



# 3) Japan 26 IPC

## Political Situation

Japan: At war with China.

Allied reinforcement to China is a DOW on Japan.

May declare war on UK/ANZAC, SU, USA and France.

DOW on UK/ANZAC allows USA to declare war on Japan.

Acts of war against Dutch are acts of war against UK/ANZAC.

### Turn sequence:

- 1) Tech development
- 2) Purchase & repair
- 3) Combat Movement
- 4) Resolve combat
- 5) Non combat movement
- 6) Unit placement
- 7) Collect income (check bonus & convoys)

### National Setup Japan:

Japan: 6 Infantry, 2 Artillery, 1 Tank, 2 Fighters, 2 Tac Bombers,

2 Bomber, 1 AA Gun, 1 Airbase, 1 Naval Base, 1 Major IC

Manchuria: 6 Infantry, 1 Mech Infantry, 1 Artillery,

1 AA Gun, 2 Fighters, 2 Tac Bombers

Palau Island: 1 Infantry

Kiangsi: 3 Infantry, 1 Artillery

Formosa: 1 Fighter

Shantung: 3 Infantry, 1 Artillery

Kwangsi: 3 Infantry, 1 Artillery

Iwo Jima: 1 Infantry

Jehol: 2 Infantry, 1 Artillery

Caroline Islands: 2 Infantry, 1 AA gun, 1 Airbase, 1 Naval Base

Siam: 2 Infantry

Okinawa: 1 Infantry, 1 Fighter

Kiangsu: 3 Infantry, 1 Artillery, 1 Fighter, 1 Tac Bomber.

Korea: 4 Infantry, 1 Fighter

Sea Zone 6: 1 Sub, 2 Destroyers, 2 Carriers each with 1 Tac & 1 Ftr.,

1 Cruiser, 1 Battleship, 1 Transport

Sea Zone 19: 1 Sub, 1 Battleship, 1 Destroyer, 1 Transport

Sea Zone 33: 1 Destroyer, 1 Carrier w/ 1 Tac & 1 Ftr.

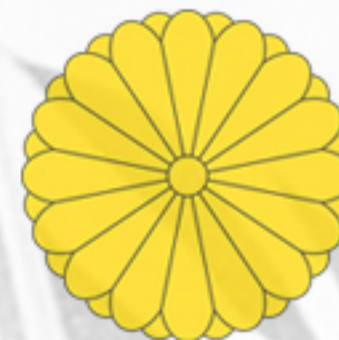
Sea Zone 20: 1 Cruiser, 1 Transport

### Victory conditions:

Objectives to be met for a full round of play

Axis: control 6 of 8 VC's on Pacific map, OR control 8 of 11 VC's on Europe Map

Allies: Control all Axis capitals



### National Objectives Japan:

When Japan is NOT at War with the United States

1. Collect 10 IPCs

each turn that Japan is not at war with the US,

has not invaded French Indo-China and

has not made an unprovoked DoW on UK/ANZAC

When Japan becomes at War with the Soviet Union

2. Collect 12 IPCs ONCE,

at the beginning of the turn following

an unprovoked DoW by the SU.

When Japan is at War with the Western Allies

3. Collect 5 IPCs per turn

if Axis controls 5 of the 7 following islands:

*Midway, Wake, Marianas, Iwo Jima, Carolines, Solomon Islands and Guam.*

4. Collect 5 IPCs per turn

for each of the following major power centers

controlled by an Axis power:

*Honolulu, Sydney, Calcutta, and/or Western-US.*

5. Collect 5 IPCs per turn

for Axis control of

*Sumatra, Java, Borneo and Celebes.*

Kamikaze: Japan can kamikaze up to 6 times, using tokens (not planes).

It's a defense mechanism and occurs before the

Resolve Combat sequence when attacked.

Only allowed on Kamikaze marked SZ's,

where actual combat is resolved.

(NCM by Allied force into SZ does not allow Kamikaze).

Amphibious assault counts as combat from that SZ.

Targets are selected by Japan, not on TP's and SS's.