

Japan

Pacific Theater Campaign Game

Naval Construction – Tokyo												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: CV: Akagi, Kaga, Soryu; CVL: Ryujo, Zuiho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA26; DD12; one submarine, 20 transports; one additional submarine may be built in Fall 1939.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japanese Oil Reserve



Britain

Pacific Theater Campaign Game

Naval Construction – Australia												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: CA2; DD1; five transports (Indian Ocean); Australian CA4; Australian DD2.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russia

Pacific Theater Campaign Game

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States

Pacific Theater Campaign Game

Naval Construction – Pacific												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	<i>South Dakota (BB4)</i>			<i>Alabama (BB4)</i>			<i>N. Carolina (BB4)</i>					
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Naval Construction - Atlantic												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	<i>Indiana (BB4)</i>			<i>Massachusetts (BB4)</i>			<i>Washington (BB4)</i>					
3												
2										<i>Wasp (CV)</i>		
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: CV: *Enterprise, Lexington, Saratoga, Yorktown*; BB3: *Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia*; CA14; DD12; *one submarine, 10 transports (Pacific); one additional submarine may be built in Fall 1939.* The *Yorktown* begins in the Atlantic; all others in the Pacific.

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
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China

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
Communist Chinese Units Two infantry factors and one partisan may be rebuilt at no BRP cost.	