40 CL.

SOVIET UNION ORDER OF BATTLE (all naval units start in port)

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
¼ -2 Cavalry "G"(1)	1(2)								
½ -2 Cavalry "G"(1)	1(2)								
1-2 Cavalry "G"(1)	1(2)								
4-2 Infantry									13(3)
5-2 Infantry									6(3)
7-2 Siberian Units	6	2(7)	2(7)		-10(5)				
1-2 Motorized	1(4)				-1(5)				
2-2 Motorized	1(4)				-1(5)				
4-2 Mechanized									1(3)(6)
5-3 Mechanized									2(7)
1-3 Armor	1(4)				-1(5)				
3-3 Armor	1(4)				-1(5)				1(3)
5-3 Armor					1(3) / -1(5)				1(3)
7-3 Armor	1(4)(8)		(9)		-1(5)				1(3)
½ -1 Paratrooper									1(3)
1-1 Marine									1(3)
3-1 Artillery Corps									1(3)
3-3/0 FB (I-16)	1(4)								
4-4/3 F (MiG-7)									1(3)
4-2/2 F (La-5)									1(3)
2-2/2 FB (Il-2)									1(3)
5-8 B (Tu-2)									1(3)
4-5/1 B (A-20)									1(3)
0(2)-4-47 DD	1(10)								
0(2)-6-46 DD	2(10)								
0-2-45 DD								1(3)(10)	
X-2-46 DE	1(10)								
STP points	2(10)								1(3)
ATP points									2(3)
Generals	1(4)(11)				-1(11)				1(12)
HQs	1(4)(13)						1(14)		1(3)

(1) Mongolian; These units cannot initiate war if attacking or are attacked by Japan.
(2) Set-up anywhere in Mongolia. These units may not leave Mongolia.
(3) Arrives (Summer), if **not** playing a combined game.
(4) This unit may enter Mongolia before the Soviet Union is at war with Japan.
(5) Remove in Autumn, if **not** playing a combined game: If already (or subsequently) at war with Japan, roll one (6-sided) die (per each unit removed); if a 5-6 is rolled, that unit remains (or arrives in any Soviet map-edge hex) in the Pacific Theater.
(6) Represents 9th Mech, which was equipped with mostly U.S. AFVs.
(7) One arrives (Summer); One arrives in the (August) monthly game-turn.
(8) Set-up depleted. Represents part of 11th Tank Brigade of over 300 tanks.
(9) Flip this unit to full-strength side at the start of the August monthly game-turn.
(10) Set-up in Nikolaevsk (W 6033). These units may not move unless the Soviet Union is at war with Japan.
(11) Zhukov.
(12) Kravchenko; Arrives (Summer).
(13) Transbaikal.
(14) 1st Far Eastern (Karelia).

ALLIED FORCE POOLS: PACIFIC THEATER (TABLE S)

UNITED KINGDOM ORDER OF BATTLE (UK STPs, only, start in port)

NOTE: Indian Ocean Convoy Route must start 'open' (i.e., until at war with Japan).

(® = *Remove equivalent chit from UK _AETO_ force pool* **if** *a combined game.*)

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
½ -1 Infantry							1(1)	-1(2)	
¼ -1 Infantry							1(3)		
½ -1 Infantry							1(1)		1(4)
1-1 Infantry	1(5)								
2-1 Infantry						1(3)		1(6)	
2-1 New Zealand Inf. "G"	2(7)								
1-1 Indian Infantry	5(8)					1(6)	1		
2-1 Indian Infantry	1(9)					4(10)	1(11)	-4(12)/1(1)	
¼ -1 Malaysian Inf.	1(13)								
¼ -1 Equatorial Inf.								1(1)	
½ -1 Paratrooper									1(4)
1-2 Paratrooper						1(14)			
2-1 Paratrooper						1(6)	-1		
½ -1 Indian Paratrooper						1(3)			
1-1 Indian Commando							1(15)		
1-3 Armor (cbr)						1(4)	-1(2)		
3-3 Indian Armor (cbr)				1(16)			-1(2)		
4-2/3 F (Spitfire) ®						~~1(17)~~	1(17)		
2-5/4 F (Corsair)								1(18)	
4-9/2 FB (Mosquito) ®							1		
4-4/2 FB (Warhawk) ®						1			
2-4/2 FB (Warhawk)							1(19)		
2-3/1 FB (Fulmar)						1			
4-2/1 FB (Vildebeeste)	1(5)								
1-2/0 Naval (Swordf.) ®						1(20)			
2-2/0 Naval (Swordf.) ®						1(21)	-1(2)		
3-2/0 Naval (Swordf.) ®						1(9)	-1		
2-2/2 Naval (Sea Hurri.)						1(31)		1(23)	
1-3/2 Naval (Martlet)®								3(24)	7(24)
2-3/1 Naval (Fulmar)						1(25)	-1(2)		
2-3/2 Naval (Seaf.) ®								2(24)	
2-3/3 Naval (Seaf.) ®							2(22)	1(26)	5(27)
2-5/4 Naval (Hellcat)							1(28)	-1	1(20)
2-5/4 Naval (Corsair)								2(29)	1(20)
2-7 B (Blenheim) ®			1(30)			1(31)			
4-7 B (Vengeance)						1(31)	1		
2-7/1 B (Hudson)			1(30)						
5-11 B (Wellington) ®						2(32)	-1(2)		
4-11[1] B (Liberator)							1		1(31)
Light Carriers (cbr) ®						1(33)			4(34)
Fleet Carriers (cbr) ®				1(35)	-1(2)	3(36)	1(37)	5(38)	2(39)
Fleet Carriers (cbr)						-2(40)	-2(41)		
CVEs (cbr) ®							1(42)	4+½(43)	7(44)
Battleships (cbr) ®					3(45)	5/-1(46)		5(47)	
Battleships (cbr)							-2(48)	-3(49)	2/-1(50)
Heavy Cruisers (cbr) ®				~~4(51)~~		3(51)	2(52)	4/-2(53)	-2(54)
1-7-42 CL (cbr)						1(20)			
1-8-39 CL (cbr)						1(56)			
1-8-43 CL (cbr)								1(57)	1(58)
1-9-41 CL (cbr)							1(57)		
1-9-42 CL (cbr)	2(59)							1(58)	1(57)
1-3-41 DD (cbr)	~~1(55)~~			1(55)					
0(2)-5-45 DD (cbr) ®	1(56)								
0(2)-6-46 DD (cbr) ®					1(60)	~~1(60)~~			
0(2)-7-43 DD (cbr)							1		
0(2)-6-47 DD (cbr) ®						2(61)		2(61)	
STP points ®	2				1(62)	2/-1(63)			
ATP points ®							1(6)		1(6)
2-6-27 SS (cbr)	1(55)	-1	1(56)	-1		1(20)			
Generals (cbr)	1(64)					1/-1(65)	3(66)	-1(67)	
Admiral (cbr)				?(68)		1(68)	-1(2)		
HQs	2(69)					1(70)	1(71)		1(72)

(1) Arrives (Autumn) in any friendly, supplied hex in India, or the India box, if India is not a Japanese conquest.

