

UNITS AND COUNTERS

NATIONAL COLORS

The counters of each of the four major powers are represented by a particular background color:

Japan: Black

China: Blue

Russia: Red

Britain: Brown

MOBILIZED UNITS

Japanese starting ground and air units are placed on the Japanese army garrison track at the start of the game. Mobilized Japanese ground and air units are initially placed on the Time Track, then moved to the Reserve section of the Japanese scenario card when available. Shipbuilding increases are placed on the Japanese scenario card immediately.

			
Armor	Infantry	Air	Shipbuilding

NAVAL UNITS

Japanese naval units are placed on the naval construction chart of the Japanese scenario card at the start of the game, as indicated on the scenario card, or when construction of a new ship is begun. Ships fall into the following categories:

Two-factor aircraft carriers (CVLs), depicting an aircraft carrier highlighted by a yellow stripe. These units play no part in *Storm Over Asia* but are part of the Japanese navy in *A World at War*.

Three-factor aircraft carriers (CVs), depicting an aircraft carrier highlighted by a yellow stripe.

Four-factor aircraft carriers (CVBs), depicting an aircraft carrier highlighted by a yellow stripe.

Three-factor battlecruisers (BC3s), depicting the silhouette of a battlecruiser.

Four-factor battleships (BB4s), depicting the silhouette of a large battleship.

Five-factor battleships (BB5s), depicting the silhouette of a super-battleship.


					
CVL 2	CV 3	CVB 4	BC 3	BB 4	BB 5
CVL	CV	CVB	BC3	BB4	BB5


JAPANESE GARRISON COUNTERS

JAPANESE ARMY GARRISON

Active Japanese armor, infantry and air units are placed on the positive row of the Japanese army garrison track.


		
Armor	Infantry	Air


	Certain Japanese research results generate counters that are placed on the positive row of the Japanese army garrison track.
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
	General random event 53 gives Japan a positive modifier on the Japanese army garrison track for the remainder of the game, subject to rule 8.4.
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The Siberian garrison fills the first five places on the negative row of the Japanese army garrison track, expanding to eight places once Russia builds all its military counters. One additional negative Japanese army garrison modifier is added if Russia generates an additional military counter from a 6+ Russian garrison surplus in an inter-theater game.

		
Armor	Infantry	Air






	Each conversion of a Japanese idle factory to civilian use adds one counter to the negative row of the Japanese army garrison track.
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	A partisan counter is placed on the negative row of the Japanese army garrison track if China applies three steps of Partisan research to a conquered Chinese region garrisoned by a Japanese army military counter.
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	General random event 79 places a negative modifier on the Japanese army garrison track for the remainder of the game, subject to rule 8.4.
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JAPANESE NAVAL GARRISON

Japanese ships are placed on the positive row of the Japanese naval garrison track when launched. An additional counter is placed for the launch of a CVB or BB5.








				
CV 3	CVB 4	BC 3	BB 4	BB 5
CV	CVB	BC3	BB4	BB5

	One counter is placed on the positive row of the Japanese naval garrison track when a three-factor carrier is laid down; two counters are placed for a four-factor carrier.
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	One counter is placed on the positive row of the Japanese naval garrison track when a four-factor battleship is laid down; two counters are placed for a five-factor battleship.
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	Certain Japanese research results generate counters that are placed on the positive row of the Japanese naval garrison track.
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 RE 54	General random event 54 gives Japan a positive modifier on the Japanese naval garrison track for the remainder of the game, subject to rule 8.4.
	Each conversion of a Japanese idle factory to civilian or military use (a mobilization) adds one counter to the negative row of the Japanese naval garrison track.
	If Japan mobilizes a third shipbuilding point, one counter is added to the negative row on the Japanese naval garrison track.
 Partisans	A partisan counter is placed on the negative row of the Japanese naval garrison track if China applies three steps of Partisan research to a conquered Chinese region garrisoned by a Japanese naval military counter.
 British MC	Each British military counter generates a counter that is placed on the negative row of the Japanese naval garrison track.
 Code breaking	Each British codebreaking research result generates a counter that is placed on the negative row of the Japanese naval garrison track.
 RE 80	General random event 80 places a negative modifier on the Japanese naval garrison track for the remainder of the game, subject to rule 8.4.

SUPPORT COUNTERS

Support changes are tracked on the support level and income track on each major power scenario card using the support counters for the major power in question.

The support counters for each major power are represented by a variation of the basic color for that major power.




Japan: Dark gray















China: Blue

Britain: Brown

Russia: Red






JAPAN

 +1	Generic support increase from a cause not covered by a specific support counter.
 -1	Generic support decrease from a cause not covered by a specific support counter.
 +1	+1 support from having 4 or 6 military factories (+1 for each).





