

Changes since publication (for December 31, 2022)

STORM OVER ASIA

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW

Stylistic consistency:

2.13 The task of the players is to maximize their freedom of action and take whatever steps best position their major powers for war. Japan must balance its military and technological preparations for war with its opportunities for expansion in China and the dangers of letting China's Nationalist government consolidate its position. China must try to resolve the dilemma of creating a coherent national state, while at the same time preparing for and fighting a war against Japan. Russia's interests require it to help the Nationalists against Japan and forestall a later Japanese attack in Siberia, but what role do the Chinese Communists play in all this? Finally, Britain must use its limited resources to prepare for war, while at the same time helping China resist Japanese expansion.

3. DEFINITIONS
4. THE MAPBOARD
5. COUNTERS
6. TILES
7. SEQUENCE OF PLAY

Random Event Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS
10. SUPPORT LEVELS

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS
13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

15. RESEARCH
16. RESEARCH EFFECTS

Construction Segment

17. MAINTENANCE
18. UNIT CONSTRUCTION

Stylistic consistency:

18.21 When Japanese military units are built:

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B. The Japanese maintenance counter is adjusted on the Active section of the Japanese scenario card, so that Japan can quickly determine its unit maintenance costs in subsequent turns.

19. SHIPBUILDING

Substantive change:

19.63 RESTRICTIONS: New Japanese naval construction is limited by the counter mix, which restricts the maximum number of ships of each type that may be built. In addition, the following restrictions apply:

A. AIRCRAFT CARRIERS: Japan may build 3-factor carriers (CVs) and 4-factor carriers (CVBs) as set out below. Japan may not build 2-factor carriers (CVLs) in *Storm Over Asia*.

- Japan may build 3-factor carriers (CVs) only if it has achieved a 6-step carrier design result.
- Japan may build 4-factor carriers (CVBs) only if it has achieved a 12-step carrier design result.
- The number of carriers that Japan may build is determined by Japan's naval air training research:
 - Each Japanese naval air training result allows Japan to build two carriers.
 - Japan's first, pre-game, naval air training result allowed the pre-*Storm Over Asia* construction of the *Kaga* and *Akagi*, and does not allow the construction of additional carriers.
 - Japan's second naval air training result (a 6-step result) allows it to build a third and fourth carrier.
 - Japan's third naval air training result (a 12-step result) allows it to build a fifth and sixth carrier.
 - 15 steps of Japanese naval air training research allows Japan to build a seventh carrier.
 - Japan's fourth naval air training result (an 18-step result) allows it build an eighth carrier.
- Japan may not lay down a new carrier in the same turn that it defers construction of an existing carrier or modern battleship.

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C. MODERN BATTLESHIPS: 4- and 5-factor battleships are referred to as "modern battleships".

- Japan may build 4-factor battleships only if it has achieved a 6-step battleship design result.
- Japan may build 5-factor battleships only if it has achieved a 12-step battleship design result.
- Japan may not lay down a modern battleship in the same turn that it defers construction of an existing carrier or modern battleship.

Japanese Garrisons

- 20. JAPANESE GARRISONS
- 21. JAPANESE GARRISON EFFECTS

Japanese Aggression Index

- 22. JAPANESE AGGRESSION INDEX

Diplomatic Phase

- 23. DIPLOMACY
- 24. MILITARY COUNTERS
- 25. DIPLOMACY IN CHINA
- 26. WARLORDS
- 27. DIPLOMACY IN SOUTHEAST ASIA

Russia and Manchuria

- 28. RUSSIA AND MANCHURIA

Britain

- 29. BRITISH COHESION

China

- 30. CHINESE COHESION
- 31. CHINESE CIVIL WAR
- 32. THE UNITED FRONT

The China Incident

33. JAPANESE ATTACKS
34. CHINESE AND RUSSIAN ATTACKS

Combat

35. COMBAT
36. COMBAT RESULTS

Japanese Conquests

37. JAPANESE CONQUESTS

The End of the Game

38. THE END OF THE GAME

Victory Determination

39. VICTORY DETERMINATION

STORM OVER ASIA

Transition to *A World at War*

1. *A WORLD AT WAR*
2. MAJOR POWERS AT WAR
3. MOBILIZATIONS
4. JAPANESE FORCE LEVELS
5. ECONOMICS
6. RESEARCH

Typo:

6.411 PORTS:

A. A Japanese *Storm Over Asia* ports result generates a second port in Truk.

B. A second Japanese *Storm Over Asia* ports result allows Japan to place a port counter in accordance with *A World at War* rule 21.121C.