(2) Remove in Summer, if **not** playing a combined game.

(3) Arrives (Summer) in any friendly, supplied hex in India, or the India box, if India is not a Japanese conquest.

(4) Arrives (Winter) in any friendly, supplied hex in India, or the India box, if India is not a Japanese conquest.

(5) Set-up in Singapore (W 2112).

(6) Arrives (Spring) in any friendly, supplied hex in India, or the India box, if India is not a Japanese conquest.

(7) Set-up in any New Zealand hex(es). These units may never leave New Zealand.

Continued, next column:

(8) Set-up one anywhere in India, one in Singapore (W 2112), one in hex (W 2310), one in hex (W 3506), and one anywhere in Burma.

(9) Set-up in any Indian hex.

(10) One arrives (Spring); Two arrive (Summer); One arrives depleted (Autumn) in any friendly, supplied hex(es) in India, or the India box, if India is not a Japanese conquest.

(11) One arrives depleted (Autumn) in any friendly, supplied hex in India, or the India box, if India is not a Japanese conquest.

(12) Remove in Winter, if **not** playing a combined game.

(13) Set-up anywhere in Malaya.

(14) Arrives (Winter) depleted (as a Commando unit). Represents "Chindits".

(15) Arrives depleted (Winter).

(16) Arrives depleted (Autumn). Represents 31st Indian Armoured Division.

(17) Arrives depleted (Winter) on any supplied UK functional airbase/airstrip hex.

(18) Arrives (Winter) in New Zealand on a New Zealander airbase or airstrip, if New Zealand is not a Japanese conquest.

(19) Arrives (Summer) in New Zealand on a New Zealander airbase or airstrip, if New Zealand is not a Japanese conquest.

(20) Arrives (Spring) in Trincomalee (W 2501).

(21) Set-up on "Illustrious", when in the Pacific (if not lost in Europe).

(22) Set-up on "Indomitable" and "Victorious" when in the Pacific (if not lost in Europe).

(23) Set-up on "Unicorn", when in the Pacific (if not lost in Europe).

(24) Each arrives aboard each arrivng CVE, when in the Pacific (if not lost in Europe).

(25) Set-up on "Formidable", when in the Pacific (if not lost in Europe).

(26) Set-up one on "Indefatigable".

(27) Set-up one on "Colossus", "Glory", "Implacable", "Venerable", and "Vengeance" when in the Pacific (if not lost in Europe).

(28) Arrives (Summer) on "Illustrious" (replaces 2-2/0 Naval-Air unit).

(29) One arrives (Winter) on "Illustrious"; one arrives (Summer) on "Formidable".

(30) Arrives (Spring) on any airbase in Malaya.

(31) Arrives (Winter) on any supplied UK functional airbase hex.

(32) One arrives (Winter) on any supplied UK functional airbase hex; One in force pool.

(33) Hermes; Arrives (Spring) in Trincomalee (W 2501), but without any Naval-Air unit.

(34) Colossus, Glory, Venerable and Vengeance; all arrive (Summer) in any (W) west sea map-edge(s), if **not** playing a combined game.

(35) Eagle; Arrives (Autumn) in Hong Kong (W 3518), if **not** a combined game.

(36) Indomitable; Formidable; both arrive (Winter); Illustrious; Arrives (Autumn), all in any (W) west sea map-edge, if **not** playing a combined game.

(37) Victorious; Arrives (Spring), in any (W) west sea map-edge, if **not** playing a combined game.

(38) Illustrious; Unicorn; both arrive (Winter); Victorious; Indomitable; both arrive (Summer); Indefatigable; Arrives (Autumn), all in any (W) west sea map-edge, if **not** playing a combined game, and if not sunk prior.

(39) Formidable; Arrives (Winter); Implacable; Arrives (Spring) in any (W) west sea map-edge, if **not** playing a combined game, and if not sunk prior.

(40) Remove Indomitable in Spring; Remove Formidable in Summer.

(41) Remove Illustrious in Winter; Remove Victorious in Summer.

(42) Arrives depleted (Autumn), in any (W) sea map-edge, if **not** playing a combined game. Represents escort carrier HMS Battler.

(43) One arrives (Winter); Two arrive (Spring); One arrives (Summer), plus the CVE from note (42) prior (HMS Battler) is flipped to its normal full-strength side (unless sunk before, in such a case simply replace as another depleted CVE), all in any (W) west sea map-edge, if **not** playing a combined game.

(44) Two arrive (Winter); Two arrive (Spring); Two arrive (Summer); One arrives (Autumn), all in any (W) west sea map-edge, if **not** playing a combined game.

(45) Revenge; Arrives (Autumn) in any Indian Ocean sea area, if **not** playing a combined game; Repulse; Prince of Wales; both arrive (December) in hex (W 2411)

(46) Warspite; Arrives (Winter) in any Indian Ocean sea area, if **not** playing a combined game; Remove Revenge in Winter, if **not** playing a combined game; ~~Repulse; Prince of Wales; both arrive (December) in hex (W 2411)~~; Ramillies; Resolution; Revenge; Royal Sovereign; all arrive (Spring) in any Indian Ocean sea area, if **not** playing a combined game.

(47) Renown; Valiant; both arrive (Winter); Queen Elizabeth; Arrives (Spring); Howe; King George V; both arrive (Autumn), in any (W) west sea map-edge, if **not** playing a combined game.

(48) Remove Warspite in Spring, if **not** playing a combined game. *Eliminate* Revenge permanently in Autumn (whether playing a combined game or not).

(49) Remove Ramillies and Royal Sovereign in Spring (see Soviet note 14, if a combined game); Remove Renown in Autumn, if **not** playing a combined game.

(50) Anson; Arrives (Summer) in Sydney (E 6129); Duke of York; Arrives (Summer) in Columbo (W 2400); Remove ~~Howe, King George V and~~ Queen Elizabeth in Spring, if **not** playing a combined game.

(51) Cornwall; Dorsetshire; ~~Kent~~ (**if** a combined game); all arrive (December); in any sea hex within 10 hexes of both Columbo (W 2400) **and** Teloekbetoeng (W 1712); Exeter; Arrives (Autumn) in any Andaman Sea hex, if **not** playing a combined game.

(52) Devonshire; Arrives (Spring); Shropshire (Aust. chit); Arrives (Autumn), in any (W) west sea map-edge, if **not** playing a combined game.

(53) Cumberland; London; Suffolk; Sussex; all arrive (Winter), in any (W) west sea map-edge, if **not** playing a combined game; Remove Devonshire in Winter. Possibly remove Shropshire in Autumn (see Australian note (15)).

(54) Remove London and Suffolk in Winter.

(55) Set-up in Hong Kong (W 3518) (the chit with the blank reverse side), in port.

(56) Set-up in Singapore (W 2112) as depleted, in port.

