



5) China 12 IPC

Political Situation

China: At war with Japan.

May not attack **Germany/Italy** unless provoked.

China is restricted in buying *infantry only*.

Does **not** have a **capitol** or **IC**.

May only move into Chinese territories, plus a few more.



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 China:

Szechwan: 5 Infantry and one fighter

Hunan: 2 Infantry

Yunnan: 4 Infantry

Kweichow: 2 Infantry

Shensi: 1 Infantry

Suiyuyan: 2 Infantry

National Objectives China:

Collects 6 IPCs per turn
if the **Burma Road** is totally open
(**India, Burma, Yunnan** and **Szechwan**).

Also permitted to purchase artillery if the Burma Road is open.

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