Substantive change, reorganization:

6.86 CHINA LOBBY: *Storm Over Asia* China Lobby research has the following effects in *A World at War*: the level of aid the U.S. may grant to China, the effect of Japanese offensive operations on the USJT, the Chinese growth rate and the Chinese resistance level.

A. AMERICAN GRANTS:

- For each step of *Storm Over Asia* China Lobby research below six steps, the limit on American BRP grants to China is decreased by one BRP.
- For each step of *Storm Over Asia* China Lobby research above six steps, the limit on American BRP grants to China is increased by one BRP.

B. U.S.-JAPANESE TENSION EFFECTS:

- If China has not conducted any *Storm Over Asia* China Lobby research, Japanese limited offensive operations do not affect USJT.
- If China achieved one *Storm Over Asia* China Lobby result, Japanese offensive operations of eight or more BRPs trigger a +1 USJT increase.
- For each step of *Storm Over Asia* China Lobby research below six steps, one additional BRP of Japanese offensive operations is required to trigger a +1 USJT increase (5 steps: 9 BRPs; 4 steps: 10 BRPs; 3 steps: 11 BRPs; 2 steps: 12 BRPs; 1 step: 13 BRPs).
- For each step of *Storm Over Asia* China Lobby research above six steps, one less BRP of Japanese offensive operations is required to trigger a +1 USJT increase (7 steps: 7 BRPs; 8 steps: 6 BRPs; 9 steps: 5 BRPs; 10 steps: 4 BRPs; 11 steps: 3 BRPs; 12 steps: 2 BRPs).

C. CHINESE GROWTH:

- Nine steps of *Storm Over Asia* China Lobby research increases China's growth rate to 10%.

- A second *Storm Over Asia* China Lobby result increases China's growth rate to 20%.

D. CHINESE RESISTANCE:

- A second *Storm Over Asia* China Lobby result increases the Chinese Resistance level by +1.

Substantive change, reorganization:

6.87 NATIONAL UNITY: *Storm Over Asia* National Unity research affects the relationship between the Nationalist and Communist Chinese in *A World at War*; as follows.

A. If China has not conducted any *Storm Over Asia* National Unity research, 12 Nationalist and 12 Communist Chinese infantry factors may not conduct attritions or offensive attacks against Japan.

B. The number of Nationalist and Communist Chinese infantry factors that may conduct attritions or offensive attacks against Japan is reduced by two for each step short of a *Storm Over Asia* National Unity research result:

- 5 steps: 2 Nationalist and 2 Communist Chinese infantry factors;
- 4 steps: 4 Nationalist and 4 Communist Chinese infantry factors;
- 3 steps: 6 Nationalist and 6 Communist Chinese infantry factors;
- 2 steps: 8 Nationalist and 8 Communist Chinese infantry factors;
- 1 step: 10 Nationalist and 10 Communist Chinese infantry factors.
- Communist China may not conduct attritions or offensive attacks against Japan.

B. Three steps of *Storm Over Asia* National Unity research:

- The number of Nationalist Chinese infantry factors that may conduct attritions or offensive attacks against Japan is reduced by half (round up) of the number of Communist Chinese infantry factors.
- Half (round up) of Communist China's infantry units may not conduct attritions or offensive attacks against Japan.
- Half (round up) of Communist China's infantry units may not conduct attritions or offensive attacks against Japan.