Continued, Table T (next chart)

UNITED KINGDOM ORDER OF BATTLE NOTES (Continued)

(57) Arrives (Winter), in any (W) west sea map-edge, if **not** a combined game.
(58) Arrives (Summer), in any (W) west sea map-edge, if **not** a combined game.
(59) Set-up one (the chit with the blank reverse side) in Auckland (E 6114), in port. Set-up one as depleted in Soerabaja (W 1617), in port.
(60) Arrives depleted (December) in hex (W 2411) with Repulse/Prince of Wales.
(61) Arrives (Winter), in any (W) west sea map-edge, if **not** a combined game.
(62) X-10-40; Arrives (Spring) in any UK or Aust. port. Represents Queen Mary.
(63) Remove X-10-40 STP in Spring, if **not** playing a combined game.
(64) Hutton; Set-up anywhere in Burma. Hutton may **not** transfer to Europe.
(65) Slim; Arrives (Spring) anywhere in India or Burma; Remove Hutton.
(66) Wingate; Arrives (Winter); Auchinleck; Arrives (Summer); Stopford; Arrives (Autumn), all anywhere in Burma and/or India, if unconquered.
(67) Remove Wingate in Spring.
(68) Somerville; Arrives (Spring) aboard any UK battleship. If playing a combined game, Somerville arrives (Spring, 1940) aboard "Hood".
(69) India; Burma; Set-up in India and Burma respectively.
(70) ANZAC; Arrives (Spring) anywhere in Australia.
(71) 14th; Arrives (Autumn) in any UK controlled hex.
(72) 12th; Arrives (Spring) in any UK controlled hex.

BURMESE ORDER OF BATTLE

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
½ -1 Infantry "G"	1								

FRENCH ORDER OF BATTLE (all naval units start in port)

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
2-3 Infantry	2(1)			-1(2)					
Battleship (Richelieu)					1(3) / -1(2)				
0-4-44 DD	1								

(1) Set-up one in Haiphong (W 3413), and one in Saigon (W 2713), both as depleted. This note supersedes AETO French note "(1)".
(2) Remove in Autumn.
(3) Arrives (Spring) in any (W) west map-edge, if **not** a combined game.

UNITED STATES OF AMERICA ORDER OF BATTLE

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
1-2 Infantry						1(1)			
2-2 Infantry						3(2)	3	8(3)	
3-2 Infantry						1	1		
2-1 Paratrooper						1			
2-2 Cavalry						1(4)			
½-1 Commando								1	-1
1-2 Commando (5307th)								1(5)	
3-2 Marine						1(4)	2(6)		
4-2 Marine	2(7)						1(4)		
2-2 Motorized						1(8)			
¼ -1 Marine Raider						2		-2	
¼-2 Filipino Inf. (cbr)	6(9)								
½-2 Filipino Inf. (cbr)	3(9)								
1-2 Philippine Inf. (cbr)	1(9)								
1-4/1 FB (P-40)	3(10)								
4-3/1 F (P-39)					1(11)				
4-4/2 FB (P-40)						1	1		
4-4/2 F (P-38)						1(11)			
4-4/3 FB (P-38)							2	2	1(1)
2-4/3 FB (P-47)								1(1)	
4-8/4 F (P-51)									1(12)
4-5/4 FB (F4U)						1(6)	2	4	
1-4/3 Naval (F4F)					3(13)	1(1)			
1-5/2 Naval (TBM)							3(14)	19	6
3-4/2 Naval (F4F)	3(15)					4(16)			
2-5/4 Naval (F6F)							9(17)		
3-5/4 Naval (F6F)							6(17)	8	2
4-5/4 Naval (F4U)								2(18)	1(19)
X-7/0 B (B-25) "C" (cbr)						1(20)			
1-5 B (B-18) (cbr)	1(21)					1(1)			
1-12 B (PBY)	1(21)								
4-7/1 B (B-25)						1	1	4	1
4-5/1 B (A-20)						1	2	2(2)	1
3-6/2 B (B-26)						1			
4-12 B (PBY)						1			
8-11[1] B (B-24)						1	3	5	1
12-9[1] B (B-17)					1(22)	1			
10-20[3] B (B-29) (cbr)								1(1)	
20-20[4] B (B-29)								4	3

Continued, next column:

UNIT TYPE	START	1938	1939	1940	1941	1942	1943	1944	1945
Fleet Carriers (cbr)	3(23)					6(24)	8(25)	5(26)	1(27)
Light Carriers (cbr)						7(28)	2(29)		
CVEs							1(6)	19(6)	6(6)
Battleships (cbr)	9(30)					6(31)	6(32)	2(33)	6(34)
Battleships (cbr)							-1(35)		
Heavy Cruisers (cbr)	9(36)					9(37)	2(38)	5(39)	4(40)
1-7-45 CL	3(41)								
1-7-45 CL "A"						2(42)	1	1	
1-10-42 CL	2(43)					2		2	
0(1)-3-40 DD	1(44)								
0(1)-3-45 DD	11(45)					2(46)			
0(1)-4-46 DD	1(47)								
0(1)-6-47 DD	1(47)								
0(2)-5-43 DD						2	1	2	
0(2)-6-44 DD						1		1	
0(2)-6-45 DD						1	11	5	4
X-4-31 DE							1		
X-4-33 DE							1	1	
X-4-34 DE								4	
[X(2)]-8-51 DE						1	2	1	1(19)
[0]-8-51 DE								1	
0-8-20 SS	5(48)								
1-8-22 SS	1(49)								
1-8-25 SS	1(50)								
2-8-26 SS	2(51)					3		1	
2-8-26 "P" SS							3		
2-10-26 SS							7		
2-10-26 "P" SS									4
"SS-238" (cbr)						1(52)			
A-Bomb									2(4)
STPs	2(53)					2(54)	6(55)	5(55)	2
ATPs	3(56)					2	2	2	2
Generals (cbr)	2(57)					-1/2(58)	-1/4(59)	-2(60)	-2(61)
Admirals (cbr)	1(62)						-1/4(63)		
HQs	1(64)					2(65)	1(66)	1(67)	1(68)
Coastal Fort	2(69)					1(21)			

