

RANDOM EVENTS



GENERAL RANDOM EVENTS

There are a number of types of general random events. A single random event may include features of several types of events.

JAPANESE AGGRESSION INDEX

Basic: The Japanese Aggression Index is increased or decreased for the current turn by the indicated amount. To save space, the Japanese Aggression Index is abbreviated as “JAI”.

Violence at Buddhist seminary inflames tensions.
JAI: +1

The Japanese Aggression Index is increased by one for the current turn.

Roosevelt mediates secret
Sino-Japanese peace talks.
JAI: -2

The Japanese Aggression Index is decreased by two for the current turn.

Ancillary: The Japanese Aggression Index is increased or decreased for the current turn by the indicated amount in conjunction with other effects.

American naval appropriations reduced.
Add one favorable counter to
Japan's naval garrison
JAI: -1

In addition to the indicated change to the Japanese Naval Garrison, the Japanese Aggression Index is decreased by one for the current turn.

Conditional Japanese Aggression Index events: The Japanese Aggression Index may increase or decrease based on the game situation.

Conditional (Communist flags in China): The Japanese Aggression Index is increased by one for every three Communists flags in China, to a maximum increase of +3 (general random event 10). The number of Communist flags is rounded up (1, 2 or 3 flags: +1; 4, 5 or 6 flags: +2; 7 or more flags: +3).

The JAI effect from Communist flags is determined at the start of the turn and an increase or decrease in the number of Communist flags later in the turn has no effect on the JAI.

Communist threat in China inflames tensions.
For every three Communist flags in China
JAI: +1 (maximum +3)

If there were four Communist flags in China, the Japanese Aggression Index would be increased by two.

Conditional (Japanese flags in China): The Japanese Aggression Index is increased by one for every three Japanese flags in China, to a maximum increase of +3 (general random event 11). The number of Japanese flags is rounded up (1, 2 or 3 flags: +1; 4, 5 or 6 flags: +2; 7 or more flags: +3). Chinese regions conquered by Japan are considered to contain five Japanese flags.

The JAI effect from Japanese flags is determined at the start of the turn and an increase or decrease in the number of Japanese flags later in the turn has no effect on the JAI.

Japanese expansion in China subject of exposé.
For every three Japanese flags in China
JAI: +1 (maximum +3)

If there were two Japanese flags in China, the Japanese Aggression Index would be increased by one.

Conditional (Russian military counters): The Japanese Aggression Index is increased by one for every Russian military counter, to a maximum increase of +3 (general random event 12).

The number of Russian military counters is determined as of the end of the previous turn, prior to implementing any Russian purge events or Russian construction.

Extent of Soviet build up in Siberia leaked to press.
For each Russian military counter
JAI: +1 (maximum +3)

If Russian had two military counters, the Japanese Aggression Index would be increased by two.

Conditional (Japanese military counters): The Japanese Aggression Index is increased by one for every two Japanese military counters, to a maximum increase of +3 (general random event 13). The number of Japanese military counters is rounded up (1 or 2 Japanese military counters: +1; 3 or 4 Japanese military counters: +2; 5 or six Japanese military counters: +3).

The number of Japanese military counters is determined as of the end of the previous turn, before anything in the current turn affects the number of Japanese military counters.

Japanese military counters are counted whether or not they are garrisoning a conquered Chinese region.

Japanese military expansion alarms foreign powers.
For every two Japanese military counters
JAI: +1 (maximum +3)

If Japan had three military counters, the Japanese Aggression Index would be increased by two.

Conditional (Japanese naval research): The Japanese Aggression Index is reduced by one for each Japanese carrier and battleship design research result, to a maximum decrease of -3 (general random event 14). This reflects alarm in Japanese naval circles about the American reaction to Japan's naval build up.

The JAI effect from Japanese carrier and battleships design research is determined at the start of the turn and additional research results later in the turn have no effect on the JAI.

American naval build up deters Japan.
For each Japanese carrier and
battleship design research result
JAI: -1 (maximum -3)

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If Japan had one carrier design and two battleship design research results, the Japanese Aggression Index would be decreased by three.

Conditional (Economic Climate): The Japanese Aggression Index is increased or decreased by the inverse of the Economic Climate (general random event 15): a favorable (+) Economic Climate reduces the Japanese Aggression Index; an adverse (-) Economic Climate increases the Japanese Aggression Index. In both cases the change to the Japanese Aggression Index is equivalent to the inverse of the positive or negative value of the Economic Climate; to a maximum increase of +3 and a maximum decrease of -3. If the Economic Climate is 0, there is no effect.

American immigration policies changed.
JAI modified by the inverse of
the Economic Climate
JAI: +/- (maximum +/-3)

If the Economic Climate was -2, Japan's support level would be increased by +2.

JAPANESE GARRISONS

Positive army: General random event 53 adds a positive counter to the Japanese army garrison track. This counter remains on the Japanese army garrison track until replaced (see rule 8.4).

Siberian garrison reduced.
Add one favorable counter to
Japan's army garrison
JAI: -1

Japan's army garrison adds a positive counter; the Japanese aggression index is also reduced by one for the turn in which the random event is drawn.