C. A *Storm Over Asia* National Unity result:

- The Nationalist-Communist cooperation restrictions in *A World at War* rule 53.5 apply normally.

D. Nine steps of *Storm Over Asia* National Unity research:

- Nationalist and Communist Chinese units may enter any hexes in China, regardless of whether Nationalist or Communist China controls them.
- Nationalist and Communist Chinese units may stack together.

E. A second *Storm Over Asia* National Unity result removes all remaining Nationalist-Communist cooperation restrictions. Nationalist and Communist Chinese units:

- Combine for attritions against Japan.
- May conduct joint offensive attacks against Japan.

Correction:

6.912 CODEBREAKING: The U.S. starts *A World at War* with three blank Magic cards and four Magic codebreaking cards (one submarine warfare, ASW, tactical and strategic card). The composition of the U.S. Magic card deck is affected by British *Storm Over Asia* codebreaking research as follows:

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C. Intermediate British *Storm Over Asia* codebreaking results, indicated by a circled number on the *Storm Over Asia* British research record sheet, generate one or two research points towards a codebreaking production result in *A World at War* (① or ④ = one RP; ② or ⑤ = two RPs).

7. CHINA
8. FLAGS IN CHINA
9. CHINESE TERRITORY
10. NATIONALIST CHINESE FORCES
11. COMMUNIST CHINESE FORCES
12. *A WORLD WAR* CONQUESTS
13. SOUTHEAST ASIA

Clarification:

13.62 DIPLOMATIC EFFECTS:

A. BRITISH FLAGS:

- One British flag in Malaya causes the oil center in Brunei to incur two levels of damage when captured by Japan, reducing Brunei's

oil production by one oil counter for one turn.

Clarification:

Malaya	
	The oil center in Brunei incurs two levels of damage when captured by Japan, reducing Brunei's oil production by one oil counter for one turn.

Substantive change:

13.23 DIPLOMATIC EFFECTS:

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B. JAPANESE FLAGS: One Japanese flag in Australia inverts all Australian air and naval units for the first Japanese player turn of Japan's attack, provided Japan achieved surprise. Additional Japanese flags increase the number of Australian infantry factors that must remain in Australia until Britain and Japan are at war.

Australia	
	If Japan achieves surprise, all Australian air and naval units are inverted in the Japanese turn of attack and in the following Allied player turn.

Substantive change:

13.52 DIPLOMATIC EFFECTS:

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B. JAPANESE FLAGS: One Japanese flag in India inverts all Western Allied air and naval units in India and Southeast Asia for the first Japanese player turn of Japan's attack, provided Japan achieved surprise. Additional Japanese flags reduce the number of British 1-2 infantry units that may set up in Burma, Malaya and Singapore.

India	
	If Japan achieves surprise, all Western Allied air and naval units in India, Burma, Malaya and Singapore are inverted in the Japanese turn of attack and in the following Allied player turn.

- 14. RUSSO-JAPANESE RELATIONS
- 15. UNITED STATES

Substantive change:

15.32 ADDITIONAL AMERICAN SHIPS: Subject to the restrictions in 15.33, the U.S. may build additional ships as follows:

A. CARRIERS: The U.S. may build fast carriers as follows:

- For each CV launched by Japan during *Storm Over Asia*, the U.S. may lay down one CV in the turn in which the Japanese fast carrier is launched, provided an American shipbuilding point is available. Japan's starting CVs, the *Akagi* and the *Kaga*, are not counted and do not permit additional American CV builds.
- For each CVB laid down by Japan during *Storm Over Asia*, the U.S. may lay down one CV in Fall 1939, provided an American shipbuilding point is available.
- The U.S. may lay down one fast carrier (a CVL, CV or CVB) for each Japanese fast carrier laid down or launched once war has broken out and *A World at War* has begun (*A World at War* rule 27.7325).
- Subject to 15.32B and C, American fast carriers laid down in response to Japanese actions are placed on one of the American shipbuilding charts in the turn in which the Japanese action occurs and are advanced each year thereafter until launched.