 Army +1	+1 support from an army garrison surplus.
 Navy +1	+1 support from a naval garrison surplus.
 Army -1	-1 support from an army garrison deficit.
 Navy -1	-1 support from a naval garrison deficit.
 +1	+1 support for a third jet research result.
 +1	+1 support for a third strategic bomber research result.
 +1	+1 support for a third naval air training research result.
 +1	+1 support for a third advanced sub research result.
 +1	+1 support for a third transport research result.
 +1	+1 support for a third armor research result.
 +1	+1 support for a third rocket research result.
 +1	+1 support for a third specialized unit research result.
 +1	+1 support for a third economic preparation research result.
 +1	+1 support for an atomic research result.

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CHINA

 +1	Generic support increase from a cause not covered by a specific support counter.
 -1	Generic support decrease from a cause not covered by a specific support counter.
 +1	+1 support from positive Chinese cohesion.
 -1	-1 support from negative Chinese cohesion.
Central China -1	-1 support for each of Northern China, Shanghai, Central China, South China Coast and Szechuan conquered by Japan.
 United Front +1	Once all existing warlord flags have been replaced by Nationalist flags, China's support level is increased by +1 for every five levels (round down) the United Front surplus exceeds the number of Communist flags (32.74).
Chinese army +1	+1 support from a 12-step Chinese army research result.
Chinese air +1	+1 support from a 12-step Chinese air research result.
Elite units +1	+1 support from a 12-step elite units research result.
Fortifications +1	+1 support from a 12-step fortifications research result.
Partisans +1	+1 support from a 12-step partisans research result.
China Lobby +1	+1 support from a 12-step China Lobby research result.
National Unity +1	+1 support from a 12-step national unity research result.
Economic preparation +1	+1 support from a 12-step economic preparation research result.


BRITAIN


 +1	Generic support increase from a cause not covered by a specific support counter.
 -1	Generic support decrease from a cause not covered by a specific support counter.
 +1	+1 support from positive British cohesion.
 -1	-1 support from negative British cohesion.
Australian army +1	+1 support from a 12-step Australian army research result.
Australian air +1	+1 support from a 12-step Australian air research result.
Australian naval air tr. +1	+1 support from a 12-step Australian naval air training research result.
Australian light ships +1	+1 support from a 12-step Australian light ships research result.
Australian shipbuilding +1	+1 support from a 12-step Australian shipbuilding research result.
Indian Army +1	+1 support from a 12-step Indian army research result.
Indian Air +1	+1 support from a 12-step Indian air research result.
Chindits +1	+1 support from a 12-step Chindits research result.
Indian shipbuilding +1	+1 support from a 12-step Indian shipbuilding research result.
Economic preparation +1	+1 support from a 12-step economic preparation research result.


UNITS AND COUNTERS


	+1 support from each Singapore research result.
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RUSSIA


	Generic support decrease.
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	+1 support from medium Russian cohesion; +2 support from high Russian cohesion; +3 support from full Russian cohesion.
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	Income decrease from a random event or an unfavorable Economic Climate.
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	Maintenance costs for British military counters are indicated on the British support level and income track.
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RUSSIA

	Maintenance costs for Russian military counters are indicated on the Russian support level and income track.
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INCOME COUNTERS

Income changes are tracked on the support level and income track on each major power scenario card using the income counters for the major power in question.

The income counters for each major power are represented by a variation of the basic color for that major power.


Japan: Light gray


China: Light blue

Britain: Tan


Russia: Light red


JAPAN


	Income increase from a random event or a favorable Economic Climate.
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	Income decrease from a random event or an unfavorable Economic Climate.
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CHINA

	Income increase from a random event or a favorable Economic Climate.
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	Income decrease from a random event or an unfavorable Economic Climate.
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	Maintenance costs for Chinese military counters are indicated on the Chinese support level and income track.
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BRITAIN


	Income increase from a random event or a favorable Economic Climate.
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COHESION COUNTERS


British, Russian and Chinese cohesion modifiers are tracked on the support track on each major power scenario card using the cohesion counters for the major power in question.


The British, Russian and Chinese cohesion counters are represented by two different gradients for each major power: one for positive modifiers and one for negative modifiers.


