

Japan Reference Chart

Starting Income
30 IPC

Order of Play

1. Soviet Union (only turn one)
2. Germany, Japan, and Italy (optional)
3. Soviet Union, United Kingdom, United States

Action Sequence

1. Purchase Weapons and Development
2. Collect Income
3. Conduct Combat
4. Non-Combat Movement
5. Mobilize new units
6. Develop Weapons
7. Diplomacy

Land Combat Sequence

1. If any planes are involved defender first gets AA defense preemptively
2. If both sides have planes, then after step one, planes fight at aerial combat values
3. If one side has planes, hits are considered preemptive
4. Attacking Artillery fire preemptively
5. Attacking land units roll, infantry hits go against infantry, armor against armor
6. Defender selects loses in the appropriate manner and rolls for its defense
7. Attacker removes loses
8. The Attacker followed by the Defender can elect to retreat

Naval Combat Sequence

1. If any planes are involved defending ships get preemptive AA gun rolls
2. If both sides have planes, then aerial combat occurs
3. Additional planes by either side can pass and attack enemy ships
4. Battleships can fire preemptively each round
5. Loses are selected on the basis of equal classification from the type of unit caused a hit
(Example: Battleship hits go against Battleships first, Destroyer hits go against Destroyers first)
6. Plane hits can be allocated as the plane chooses (after AA guns fire)
7. Every plane hit can be reallocated by the defense to apply to any screening ship (Cruiser or Destroyer)
8. Attacking units fire first, followed by the Defender
9. Battleships, Carriers and Cruisers take 2 hits to sink, all other ships take 1 hit
10. The Attacker followed by the Defender can elect to retreat or continue another combat round
11. Retreats must be made toward your own nation

Type of Unit	Cost	Move	Attack	Defense
Carrier	3	1	1†	2
Battleship	4	1	2	2
Cruiser	5	2	3	3
Destroyer	5	1	-	4
Submarine	10	4	3	4
Transport	15	6	4	1
Infantry	20	2	4	4‡
Armor	16	2	1	3‡
Artillery	8	2	-	1
AA Gun	8	2	2	2
Plane	10	2	3	3

* carrying 1 fighter ** carrying 2 fighters † 2 with artillery support ‡ requires 2 hits to destroy

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