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C. TIMING:

- American fast carriers and battleships are laid down at the times as specified in 15.32A and B, provided the U.S. is not required to use its available shipbuilding points to advance other ships in that season in both its Pacific and Atlantic shipyards.
- If the U.S. may not lay down a ship because all the available American shipbuilding points are required to advance other ships, the ship may be laid down in any future next turn in which it is legal to do so.

- 16. *A WORLD AT WAR* RULE ADJUSTMENTS
- 17. VICTORY CONDITIONS

Historical Notes

Typo:

Greater East Asia: The Japanese concept of Greater East Asia, which most notably manifested itself in the “Greater East Asia Co-Prosperity Sphere”, embraced as its goal the union of all Asians under Japanese guidance and leadership. What was in theory a counter-balance to western imperialism that would lead to the liberation of Asia, including China, from colonial domination became, in practice, a cover for Japanese imperialism, exploitation and oppression.

Typo:

Chou En-lai: One of the principle Communist Chinese leaders, the urbane and educated Chou was in the moderate wing of the Party and presented a calming face to the western world. Because he never threatened Mao’s Tse-tung’s hold on power, Chou Survived every purge and was the Premier of the People’s Republic of China for more than two decades.

Typo:

Han Fu-chu: Han learned his trade from the “Christian General”, Feng Yuxiang, morphed from a successful warlord to a Kuomintang official, and governed Shantung strictly and successfully, eliminating banditry and the narcotics trade. When the Sino-Japanese war began in 1937, he disobeyed orders to resist the Japanese in order to preserve his own position, and was executed by the Nationalists in early 1938 “*pour encourager les autres*”.

Typo:

Liu Hsiang: One of a number of Szechuan warlords, Liu emerged as the first among equals and aligned himself with the Kuomintang. He led the Szechuan 15th Army at Shanghai in 1937, and also commanded significant forces at Nanking. He strongly supported the war against Japan, but some attributed his death in early 1938 to Chiang Kai-shek’s suspicions of disloyalty.

Typo:

Li Tsung-jen: Li started as a bandit in Kiangsi province, and rose to become one of the leading commanders in the Kuomintang Northern Expedition, which “unified” China in 1926-1927. He was a popular commander who was strongly anti-Communist. After a falling out with Chiang Kai-shek, the two reconciled after Japan’s invasion of Manchuria in 1931. Li’s greatest claim to fame was his victory over the Japanese at the Battle of Taierzhuang in 1938, which did wonders to restore China’s flagging morale.

Typo:

Yen Hsi-Shan: As warlord of Shansi, which is adjacent to Shensi, Yen opted out of the pointless conflict with other warlords and concentrated on modernization of the areas under his control. In this he was successful, and was termed the “Model Governor”. He survived the Sino-Japanese war and the ensuing Civil War, convincing numerous Japanese troops to help him fight the Communists.

Typo:

Sian Incident: Chiang Kai-shek’s kidnapping and imprisonment in December 1936, which led to the formation of the United Front. The goal of Chiang’s captors was to force him to abandon his efforts against the Communists and lead a united China against Japanese encroachment. After two weeks, Chiang agreed - and stuck to the agreement.

Clarification:

Burma Road: The main supply route from the Western Allies to Nationalist China, once the Japanese had captured the main Chinese ports and blockaded China. The Burma Road was cut when Japan conquered Burma in 1942.

Typo:

Zhukov: The Soviet Union’s best general in World War II, Georgy Zhukov made his name by crushing the Japanese at the Battle of Khalkhin Gol (Nomonhan) in August 1939. This defeat, the result of meticulous preparation and inspired generalship, made the normally bellicose Kwantung Army so wary of confronting the Red Army that Russia was able to transfer significant numbers of troops to hold off the German invasion in late 1941.

Typo:

Henry Luce: Henry Luce built a publishing empire in the United States that included *Time*, *Life*, *Fortune* and *Sports Illustrated*. He was an ardent supporter of Chiang Kai-shek and a key figure in the American “China Lobby”.