(1) Arrives (Winter) in the US Box (APTO map).
(2) One arrives (Spring); One arrives (Autumn) in the US Box (APTO map).
(3) One arrives (Spring); Two arrive (Autumn) in the US Box (APTO map).
(4) Arrives (Summer) in the US Box (APTO map).
(5) Arrives (Winter) in any friendly, supplied hex in India, if India is not conquered.
(6) One arrives (Autumn) in the US Box (APTO map).
(7) Both start depleted, one on Pearl Harbor (E 2501), and one in the US Box (APTO).
(8) May only be built **if** playing a combined game (represents the 98th Division, which was originally intended for deployment to the Europe Theater).
(9) Set-up in any Philippines hex(es), one in Manila (W 3021). "G" represents Filipino national units. "Philippine" unit represents 'Philippine Scouts' Division, with the U.S. Army 31st Infantry Regiment attached.
(10) Set-up one each on Pearl Harbor (E 2501), Manila (W 3021) and Panama (E 3300).
(11) Arrives (Spring) as depleted in the US Box (APTO map).
(12) VLR (very long range) 7th Fighter Cmd; Arrives (Winter) in the US Box (APTO map).
(13) Two arrive (December), one on Wake (E 2720), and one on Midway (E 2112).
(14) One arrives (Winter) in the US Box (APTO map).
(15) Set-up one each on "Enterprise", "Lexington" and "Saratoga".
(16) One arrives (Winter) on "Yorktown"; One arrives (Spring) on "Hornet"; One arrives (Summer) on "Wasp" (replaces AETO 3-8/2 naval-air while in the Pacific).
(17) Two arrive (Winter) in the US Box (APTO map).
(18) Two arrive (Autumn) in the US Box (APTO map).
(19) Arrives (Spring) in the US Box (APTO map).
(20) Arrives aboard "Hornet" (Spring), or any other US CV, if the Hornet was sunk beforehand See [10.38].
(21) Set-up on Pearl Harbor (E 2501).
(22) Arrives (Summer) as depleted in the US Box (APTO map).
(23) Enterprise; Lexington; Set-up each *hidden* (secretly recorded) in separate sea hexes within 15 hexes of Pearl Harbor (E 2501), but not within 15 hexes of each other. Reveal each CV if it moves, actuates (e.g., launching its naval-air unit) or if it is *successfully* reconnoitered; Set-up Saratoga in US Box (APTO map).
(24) Yorktown arrives (Winter) in the US Box (APTO map); Must start in US Box (AETO map) **if** a combined game; Hornet arrives (Spring) in the US Box (APTO map); Must arrive (Winter) in the US Box (AETO map) **if** a combined game; Wasp arrives (Summer) in US Box (APTO) map, if **not** playing a combined game (**Errata:** 0-7-39 *Wasp* chit replaces the AETO 0-9-43 *Wasp* chit); Bunker Hill; Lexington II; Yorktown II (all in force pool; if built must be built in Europe **if** combined game).
(25) Essex; Arrives (Spring) in US Box (APTO map); Must arrive (Winter) in US Box (AETO map) **if** a combined game; Intrepid arrives (Autumn) in US Box (APTO map); Must arrive (Summer) in US Box (AETO map) **if** a combined game; B.H. Richard; Bennington; Hancock; Randolph; Shangri-La; Ticonderoga (all in force pool; if built must be built in Europe, **if** a combined game).
(26) Franklin; Hornet II; Wasp II; All arrive (Spring) in US Box (APTO map); Must arrive (Winter) in US Box (AETO map) **if** a combined game; Boxer; Lake Champlain (both in force pool; if built must be built in Europe, **if** a combined game).

Continued, Table U (next chart)

(27) Antietam; arrives (Spring) in US Box (APTO map); Must arrive (Winter) in US Box (AETO map) **if** a combined game.

(28) Belleau Wood; Cabot; Cowpens; Independence; Langley; Monterey; Princeton (all in force pool).

(29) Bataan; San Jacinto (both force pool).

(30) Arizona; California; Maryland; Nevada; Oklahoma; Pennsylvania; Tennessee; Utah; West Virginia; Set-up all *in port* at Peal Harbor (E 2501).

(31) Mississippi; Arrives (Winter); N. Carolina and Colorado; Arrive (Spring); All in the US Box (APTO map); New Mexico; Idaho; Washington; All arrive (Autumn) in Panama hex (E 3300) *considered at sea* , if **not** playing a combined game.

(32) Indiana and Massachusetts; Arrive (Winter) in the US Box (APTO map); Alabama; Arrives (Autumn) in Panama hex (E 3300) *considered at sea* S. Dakota; Arrives (Autumn) in the US Box (APTO map) if **not** playing a combined game; Alaska; Guam (both in force pool; must be built in Europe, **if** a combined game).

(33) Iowa; New Jersey; Both arrive (Winter) in US Box (APTO map) if **not** playing a combined game.

(34) Arkansas; Nevada; New York; Texas; All arrive (Winter); Missouri; Arrives (Spring); Wisconsin; Arrives (Summer); All in the US Box (APTO map) if **not** playing a combined game.

(35) Remove Nevada (Summer) if **not** playing a combined game.

(36) San Francisco; New Orleans; Set-up both in Pearl Harbor (E 2501); Astoria; Chicago; Portland; Set-up all with the Lexington (see note 23); Northampton; Salt Lake City; Chester; Set-up all with the Enterprise (see note 23); Houston; Set-up *at sea* in any Philippines coastal hex south of Manila and north of Davao (Houston with one "Night" chit, if using [11.37]).

(37) Louisville; Minneapolis; Indianapolis; All arrive (Winter) in Pearl Harbor (E 2501); Pensacola; Arrives (Winter) in Brisbane (E 5828); Vincennes; Arrives (Spring) in the US Box (APTO map); Baltimore; Boston; Canberra II; Quincy (all in force pool; must be built in Europe, **if** a combined game).

(38) Wichita; Arrives (Winter) in the US Box (APTO map) if **not** playing a combined game; Pittsburgh (force pool; must be built in Europe, **if** a combined game).

(39) Bremerton; Columbus; Fall River; Los Angeles; Macon (force pool).

(40) Tuscaloosa; Arrives (Winter) in Pearl Harbor (E 2501); Quincy II; Arrives (Spring) in Panama hex (E 3300) *considered at sea,* if **not** playing a combined game; Chicago II; Arrives (Spring) in Panama hex (E 3300) *considered at sea* ; St. Paul; Arrives (Summer) in Pearl Harbor (E 2501).

(41) Set-up one as depleted with the Houston (see note 36); Set-up one *in port* in Panama (E 3300); Set-up one (the 1-7-45 chit with a blank reverse side) in Tarakan (W 2320) *considered at sea* (represents CL-12 'Marblehead').

(42) One arrives (Spring) in Pearl Harbor (E 2501); One arrives (Summer) in Panama (E 3300) *considered at sea* .

(43) Set-up both *in port* in Pearl Harbor (E 2501), one as depleted.

(44) Set-up *in port* in Pearl Harbor (E 2501) as depleted.

(45) Set-up two in the US Box (APTO); Three *in port* in Pearl Harbor (E 2501), one as depleted; Set-up two *in port* in Panama (E 3300), one as depleted; Set-up one in the Pearl Harbor hex (E 2501) *considered at sea* as depleted; Set-up one with the Enterprise, and one with the Lexington (see note 23); Set-up one in the Manila hex (W 3021) *considered at sea* as depleted (with one "Night" chit, if using [11.37]).

(46) One arrives (February) in Tjilatjap (W 1614) as depleted (represents DDs 'Alden', 'Edsall', 'Edwards', and 'Whipple' en route to Singapore); One arrives (Spring) in the US Box (APTO map).

(47) Set-up *in port* in Pearl Harbor (E 2501) as depleted. Represents various moored and drydocked DDs, such as the 'Cassin' and 'Downes', et cetera.