Positive naval: General random event 54 adds a positive counter to the Japanese naval garrison track. This counter remains on the Japanese naval garrison track until replaced (see rule 8.4).

American naval appropriations reduced.
Add one favorable counter to
Japan's naval garrison
JAI: -1

Japan's naval garrison adds a positive counter; the Japanese aggression index is also reduced by one for the turn in which the random event is drawn.

Negative army: General random event 79 adds a negative counter to the Japanese army garrison track. This counter remains on the Japanese army garrison track until replaced (see rule 8.4).

Siberian garrison increased.
Add one adverse counter to Japan's army garrison
JAI: +1

Japan's army garrison adds a negative counter; the Japanese aggression index is also increased by one for the turn in which the random event is drawn.

Negative naval: General random event 80 adds a negative counter to the Japanese naval garrison track. This counter remains on the Japanese naval garrison track until replaced (see rule 8.4).

American naval expansion accelerated.
Add one adverse counter to Japan's naval garrison
JAI: +1

Japan's naval garrison adds a negative counter; the Japanese aggression index is also increased by one for the turn in which the random event is drawn.

CHINESE COHESION

Positive: General random events 29 and 30 add a positive counter to the Chinese cohesion track. These counters remain on the Chinese cohesion track until replaced (see rule 8.4).

Reformists gain Chiang Kai-Shek's ear.
Add one favorable counter to Chinese cohesion

China gains a +1 modifier for its cohesion.

Negative: General random events 25 and 26 add a negative counter to the Chinese cohesion track. These counters remain on the Chinese cohesion track until replaced (see rule 8.4).

Kuomintang faction defects to Japan.
Add one adverse counter to Chinese cohesion

China incurs a -1 modifier for its cohesion.

BRITISH COHESION

Positive: General random events 67 and 68 add a positive counter to the British cohesion track. These counters remain on the British cohesion track until replaced (see rule 8.4).

Princesses charm crowds on Royal tour.
Add one favorable counter to British cohesion

Britain gains a +1 modifier for its cohesion.

Negative: General random events 69 and 70 add a negative counter to the British cohesion track. These counters remain on the British cohesion track until replaced (see rule 8.4).

Indian violence proves contagious.
Add one adverse counter to British cohesion

Britain incurs a -1 modifier for its cohesion.

UNITED FRONT

Positive: General random events 31 and 32 add a positive counter to the United Front track. These counters remain on the United Front track until replaced (see rule 8.4).

Soviet diplomacy effects reconciliation.
Add one favorable counter to the United Front

The United Front incurs a +1 modifier.

Negative: General random events 27 and 28 add a negative counter to the United Front track. These counters remain on the United Front track until replaced (see rule 8.4).

Chiang Kai-Shek family members assassinated
by suspected Communist.
Add one adverse counter to the United Front

The United Front incurs a -1 modifier.

REPLACING FLAGS

Basic: General random events 43-49, 56 and 57 replace an existing flag with a different type of flag, as indicated by the random event. Communist flags and Japanese flags in conquered Chinese regions may not be replaced by this type of event. The effects are implemented when the general random event is drawn, before determining the Chinese cohesion level for income purposes.

The decision as to which flag is replaced is made by the player benefitting from the random event.

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If no replacement is possible, the random event is treated as a +1 support event.

Warlord defects from Nationalists.
Replace one Nationalist flag with a warlord flag

The Japanese player replaces a Chinese flag of his choice with a warlord flag.

Japanese bribes win over warlord.
Replace one warlord flag with a Japanese flag

The Japanese player replaces a warlord flag of his choice with a Japanese flag.

Warlord allies with Kuomintang.
Replace one warlord flag with a Nationalist flag

The Chinese player replaces a warlord flag of his choice with a Chinese flag.

Warlord breaks with Japanese advisors.
Replace one Japanese flag with a warlord flag

The Chinese player replaces a Japanese flag of his choice with a warlord flag.

Random: General random event 49 replaces a warlord flag with a Japanese, Nationalist Chinese or Communist Chinese flag, as determined by a tile draw.

Christian General Feng Yuxiang loses his faith.
Replace one warlord flag based on a random tile draw:
Japan (1); Nationalist China (2); Communist (3)

A tile is drawn at random. On a tile draw of "1", the Japanese player selects a warlord flag and replaces it with a Japanese flag; on a tile draw of "2", the Allied player selects a warlord flag and replaces it with a Nationalist Chinese flag; on a tile draw of "3", the Allied player selects a warlord flag and replaces it with a Communist Chinese flag.

COMMUNIST FLAGS

Basic: A Communist flag is placed in the indicated region. This is done when the general random event is drawn, before determining the Chinese cohesion level for income purposes.

If the indicated Chinese region contains four flags:

- The Communist flag replaces a warlord flag.
- If there is no warlord flag in the region, the Communist flag replaces a Nationalist flag.
- If there is no warlord or Nationalist flag in the region, the Communist flag replaces a Japanese flag.

If the indicated Chinese region has been conquered by Japan or contains four Communist flags, a Communist flag is placed in an adjacent region. Japan decides which adjacent region if there is no United Front; China decides which adjacent region if there is a United Front.

