



JAPAN UNIT TABLES AND REFERENCE

INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING MONEY	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	16	16	16	wartime income
1939	War with all China	22	22	22	wartime income

1939 SETUP CHANGES: Place Japanese roundel on Chinese Land zones: Shanxi, Peking, Tai-Yuan, Henan and Nanking.

PEACE TIME BONUS INCOME (can not exceed wartime income)

US TRADE -1 every turn China is attacked, Declaration on Major power will end this immediately.	+3
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WARTIME BONUS INCOME

Possession for each of Borneo, Java, Malay, Philippines, Hawaii.	+2
Possession for each of Midway, Wake, Solomon Islands.	+1
Possession for each of Chinese Coastal Land zones: Peking, Tai-Yuan, Henan, Nanking, Zhejiang, Guangxi.	+1

JAPANESE OVERVIEW

HOME COUNTRY	Island of Japan = Tokyo, Fukuoka, Sapporo.
WAR STATUS	1936 At peace with all nations. 1939 At war with all China. Japan Possesses the Chinese Land zones Henan, Hanin Island, Nan king, Tai-yuan.
VICHY FRANCE	All Vichy zones and units in the Pacific become Japanese.
SURRENDER CONDITIONS	Tokyo is Japans capital. If this is taken Japan surrenders and its units are removed from the map.
LEND-LEASE	Japan can lend-lease to any nation at war with a Major power.
ALLIANCE	AXIS Alliance = Germany, Italy, Japan and aligned minors
SIAM	July 1939 Aligns to Japan
JAPAN SOVIET BORDER CLASHES	Japan and USSR are not at war but may engage in border clashes. These attacks are only 1 round on border land zones, and the land may not be taken.
ISLAND NATION	Japan is an Island nation if all its ports are blockaded with 3 or more surface warships, it is cutoff from its outside land zones. Can only collect income from the home country, convoys do not reduce this further.

JAPANESE DECLARATION OF WAR CONDITIONS

ANY NEUTRAL	YES. These Minors are controlled by their parent alliance, If not part of one, the Comintern 1-6 and Allies 7-12 these players can decide who Aligns Neutral minor with a D12 roll.
AXIS	NO
COMINTERN	YES
ALLIES	YES
VICHY FRANCE	YES, this would Align Vichy France to Free French.

ORDER OF PLAY 1. GERMANY, SPANISH NATIONALISTS 2. USSR, CCP & SPANISH REPUBLICANS, 3. JAPAN, 4. BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT.



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INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	VARIABLES	infantry upgrade, must be on supply line to upgrade
SNLF MARINES	3	5	1	5	ANY-TIME	Elite marines, no double casualties build only in home country

ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPH LT. ARMOR	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 st round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery build only in home country

AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC. BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval TAC=TACTICAL/DIVE Bomber
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2, target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country

* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move any one land unit using a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun = attack adjacent city by Carpet Bomb 1@5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 st round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.



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SUBMARINE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country
NON-WARSHIP SURFACE CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	7	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE WARSHIP CLASS	A	D	→	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	7	ANY-TIME	shore bombardment @1 transport 1 infantry -1 A/D~
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	3/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	5/5/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits
YAMATO BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 3 hits, -2A/D per hit Build only in home country
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or TAC bomber)
CARRIER	N/A	2	2	4/4/4/4	ANY-TIME	carries 2 (fighter or TAC bomber) *Capital ship 2 hits
A-150 SUPER YAMATO BATTLESHIP	10	10	3	5/5/5/5/5/5	JULY 1939	shore bombardment @6 *Capital ship, 3 hits, -2A/D per hit build only in home country

* Capital ship = multiple hits to sink, requires a Shipyard to build or repair (roll 2 d6 to determine repair cost while at shipyard, can repair in part or fully)

~Japan may use destroyers to transport 1 Infantry of any type including for amphibious assault, While doing so destroyers receive -1 Attack and Defense.

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble to neighboring sea zone
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea planes only
FLAK TOWER	N/A	6	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)

JAPANESE SPECIAL ABILITIES

DUG IN DEFENCE: Japanese units are all +1 defense if defending, home country and Okinawa

CIVILLIAN DEFENCE: If US has 5 or more transports in the Pacific or 1945 Japan can build militia in home country and Okinawa for -\$1.

KAMIKAZE: If enemy ships are next to home country and Okinawa, Japan can use up to 2 Kamikaze per turn for 6 total. These attack @7 target select surface ships @1-5.

SURPRISE ATTACK: On the turn that Japan declares war on either the US, British Commonwealth any part, Netherlands, French (not China or the USSR). Japan may make a Surprise Attack on a single land or sea zone. During this attack all Japanese Aircraft have first strike, Japanese Naval units get +1 combat movement and all defending units defend at -1 for the first round.

VETERAN FIGHTERS AND INFANTRY: Any fighter or infantry regardless of type that is not already elite, may become elite(Veteran) with +1 Attack and Defense. You may attempt a number of promotions equal to the number of land units you lost in combat. You may only



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attempt to promote a unit one time. To promote a unit roll a D12. On a “12” the unit is promoted and gains +1 attack and +1 defense. Japan may only attempt this if they won the previous battle (they defeated the enemy or the enemy retreated)