(48) Set-up one in the US Box (APTO); Set-up one *in port* in Pearl Harbor (E 2501); Set-up one in Panama hex (E 3300) *considered at sea* ; Set-up one in Wake hex (W 2720) as depleted, *considered at sea* ; Set-up one in Midway hex (E 2112) as depleted, *considered at sea* .

(49) Set-up *in port* in Manila (W 3021).

(50) Set-up in the "U.S. Coastal Water" large sea area (APTO map).

(51) Set-up within two separate hexes of Manila (W 3021), *considered at sea* .

(52) Arrives (Winter).

(53) Set-up one in Manila (W 3021) *considered at sea* (with one "Night" chit, if using [11.37]); Set-up one *in port* in Pearl Harbor (E 2501).

(54) Two arrive (Winter), one in Brisbane (E 5828), one in Pearl Harbor (E 2501).

(55) **If** playing a combined game, 3 of these STPs (i.e., three points) built in APTO requires 3 STPs to be **deleted** from the U.S. AETO force pool of the same year.

(56) Set-up one in Pearl Harbor (E 2501); Set-up two in the US Box (APTO map).

(57) Set-up Buckner in Dutch Harbor (E 0311); Set-up MacArthur (but **not** the +2 MacArthur chit; see note 58) in Manila (W 3021).

(58) Patch; Arrives (Spring); Vandergrift; Arrives (Summer); Remove 2-strength MacArthur chit in Spring (permanently). Replace with the +2 MacArthur chit.

(59) Eichelberger and Krueger; Both arrive (Winter); Remove Patch in Spring; Smith and Merrill; Both arrive (Autumn), *Merrill anywhere in India or Burma* .

(60) Remove Vandergrift in Winter; Remove Merrill in Autumn.

(61) Remove MacArthur in Winter **if** at least one Philippines city is not currently controlled by a supplied US combat land unit. Remove Buckner in Summer.

(62) Set-up Halsey aboard "Enterprise" (see note 23).

(63) Spruance; Arrives (Spring); Remove Halsey in Spring; Kinkaid; Arrives (Summer); Halsey and Lee; Both arrive (Autumn).

(64) USAFFE; Set-up in Manila (W 3021).

(65) V AC; Arrives (Winter); III AC; Arrives (Autumn).

(66) 6th; Arrives (Winter).

(67) 8th; Arrives (Summer).

(68) 10th; Arrives (Winter).

(69) Set-up one on Wake (E 2720), and one on Midway (E 2112).

JAPANESE ORDER OF BATTLE (all naval units start in port)

UNIT TYPE	START	1937	1938	1939	1940	1941	1942	1943	1944	1945
½-1 Infantry ©	1(1)	1(2)	1(2)	1(2)	1(2)					
1-1 Infantry						1(3)	5	4	9(4)	5
2-1 Infantry	3(1)	7(5)	5(5)	5(5)	-1	9(5)	1	3	18(4)	17
2-1 Infantry "G"	4(6)							2(7)	3(7)	
3-1 Infantry	12(8)					6(9)				
4-1 Infantry	1(10)									
4-2 Infantry	1(11)									
½-1 Paratrooper						3(12)				
½-2 Cavalry	1(1)									
2-2 Commando	1(10)									
¼-1 SNLF (see [8.13])					2(5)	2(13)				
½-1 SNLF (see [8.13])					1	3(14)				
1-1 SNLF (see [8.13])	1(10)									
1-2 Armor				1						
2-2 Armor							2	1		
2-3/1 F (Ki-27)	1(10)									
4-3/1 F (Ki-27)			1	2						
4-7/1 FB (Ki-51)						1		1(15)		
3-7/2 FB (Ki-45)							1			
4-7/2 FB (Ki-45)								1		
1-6/3 F (A6M2-N)						2(16)				
1-5/3 FB (Ki-102)										1(17)
2-5/3 F (J2M3)								1		
4-3/3 F (Ki-61)						1(18)	1	1		
4-5/3 F (Ki-43)						1	1	2	1	1
4-10/3 F (A6M)						1	2	3	3	1
2-6/4 F (Ki-100)									1(17)	
4-5/4 F (Ki-44)								1		
4-8/4 F (Ki-84)									3	1
0-2/1 N (E8N)	1		1(19)		1					
0-2/1 N (E14Y) (20)						1(21)	2	2(16)		
0-2/1 N (E13)								1(22)	1(23)	
1-6/3 N (A6M)						1		1	2	
3-4/1 N (A5M)	1	1(5)								
2-6/3 N (A6M)						3	2	3	2	
3-6/3 N (A6M)				3(24)	3	1		5		
3-4/4 N (N1K1)									1	1
1-6 B (Ki-32)			1(15)		1					
2-6 B (Ki-48)						1	1			
2-7/1 B (Ki-48 II)							1	1(15)		
2-13 B (Ki-21)			1		1					
2-14/1 B (Ki-21 II)							1		1(15)	
2-15 B (Ki-49)							1	1(15)		
2-14 B (G3M)	1				1					
3-18 B (G4M)						1	1	1		
3-16 B "C" (G4M)									2	
2-14/2 B (Ki-67)									1	1(17)
2-17/2 B (P1Y1)									1(18)	1(17)
2-20 B (H6K)				1						
2-27/1 B (H8K)							1			
2-1/5 B (MXY7)										2
Fleet Carriers (cbr)	1(25)		2(26)	2(27)	2(28)			1(29)	6(30)	
Light Carriers (cbr)	1(31)				1(32)		3(33)	2(34)	1(35)	
CVEs						1(36)		1(37)	2	
Battleships (cbr)	9(38)				2(39)	1(40)	1/-2(41)	1(42)	1(43)	
Heavy Cruisers (cbr)	9(44)	2(45)	2(46)	3(47)		2(48)	1(49)			
1(2)-10-28 CL						1(50)				
1(2)-10-43 CL			1(5)	-1		3(14)				
1(2)-10-45 CL								1		
1-4-32 CL								1(51)		
0(2)-9-43 DD	1									
0(3)-9-43 DD				1(13)						
0(3)-8-44 DD	1									
0(3)-9-45 DD						3(14)	1(5)	2		
0(3)-7-46 DD						1(50)				
0(3)-6-47 DD	1									

JAPANESE FORCE POOLS: PACIFIC THEATER (TABLE V)
JAPANESE ORDER OF BATTLE NOTES (Continued)

NOTE: Japan starts with 2 free 'Night' chits (if playing with optional rule [11.37]).