BRITAIN


	The +1 British Crown modifier, which applies each turn from the start of the game.
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	Six-step Australian and Indian research results generate counters that are placed on the positive row of the British cohesion track.
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	General random events 67 and 68 give Britain positive modifiers on the British cohesion track for the remainder of the game, subject to rule 8.4.
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	Two or more British flags in a Southeast Asian diplomatic target generate counters that are placed on the positive row of the British cohesion track.
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	Each British military counter generates a counter that is placed on the positive row of the British cohesion track.
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	Each positive Japanese Aggression Index level generates a counter that is placed on the positive row of the British cohesion track.
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	General random events 69 and 70 give Britain negative modifiers on the British cohesion track for the remainder of the game, subject to 8.4.
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	Two or more Japanese flags in a Southeast Asian diplomatic target generate counters that are placed on the negative row of the British cohesion track.
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UNITS AND COUNTERS


	Each Japanese naval military counter generates a counter that is placed on the negative row of the British cohesion track.
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	Each negative Japanese Aggression Index level generates a counter that is placed on the negative row of the British cohesion track.
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RUSSIA

	Purge counters are used to indicate the number of purges on the Russian cohesion track.
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	Each Japanese attack on Siberia generates a counter that is placed on the positive row of the Russian cohesion track.
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	Each Russian military counter generates a counter that is placed on the positive row of the Russian cohesion track.
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	Each positive Japanese Aggression Index level generates a counter that is placed on the positive row of the Russian cohesion track.
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	Each negative Japanese Aggression Index level generates a counter that is placed on the negative row of the Russian cohesion track.
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CHINA


	Certain Chinese research results generate counters that are placed on the positive row of the Chinese cohesion track.
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	General random events 29 and 30 give China positive modifiers on the Chinese cohesion track for the remainder of the game, subject to rule 8.4.
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	Each Chinese military counter generates a counter that is placed on the positive row of the Chinese cohesion track.
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	Each positive Japanese Aggression Index level generates a counter that is placed on the positive row of the Chinese cohesion track.
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	Nationalist Chinese control of Chinese regions generates counters that are placed on the positive row of the Chinese cohesion track.
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	KMT counters applied to Chinese cohesion generate counters that are placed on the positive row of the Chinese cohesion track.
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	General random events 25 and 26 trigger negative modifiers on the Chinese cohesion track for the remainder of the game, subject to rule 8.4.
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	Each Japanese army military counter generates two counters that are placed on the negative row of the Chinese cohesion track.
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	Each Japanese naval military counter generates one counter that is placed on the negative row of the Chinese cohesion track.
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	Each negative Japanese Aggression Index level generates a counter that is placed on the negative row of the Chinese cohesion track.
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	Japanese control of Chinese regions generates counters that are placed on the negative row of the Chinese cohesion track.
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	Warlord control of Chinese regions generates counters that are placed on the negative row of the Chinese cohesion track.
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	Communist control of Chinese regions generates counters that are placed on the negative row of the Chinese cohesion track, unless the Communists have adhered to the United Front.
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UNITED FRONT COUNTERS


	One counter is placed on the positive row of the United Front track for each Chinese military counter.
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	One counter is placed on the positive row of the United Front track for each combat result in Manchuria or Siberia favoring Russia.
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	One counter is placed on the positive row of the United Front track for each combat between China and Japan.
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	One counter is placed on the positive row of the United Front track for every three steps of National Unity research achieved by China.
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	General random events 31 and 32 each generate one positive modifier for the United Front for the remainder of the game, subject to rule 8.4.
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	One counter is placed on the positive row of the United Front track for each Chinese region controlled by Japan.
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UNITS AND COUNTERS

	Each positive Japanese Aggression Index level generates a counter that is placed on the positive row of the United Front track.
	KMT counters applied to the United Front generate counters that are placed on the positive row of the United Front track.
	Chinese random events 46, 47, 48 and 49 give China a temporary United Front modifier.
	One counter is placed on the negative row of the United Front track for each combat result in Manchuria or Siberia favoring Japan.
	One counter is placed on the negative row of the United Front track for each warlord flag replaced by a Nationalist flag.
	One counter is placed on the negative row of the United Front track for the first Chinese Puppet research result achieved by Japan.
	General random events 27 and 28 each generate one negative modifier for the United Front for the remainder of the game, subject to rule 8.4.
	One counter is placed on the negative row of the United Front track for each Chinese region under Nationalist Chinese control.
	One counter is placed on the negative row of the United Front track for each Chinese region under Communist control, whether or not it has adhered to the United Front.
	Each negative Japanese Aggression Index level generates a counter that is placed on the negative row of the United Front track.







INTELLIGENCE COUNTERS

Intelligence research results affect play in various ways. Counters are used to remind players that they have achieved these results and to indicate the results to other players when they become public.








		
Counter-intel	Covert ops	Spy Ring

JAI COUNTERS




The Japanese Aggression Index is subject to both temporary and permanent modifiers, indicated by differently colored counters.

