

UNITED STATES & CHINA

1939

U.S. :

Production 80

Starting IPC 20

CHINA :

Production 12

Starting IPC 0

UNITED STATES													N. CHINA								Order of Play						
WASHINGTON	NEW ENGLAND	WESTERN UNITED STATES	SAN FRANCISCO	GREAT PLAINS	HAWAII	PHILIPPINES	SEA ZONE 25 (WASH.)	SEA ZONE 29 (WASH.)	SEA ZONE 92	SEA ZONE 120	SEA ZONE 128	SEA ZONE 133															
1	1	1	1	1	1	1								2	3	3	2	4	3	2	3	UNIT TYPE		Cost	Move	Attack	Defense
1		1																				INFANTRY (w/ Artillery)	3	1	2(3)	4	
																						MECHANIZED (w/ Artillery or Armor)	4	2	2(3)	4	
																						ARTILLERY (w/ Mech.)	4	1(2)	3	4	
1	1		1																			ARMOR (w/Tactical Bomber)	6	2	6(7)	6	
																						AA GUN	5	1	0	2	
1														1*								FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)	
1																						TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)	
																						BOMBER (SBR vs INT.)	12	6	8	2(1)	
										1												AIRCRAFT CARRIER	16	2	0	4*	
									1		1											BATTLESHIP	20	2	8*	8*	
									1		1											CRUISER	12	2	6	6	
								1	1	2	1											DESTROYER	8	2	4	4	
								1		1	1											SUBMARINE	8	2	4*	2	
								1		1	1											TRANSPORT	8	2	0	1*	
1			1		1																	AIR BASE	15	0	0	AA	
							1	1	1	1		1										NAVAL BASE	15	0	0	AA	
1	1		1																			INDUSTRIAL COMPLEX (Major)	30	0	0	0	
																						INDUSTRIAL COMPLEX (Minor)	12	0	0	0	
						1																FORTIFICATION	20	0	0	2	
																						AIRBORNE	5	1	2*	4	
																						MARINES	5	1	3*	4	
										1												NAVAL FIGHTER	11	4	6*	6	
										1												NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4	

v5.0

UNITED STATES

SPECIAL UNITS:

A. AIRBORNE INFANTRY: These are special infantry units that attack at a +1 during the first round of combat when the unit is air dropped by a bomber. After the first round, it acts like normal infantry. Both the paratrooper and bomber must begin their movement from an airbase in the same territory. These units use the combined arms rule for infantry.

B. MARINES: Marines attack at a +1 during amphibious assaults. They also defend against amphibious assaults at a +1 during the first round of combat only. Starting on the turn the U.S. is at war, they can build 2 of these special infantry units per turn, totaling no more than 8 on the board at one time. These units use the combined arms rule for infantry.

C. NAVAL FIGHTER: This special fighter unit has a targeting capability against surface ships. It hits on a roll of 6 or less, but a roll of 1 allows it to choose the target it hits.

D. NAVAL TORPEDO BOMBER: This special tactical bomber has a targeting capability against sea units. It hits on a roll of 7 or less, but a roll of 4 or less allows it to choose the target it hits.

E. SUBMARINES: At the beginning of the war, stockpiles of the Mark 14 torpedo were woefully unreliable. Submarines attack on a roll of 3 or less until after turn 9.

SPECIAL RULES:

1. CALL TO ARMS: On the turn that the U.S. is attacked, infantry cost 2 Production each for that turn only.

2. LIBERTY SHIPS: While the U.S. is at war, transports and destroyers only cost 7 Production.

3. IOWA CLASS: Starting on turn 10, all U.S. battleships attack and defend on a roll of 9.

4. CAUGHT OFF GUARD: If Japan attacks the U.S. using the sneak attack, the U.S. may not defend on the first round of combat and all ships suffer a -2 to defense for the rest of the battle. All other units defend as normal starting on the second round of combat.

5. ALLIED LEND/LEASE: The U.S. may attempt to lend money to any Allied power that is at war and that can build units. The U.S. may only make one attempt to each country per turn and may never spend more than half of its production on lend/lease. All lend/lease money is subject to Axis Intervention. To simulate this, one Axis player rolls 1d12 for each player receiving lend/lease.

Roll of 1: All Production Certificates are captured by the Axis.

NATIONAL OBJECTIVES:

1. + 20 Production if the U.S. controls Washington, New England, and San Francisco while at war.

CHINA

SPECIAL UNITS:

A. FLYING TIGERS: The American fighter plane in China attacks/defends at a +1. It can only attack if the Burma Road is open. Cannot be replaced or attack any sea-zones.

SPECIAL RULES:

1. DECENTRALIZED MILITARY: China can place purchased units in any original Chinese territory held since the beginning of the turn. However, they are restricted to a maximum of 3 units per territory in the Mobilize New Units phase.

NATIONAL OBJECTIVES:

1. + 5 Production if the Burma Road is open. This also allows them to purchase artillery.