UNIT TYPE	START	1937	1938	1939	1940	1941	1942	1943	1944	1945
0(3)-8-48 DD	2									
0(3)-6-49 DD	1									
X-4-30 DE					1			2		
X(1)-5-38 DE										2
X(1)-6-38 DE									2	
3-5-23 SS	1									
3-5-24 SS	4		1							
3-6-28 SS							1	1		
3-6-30 SS						1	1			
3-6-33 SS								2	1	
3-6-34 SS									2	2(52)
0-5-26 SS					1(52)					
Midget Sub	1					~~1~~	1			
1-3-1 (Kaiten) SS									1(54)	
Aux. Cruiser (cbr)					3(55)	1/-1(56)		1(57)	-1(58)	
STPs	6				-4	20(53)	-1	-1		
ATPs						1	2(17)	1	1	
Generals			4(59)			1(60)	1/-2(61)	4(62)	7/-1(63)	~~1(64)~~
Admirals	1(64)	1(65)	2(66)	2(67)	3(68)			-1(69)		
HQs			1(71)				8(72)	2(73)	3(74)	2(75)
Elite Pilots (see [11.46]) (cbr)			1	1	2	6				
Sea Supply Chit						?(76)				

© Represents collaborative Chinese units.

(1) Set-up anywhere in Manchukuo.

(2) Arrives (Summer) anywhere in Manchukuo.

(3) Arrives (December) on Iwo Jima (W 3832). Represents South Seas Dtchmnt.

(4) One arrives (Winter) in any supplied, Japanese-controlled hex in Japan.

(5) Arrives (Summer) anywhere in Japan proper.

(6) Set-up anywhere in Japan proper. These units may never leave Japan.

(7) Arrives (Summer) in any supplied, Japanese-controlled hex(es) in Japan proper. These units may never leave Japan.

(8) Set-up ten of these infantry units in any Manchukuo/Soviet border hexes. Until then, up to two of these units *may* be moved from their garrison hexes to enter Mongolia (when legal to do so), if desired. This garrison requisite is abrogated once Japan is at war with the Soviet Union. The Japanese player may replace any of these units with the same quantity of other Japanese land units, but only **after** the December game-turn of 1941; Set-up two anywhere in Korea.

(9) Two arrive (November) in Pescadores (W 3620); One arrives (Nov.) in Naha (W 3825); One arrives (Nov.) in Palau (W 2629); One arrives (Nov.) in Samah (W 3315), or Tokyo (W 4533) if Samah is not Japanese-controlled; One arrives (Nov.) in Saigon (W 2713) (see note 50).

(10) Set-up anywhere in Japan proper.

(11) Set-up in Tokyo (W 4533). Represents "Imperial Guards".

(12) Arrives (Autumn) on any supplied, Japanese-controlled airbase hex(es).

(13) One arrives (November) in Saigon (W 2713).

(14) One arrives (November) in Kwajalein (E 3420); One arrives (November) in Iwo Jima (W 3832); One arrives (November) in Palau (W 2629).

(15) Arrives (Summer) on any supplied, Jap.-controlled airbase in Japan proper.

(16) One arrives (Spring) on any supplied, Japanese-controlled port-airbase hex in Japan proper.

(17) Arrives (Winter) on any supplied, Jap.-controlled airbase in Japan proper.

(18) Arrives (Autumn) on any supplied, Jap.-controlled airbase in Japan proper.

(19) Arrives (Autumn) on "Tone".

(20) This type of Naval-Air unit (float plane) may base upon and operate from any **SS** unit with an Air Capacity rating per the normal Naval-Air Basing rule.

(21) Arrives (Summer) on a 3-6-30 SS chit.

(22) Arrives (Autumn) on the BBCV "Hyuga" (if built). If the Hyuga has not been built (as a BBCV), return this chit to the Japanese force pool.

(23) Arrives (Winter) on the BBCV "Ise" (if built). If the Ise has not been built (as a BBCV), return this chit to the Japanese force pool.

(24) One arrives (Summer); Two arrive (Autumn) on any supplied, Japanese-controlled port-airbase hex(es) in Japan proper.

(25) Kaga.

(26) Soryu; Arrives (Winter); Hiryu; Arrives (Summer), both in Kure (W 4428).

(27) Akagi; Arrives (Winter) in Kure (W 4428); Unryu (force pool).

(28) Shokaku; Zuikaku (both in force pool).

(29) Taiho (force pool).

(30) Amagi; Arrives (Autumn) in Kure (W 4428); Shinano arrives (Autumn) as damaged in Tokyo (W 4533). Shinano CV does **not** arrive if Shinano BB is being constructed (see note 40); Aso; Ikoma; Kasagi; Katsuragi (all in force pool).

(31) Ryujo.

(32) Zuiho (force pool).

(33) Shoho arrives (Winter) in Tokyo (W 4533); Hiyo arrives (Summer) as damaged in Osaka (W 4429); Junyo arrives (Spring) in Nagasaki (W 4327).

(34) Chiyoda; Chitose (both force pool).

(35) Ibuki (force pool).

(36) 0-6-35 CVE (force pool).

Continued, next column:

(37) 0-6-31 CVE (force pool).

(38) Fuso; Haruna; Hyuga; Ise; Kirishima; Kongo; Nagato; Yamashiro; Mutsu. ("Mutsu" is *Fated*, but not until Japan is at war with the United States).

(39) Hiei; Arrives (Winter) in Kure (W 4428); Yamato (force pool).

(40) Shinano BB (force pool).

(41) Musashi; Arrives (Autumn) in Nagasaki (W 4327). Remove Hyuga in Spring; Remove Ise in Autumn (The Japanese player may opt to ignore either or both of these removals, but must then *permanently* remove the **BBCV** chit Hyuga and/or Ise, respectively, from play. See note 42 and 43). Represents conversion refits.

(42) BBCV Hyuga; Arrives (Autumn), but only if the *BB Hyuga* had been removed.

(43) BBCV Ise; Arrives (Winter), but only if the *BB Ise* had been removed.

(44) Aoba; Atago; Chokai; Kako; Kinugasa; Maya; Mikuma; Mogami; Takao.

(45) Kumano arrives (Autumn) in Osaka (W 4429); Suzuya arrives (Autumn) in Tokyo (W 4533).

(46) Nachi Arrives (Winter) in Kure (W 4428); Tone; Arrives (Autumn) in Nagasaki (W 4327).

(47) Ashigara; Arrives (Spring) in Tokyo (W 4533) as damaged; Furataka (force pool); Chikuma (force pool).

(48) Hagura; Arrives (Spring) in Tokyo (W 4533); Myoko; Arrives (Spring) in Kure (W 4428).

(49) Ibuki; Arrives (Summer) as damaged in Kure (W 4428).

(50) Arrives (November) in Saigon (W 2713). **If** playing a combined game, arrives in Takao (W 3621) instead **if** Vichy France has **not** been established by Germany.

(51) Arrives (Summer) if the Chinese 1-4-32 CL chit had been sunk (use Chinese chit). Represents CLs Ioshima and Yasoshima (ex-Chinese CLs Ning Hai and Ping Hai)

(52) Arrives (Summer) in Osaka (W 4429).

