

Japanese Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	11	5	2	1
Tank	17	4	1	1
Bi-Plane	8	2	1	3
Bomber	13	4	1	4
Ind. Complex	50	-	1	-
Port	45	-	1	-
Battleship	82	7/2	7	2
Destroyer	38	5	4	3
Transport	24	-	1	2
Submarine	18	1	1	2

Trenches: 5 Radar Unit: 18 Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1
Rockets: Cost: 10 Att: 4, Def: 1, Move: 1
AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

TURN ORDER

- 1) Serbia
- 2) Germany
-- German Colonies
- 3) France
-- French Colonies
- 4) Russia
- 5) Autro-Hungary
- 6) United Kingdom
-- British Colonies
- 7) Italy
- 8) Japan**
- 9) United States
- 10) Ottoman Empire
- 11) China
- 12) Central Minors
- 13) Allied Minors

STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
Japan	51 + 16
Korea	8
Formosa	5

(+) represents Naval Trade resources that are routed to those nations/colonies.

As Japan you begin the war against Germany, but its purely a war of opportunity and since Germany is stuck on the other side of the world, not one with many risks. Therefore, Japans roll is fairly interesting because it can pursue many different political options in order to strive for the greatest overall gains for its empire, chosing its enemies as it would.

MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
Japan	17	240
Korea	1	10
Formosa	0	5

STARTING NATION SET UPS

Japan:

Sakhalin: 1 Inf Hokkaido: 1 Inf Aomon: 2 Inf
Nagasaki: 2 inf Okayama: 2 Inf, 1 Art, 2 Des, 1 TRS, 1 IC
Okinawa: 1 Inf Tokyo: 4 Inf, 2 Art, 1 Des, 1 TRS, 1 IC, 1 Gen (Tamemoto)

Formosa:

Formosa: 1 Inf

Korea:

North Korea: 2 Inf, 2 Art
Seoul: 2 Inf

Japan starts the war only collecting 40 resources per turn. Japan is not considered an Allied power or a Central Power; merely an opportunist which has the goal of increasing its own holdings. At the end of the war, if Japan has 160 or more production, the Japanese player wins a solo victory. At any time Japan may spend 40 production to gear uptheir war time economy and begin collecting 60 of its resources per turn.