

JAPAN													Order of Play											
TOKYO	FUKUOKA	KOREA	MANCHURIA	SHANGHAI	OKINAWA	MARIANNA ISLANDS	CAROLINE ISLANDS	FORMOSA	HAINAN	SHANGTUNG	SHANSI	SEA ZONE 91	SEA ZONE 95	SEA ZONE 106 (SHAN)	SEA ZONE 114	SEA ZONE 123 (BEIP)	SEA ZONE 124 (FUKU)	SEA ZONE 125 (TOKY)	Order of Play					
																			1. Germany & Axis Minors 2. Russia, Comm. China 3. <u>Japan</u>		4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China			
UNIT TYPE																			COST	MOVE	ATTACK	DEFENSE		
6	4																		INFANTRY (w/ Artillery)	3	1	2(3)	4*	
																			MECHANIZED (w/ Artillery or Armor)	5	2	2(3)	4	
1			1							2									ARTILLERY (w/ Mech.)	5	1(2)	3	4	
	1																		ARMOR (w/Tactical Bomber)	9	2	5(6)	5	
1	1																		AA GUN	6	1	0	2	
1																			FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)	
	1			1															TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)	
	1																		BOMBER (SBR vs INT.)	14	6	8	2(1)	
																	2		AIRCRAFT CARRIER	16	2	0	4*	
																	2		BATTLESHIP	20	2	8	8	
											1			1			2		CRUISER	11	2	6	6	
											1	1	2				2	2	DESTROYER	7	2	4	4	
											1	1	1	2					SUBMARINE	7	2	4	2	
											2		2				2		TRANSPORT	7	2	0	1*	
1	1				1		1	1											AIR BASE	15	0	0	AA	
													1	1		1	1	1	NAVAL BASE	15	0	0	AA	
1	1																		INDUSTRIAL COMPLEX (major)	30	0	0	0	
																			INDUSTRIAL COMPLEX (minor)	12	0	0	0	
																			FORTIFICATION	20	0	0	2	
		2	3	2				1	1	2	3								VETERAN INFANTRY	N/A	1	4	5	
			1	2				2											VETERAN FIGHTER (SBR)	N/A	4	8(3)	7(3)	
																			YAMATO CLASS BATTLESHIP	24	2	9	9	
																			NAVAL INFANTRY (SNLF)	6	1	3*	4*	
																	2		NAVAL FIGHTER	11	4	6*	6	
																	2		NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4	

SPECIAL UNITS:

SPECIAL RULES:

NATIONAL OBJECTIVES:

2. + 5 Production if all of the Dutch East Indies are under Japanese control and Japan controls all of its original territories.