(53) Five arrive (November) in Pescadores (W 3620); Three arrive (Nov.) in Naha (W 3825); Three arrive (Nov.) in Samah (W 3315), or Tokyo (W 4533) if Samah is not Japanese-controlled; Three arrive (Nov.) in Palau (W 2629); One arrives (Nov.) in Kwajalein (E 3420); Two arrive (Nov.) in Saigon (W 2713) (see note 50); Three arrive (December) in Iwo Jima (W 3832).

(54) Arrives (Summer) in any supplied, Japanese-controlled port hex in Japan proper. This "Kaiten" chit's movement rating is only "1", but it may move with (i.e., stacked together) any moving Japanese SS unit, as if carried (see [3.32]).

(55) German Auxiliary Cruiser Orion; Arrives (Spring); German Auxiliary Cruisers Atlantis; Komet; Both arrive (Autumn). If **not** a combined game, these ships are officiated by the Japanese player, but are not considered Japanese units with regard to precipitating war with the UK, Australia, New Zealand, Netherlands, France or the Soviet Union.

(56) Aikoku; Arrives (Autumn). This ship may be used normally, or may be placed directly into any convoy route sea area. Remove Atlantis in Winter.

(57) German Auxiliary Cruiser Michel; Arrives (Spring) in Osaka (W 4429). This ship may be used normally, or may be placed directly into any convoy route sea area. If **not** a combined game, this ship is officiated by the Japanese player, but is not considered a Japanese unit with regard to precipitating war with the Soviet Union.

(58) Remove Aikoku, if not sunk previously. Replace as 1 STP in its current hex.

(59) Iida; Arrives (Spring) on Taihoku (W 3722); Imamura; Arrives (Spring) with any Japanese land unit; Homma; Yamashita; Both arrive (Summer) with any supplied Japanese land units anywhere in Manchukuo or China.

(60) Mutaguchi.

(61) Hyakutake; Arrives (Summer). Remove Homma and Yamashita in Summer.

(62) Adachi; Sasaki; Both arrive (Winter); Hanaya; Arrives (Spring); Ushijima; Arrives (Summer).

(63) Honda; Kimura; Both arrive (Spring); Kuribayashi; Suzuki; Yokoyama; All arrive (Summer); Sano; Yamasta; Arrive (Autumn). Remove Mutaguchi in Autumn.

(64) Yamamoto. Remove Yamamoto per [11.22] ("Yamamoto Shot Down" Magic).

(65) Nagumo.

(66) Kondo; Kurita.

(67) Takahashi; Tanaka (Tanaka has no combat ability when aboard any *named* ship, as signified by the unique "Admiral's ensign" flag symbol printed on the Tanaka chit).

(68) Hosogaya; Mikawa; Ozawa.

(69) Remove Tanaka in Winter.

(70) Kwangtung. Set-up anywhere in Manchukuo.

(71) C.E.F.; Arrives (Winter) in any supplied, Japanese-controlled hex in China.

(72) 14th; 15th; 16th; 25th; All arrive (Winter); 17th; Arrives (Winter) in Korea; 2nd; Arrives (Summer) in Manchukuo; 8th; Arrives (Summer) in Rabaul (E 4329); 18th; Arrives (Autumn).

(73) Burma; Arrives (Spring); 3rd; Arrives (Autumn) in Manchukuo.

(74) 7th; Arrives (Spring); 10th; Arrives (Summer); 6th; Arrives (Autumn).

(75) 5th; Arrives (Winter) in hex (W 5133); 1st; Arrives (Spring) in Tokyo (W 4533).

(76) One arrives (November) in each functional port harboring any Japanese STP(s).

AETO FORCE POOL ADDITIONS (TABLE W)

Germany : Add one Aux. Cruiser (Michel) to the 1942 column; Arrives (Spring).

Soviet Union : Add one FB (4-8/2) to the 1942 column; Arrives (Winter) in USSR.

United Kingdom : Add one Armor (10-5 'South African') to the 1943 column (force pool); Add one Commando (¼-6 'L.R.D.G.') to the 1941 column; Arrives (Summer) in Alexandria (E 5623); Add one FB (4-8/2) to the 1942 column; Arrives (Spring) in UK.

United States : Add one B (4-12/2) to the 1944 column; Arrives (Winter) in the US Box. This unit is *Fated*.

APPENDED ANNUAL PER SEASON ECONOMIC POINT (EP) INCOMES (TABLE X)

AUSTRALIA

1937	0
1938	0
1939	1 (as of Autumn)
1940	2
1941	2
1942	3
1943	3
1944	3
1945	2

+2 per captured enemy resource hex.

Note: Australia does not receive any EPs per liberated resource hex (except within Australia); The UK receives EPs for liberated resource hexes not within Australia.

CHINA

1937	2* (as of Summer)
1938	2
1939	2
1940	2
1941	2
1942	2
1943	2
1944	2
1945	2

+2 per the colony resource hex on Hainan island.

+2 per captured enemy resource hex.

*Note the game start is the Seasonal Turn.

DUTCH PACIFIC GARRISONS

1937	0
1938	0
1939	0
1940	0
1941	0
1942	**2**
1943	0
1944	0
1945	0

+2 per captured enemy resource hex.

Note: The Dutch do not receive EPs for *colony* resource hexes; The UK cannot receive EPs for Dutch colony resource hexes, except if liberated per [8.2].

FRANCE (ETO & PTO)

1937 (APTO)	0
1938 (APTO)	0
1939 (AETO)	11 (as of Autumn)
1939 (APTO)	0
1940 (AETO)	14
1940 (APTO)	0
1941 (AETO)	14
1941 (APTO)	0
1942 (AETO)	14

+2 per French colony resource hex (AETO:) in Algeria, Beirut and (APTO:) Indochina.

-1 per French home resource hex captured by the enemy.

-3 per French home city/resource hex captured by the enemy.

GERMANY

1935	0
1936	0
1937	0
1938	0
1939	49 (as of Autumn)
1940	56
1941	61
1942	72
1943	104
1944	125
1945	29

+7 for the Ploesti resource oil hex, if Rumania grants rail transit, or is a current German minor partner.

+3 per captured Soviet Caucasus resource oil hex.

+2 per captured enemy (non-Soviet) resource hex.

+2 per minor partner resource hex (except the Ploesti resource oil hex), including Iraqi resource hexes, if Iraq is pro-German.

+1 per captured Soviet resource hex (except the Caucasus resource oil hexes).

-1 per German home resource hex captured by the enemy.

-3 per German home city/resource hex captured by the enemy.

ITALY (AETO & AOI)

1935 (AOI)	16 (as of Autumn)
1936 (AOI)	16
1937	0
1938	0
1939 (AETO)	20 (as of Autumn)
1939 (AOI)	3 (as of Autumn)
1940 (AETO)	14
1940 (AOI)	3
1941 (AETO)	19
1941 (AOI)	3
1942	17
1943	17
1944	17
1945	17

+3 per captured Soviet Caucasus resource oil hex.

+3 per captured UK Iranian resource oil hex (only if a Conjoined Game).

+2 per Italian colony resource hex in Albania.

+2 per captured enemy (non-Soviet) resource hex.