	The JAI may be temporarily increased or decreased by random events.
	The JAI may be temporarily increased or decreased by extreme Economic Climates.
	If the United Front exists, the JAI is increased by one.
	If Japan has five or more military counters, the JAI is increased by one.
	If China, Britain and Russia have a total of five or more military counters, the JAI is increased by one.
	For each Chinese region conquered by Japan, the JAI is permanently increased by one.

OTHER UNIT COUNTERS








	The turn marker is moved along the Time Track on the mapboard as the game progresses.
	Factory counters are placed on Japan's scenario card to indicate the number and type of Japanese factories.
	The economic climate counter is placed on the Economic Climate track to indicate the current Economic Climate.
	Each major power has a national income counter to indicate its net income for the turn.
	Russian tile point grants to China may be indicated by placing counters on the Chinese support level and income track.
	British tile point grants to China may be indicated by placing counters on the Chinese support level and income track.
	National flag counters are used to track diplomatic results in Chinese regions, and may also be used to indicate hex control in <i>A World at War</i> .




UNITS AND COUNTERS

	Trade pact counters are placed on the mapboard in eligible Chinese regions and some Southeast Asia diplomatic targets and are added to the Japanese, Chinese or British income track, if applicable, when the trade pact is acquired.
	United Front markers are placed on the mapboard to indicate that the Communist flags in a Chinese region have adhered to the United Front.
	Communist China's supply source if it controls Eastern China, which does not contain a city.

A WORLD AT WAR UNIT COUNTERS



Storm Over Asia includes unit counters that don't normally exist in *A World at War*, including some bonus additional European unit counters unrelated to *Storm Over Asia*.

	Stronger Japanese armor units generated by Japanese armor research.
	An additional 2-2 Australian infantry unit is generated by 9 steps of Australian army research.
	A 3-2 Australian infantry unit is generated by 12 steps of Australian army research.
	Additional Australian army air factors are generated by Australian air research.
	Australian naval air units are generated by Australian naval air training research.
	Australian battlecruisers may be constructed only if Britain achieves a 9-step or higher Australian or Indian shipbuilding research result.
	Australian carriers may be constructed only if Britain achieves a 9-step or higher Australian or Indian shipbuilding research result.
	An additional 2-2 Indian infantry unit is generated by 9 steps of Indian army research.
	A 3-2 Indian infantry unit is generated by 12 steps of Indian army research.







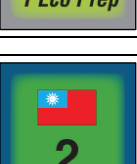









	Indian army air factors are generated by Indian air research.
	British Chindit units are generated by 6 and 12 steps of Chindit research.
	Malayan infantry units are generated by two and three British flags in Malaya at the end of the game.
	An additional Thai unit is generated by two Japanese flags in Thailand at the end of the game.
	Infantry units may be added to the Nationalist Chinese force pool by various means.
	Army air units may be added to the Nationalist Chinese force pool by various means.
	Infantry units are added to the Communist Chinese force pool if Communist China is larger than normal.
	Free French units are provided for use in Europe.
	A Polish armor unit is provided for use in Europe.

ACTIVITY COUNTERS

Each major power has a pool of activity counters which are used for unit construction, shipbuilding, research and diplomacy. Each major power's pool of activity counters may expand during the course of play.

	Activity counters in each major power's starting activity counter pool are white .
	Japanese activity counters which may only be used for shipbuilding are blue .

UNITS AND COUNTERS

	Saved Japanese shipbuilding points are tracked using the indicated activity counters.
	Japan's special 1 activity counter may be used for unit construction or shipbuilding, research, or diplomacy, in excess of the normal limits on activity counter use, depending on the Japanese random event category applicable for the turn.
	The Japanese activity counter added from having a fifth civilian factory is orange . This activity counter may only be used for research.
	The additional Japanese activity counter added from having a sixth civilian factory is light orange .
	Activity counters added to the Japanese activity counter pool from conquests are yellow .
	Activity counters added from a first economic preparation research result are light green .
	Activity counters added from a second economic preparation research result are dark green .
	Japan adds a 1 activity counter if it has five military factories.
	Japan adds a 2 activity counter if it has seven military factories.
	Activity counters added to the Chinese activity counter pool from Japanese conquests are yellow , and may only be used for diplomacy.
	Original Chinese KMT counters have blue numbers. KMT counters are the only Chinese activity counters that may be used to increase Chinese cohesion and the United Front level.
	Chinese KMT counters added by KMT research have red numbers.
	Britain adds a 1 activity counter if its support level is +1 or greater.
	Britain adds a 2 activity counter if its support level is +3 or greater.
	Russia adds a 1 activity counter when it reaches medium cohesion. Activity counters added to the Russian activity counter pool from Russian cohesion increases are olive .
	Russia adds a 2 activity counter when it reaches high cohesion. Activity counters added to the Russian activity counter pool from Russian cohesion increases are olive .