+2 per Italian colony resource hex in Eritrea (only if a Conjoined Game).

+2 per captured Ethiopian resource hex (only if a Conjoined Game).

+1 per captured Soviet resource hex (except the Caucasus resource oil hexes).

-1 per Italian home resource hex captured by the enemy.

-3 per Italian home city/resource hex captured by the enemy.

JAPAN

1937	2* (as of Summer)
1938	8
1939	14
1940	21
1941	35
1942	67
1943	82
1944	92
1945	69

+15 for the Palembang resource oil hex.

+7 for the Balikpapan resource oil hex.

+6 for the Brunei resource oil hex.

+4 for the Soerabaja resource oil hex.

+2 per captured enemy resource hex.

+2 per Japanese colony resource hex in Manchukuo.

-2 per Japanese resource hex captured by the enemy.

-4 per Japanese home city or home city/resource hex captured by the enemy.

*Note the game start is the Seasonal Turn.

SOVIET UNION (AETO & APTO)

1937 (APTO)	0	
1938 (APTO)	0	
1939 (AETO)	24*	
1939 (APTO)	2	
1940 (AETO)	31*	+?
1940 (APTO)	2	
1941 (AETO)	57*	+?
1941 (APTO)	1	
1942 (AETO)	84	+?
1942 (APTO)	0	
1943 (AETO)	103	+?
1943 (APTO)	0	
1944 (AETO)	106	+?
1944 (APTO)	1	
1945 (AETO)	93	+?
1945 (APTO)	3	

+2 per captured enemy resource hex.

+2 if Nomonhan (W 5420) is not captured by the enemy (whether the USSR is at war or not in the Pacific Theater).

-1 per Soviet home resource hex captured by the enemy (in AETO only).

-2 per Soviet home city/resource hex captured by the enemy (in AETO only).

-4 per Soviet Caucasus resource oil hex captured by the enemy.

*If the USSR initiates war with any Axis nation (in Europe) before 1942, the Soviet EP income is permanently halved.

? = **IF** the Axis initiates war, Soviet EPs increase **+20** *each* year **thereafter** (cumulative) in the European Theater This does not apply in the Pacific.

During a Combined Game, the US and the Soviet player may each combined his AETO and APTO EP incomes, respectively (during Seasonal Turns). However, the US player may never spend more than 2/3 of his total (combined) US EP income in one Theater.

UNITED KINGDOM (AETO, AOI & APTO)

1937 (APTO)	0	
1938 (APTO)	0	
1939 (AETO)	29	(as of Autumn)
1939 (AOI)	9	(as of Autumn)
1939 (APTO)	1*	(as of Autumn)
1940 (AETO)	26	
1940 (AOI)	9	
1940 (APTO)	1*	
1941 (AETO)	52	
1941 (AOI)	9	
1941 (APTO)	1*	
1942 (AETO)	57	
1942 (APTO)	1	
1943 (AETO)	59	
1943 (APTO)	1	
1944 (AETO)	62	
1944 (APTO)	5	
1945 (AETO)	31	
1945 (APTO)	1	

+2 per captured enemy resource hex.

+2 per UK colony resource hex (AETO:) in Egypt, Iraq, South Africa, (AOI:) in Iran, (APTO:) in India (West map), Malaya and Burma (**not** N. Borneo or New Guinea).

+2 per **occupied** "India" map resource hex, if the "India" map is in play (see [11.41]).

+2 per minor partner resource hex.

+2 per liberated friendly resource hex.

-3 per UK home city/resource hex (including Belfast) or UK Iranian oil hex (only if a Conjoined Game) captured by the enemy.

-28 (AETO) if the UK (APTO) is "Knocked Out of the War" (see APTO [9.10]).

*Note the UK does not receive any EPs for any *colony* resource hexes (even from the India map) in the Pacific Theater until the UK is at war with Japan.

During a Combined Game, the UK player may not combine his AETO and APTO EP incomes.

UNITED STATES (AETO & APTO)

1939 (AETO)	57*
1939 (APTO)	79*
1940 (AETO)	57*
1940 (APTO)	79*
1941 (AETO)	57*
1941 (APTO)	79*
1942 (AETO)	57
1942 (APTO)	79
1943 (AETO)	121
1943 (APTO)	128
1944 (AETO)	174
1944 (APTO)	169
1945 (AETO)	60
1945 (APTO)	48

+15 (AETO) if the UK (AETO) is conquered.

+2 per captured enemy resource hex.

*If any enemy nation initiates war with the US prior to 1942, the US EP income is then its 1942 EP income (in AETO and/or APTO) automatically. If playing a Combined Game, war initiated upon the US in APTO will also initiate war in AETO, but **not** vice versa.

MINOR NATION'S RESOURCE HEX LOCATIONS AND EP TALLIES (TABLE Y)

MINOR RESOURCE HEXES (EUROPEAN THEATER)

Belgium	2 hexes (4 EPs)
Bulgaria	2 hexes (4 EPs)
Denmark	2 hexes (4 EPs)
Finland	3 hexes (6 EPs)
Greece	3 hexes (6 EPs)
Hungary	3 hexes (6 EPs)
Ireland	1 hex (2 EPs)
Netherlands	2 hexes (4 EPs)
Norway	4 hexes (8 EPs)
Poland	7 hexes (14 EPs)
Portugal	1 hex (2 EPs)
Rumania	4 hexes (13 EPs)
Spain	3 hexes (6 EPs)
Sweden	5 hexes (10 EPs)
Turkey	4 hexes (8 EPs)
Yugoslavia	6 hexes (12 EPs)

MINOR RESOURCE HEXES (EAST AFRICAN THEATER)

Eritrea	1 hex (2 EPs)
Ethiopia	2 hexes (4 EPs)
Iran	3 hexes (9 EPs)

MINOR/COLONY RESOURCE HEXES (PACIFIC THEATER)

Australia	5 hexes (10 EPs)
Borneo	2 hexes (15 EPs)
Burma	3 hexes (6 EPs)
Celebes	2 hexes (4 EPs)
China*	10 hexes (20 EPs)
India (APTO)	2 hexes (4 EPs)
Indochina	1 hex (2 EPs)
Java	2 hexes (6 EPs)
Malaya	2 hexes (4 EPs)
Manchukuo	2 hexes (4 EPs)
Mongolia	1 hex (2 EPs)
New Guinea	1 hex (2 EPs)
Sumatra	4 hexes (21 EPs)
Thailand	1 hex (2 EPs)

*Note China is a major power.

COLONY RESOURCE HEXES (PACIFIC THEATER)

India (AOI)	7 hexes (14 EPs)

ELIGIBLE ECONOMIC LEND-LEASE RECIPIENTS (TABLE Z)

Soviet Union	=	From the US (if at war with Japan) and/or the UK (see [8.3]).
Australia	=	From the US (if at war with Japan) and/or the UK (see [8.3]).
China	=	From the US (if at war with Japan) and/or the UK (see [8.3]).
United Kingom	=	From the US (if at war with Japan) automatically.