Central Committee approves ambitious plans.
Place a Communist flag in Szechuan

A Communist flag is placed in Szechuan. If there are four flags in Szechuan, a warlord, then a Nationalist Chinese, then a Japanese flag is replaced. If Szechuan is conquered by Japan or contains four Communist flags, a Communist flag is placed in an adjacent region.

Conditional: A Communist flag is placed in the Chinese region that contains the greatest number of Communist flags. This type of event may apply to any region in China (general random events 33-36) or only certain Chinese regions (general random events 37-42). The effects of the general random event are implemented when it is drawn, before determining the Chinese cohesion level for income purposes.

If the Chinese region that contains the greatest number of Communist flags contains four flags, including at least one non-Communist flag:

- The Communist flag replaces a warlord flag.
- If there is no warlord flag in the region, the Communist flag replaces a Nationalist flag.
- If there is no warlord or Nationalist flag in the region, the Communist flag replaces a Japanese flag.

If the Chinese region that contains the greatest number of Communist flags contains four Communist flags, the next most eligible region must be selected.

If all the eligible Chinese regions contain four Communist flags or have been conquered by Japan, a Communist flag is placed in an adjacent region. Japan decides which adjacent region if there is no United Front; China decides which adjacent region if there is a United Front.

If two or more Chinese regions have the same number of Communist flags, including no Communist flags:

- If the United Front does not exist, the Japanese player decides where the Communist flag is placed.
- If the United Front exists, the Chinese player decides where the Communist flag is placed.

This may result in the placement of a Communist flag in a Chinese region that doesn't contain a Communist flag.

Communist base expands territory.
Place a Communist flag in the Chinese region that contains the most Communist flags

A Communist flag would be placed as indicated, with any tie being decided by either the Japanese or Chinese player, depending on the status of the United Front.

Communist upsurge in south.
Place a Communist flag in whichever of Eastern China, Southern China or South China Coast contains the most Communist flags

A Communist flag would be placed in one of the three indicated Chinese regions. If Eastern China, Southern China and the South China Coast all contained four Communist flags or were conquered by Japan, a Communist flag would be placed in a Chinese region adjacent to one of those three regions, with any tie being decided by either the Japanese or Chinese player, depending on the status of the United Front.

DIPLOMACY

Basic: A Japanese or Nationalist Chinese diplomatic modifier applies to the indicated region in the diplomatic phase.

Japanese intelligence infiltrates
Wuhan bureaucracy.
Central China: +1

Japan receives a +1 modifier for Central China in the diplomatic phase of the turn in which the event is drawn.

Kuomintang strengthens ties
with Shanghai underworld.
Shanghai: +1

China receives a +1 modifier for Shanghai in the diplomatic phase of the turn in which the event is drawn.

CHINESE CIVIL WAR

Basic: Nationalist China must attack a Communist flag, with a +1 or +2 combat modifier. There is no tile point cost for military counters used solely for such an attack, although Nationalist China is not required to use military

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counters for the attack, and may use its military counters for other purposes in the turn of the attack. The normal tile point cost applies to Chinese military counters used for diplomacy. Communist flags that have adhered to the United Front may be attacked only if there are no unaffiliated Communist flags available to attack (32.76B).

Nationalist China must carry out its attack even if it has no military counters and even if Japan attacks a Chinese region in the turn in which the random event is drawn.

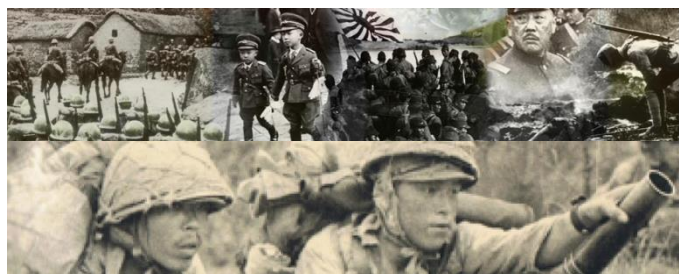
If there are no Communist flags to attack, Nationalist China receives a +1 or +2 support increase, equivalent to the combat modifier in the random event.

Chiang seeks a military victory.
Nationalist China must attack a Communist flag with a +1 combat modifier.
Military counters may be used at no cost.

Nationalist China must attack a Chinese region containing one or more Communist flags, without the need to pay tile points for the military counters used only for the attack. Nationalist China receives a +1 modifier for its anti-Communist attack.

Kuomintang hardliners gain the upper hand.
Nationalist China must attack a Communist flag with a +2 combat modifier.
Military counters may be used at no cost.

As above, except that Nationalist China has a +2 combat modifier for its anti-Communist attack.




NATIONAL RANDOM EVENTS

There are a number of types of national random events. A single random event may include features of several types of events. Secret random events are printed on a grey background.

Japanese national events are in one of three categories, as indicated in the random event: economic/military, research or diplomacy.

INCOME

Basic: The income of a major power for the current turn is increased or decreased by the indicated amount. Japanese income events are in the Economic/Military category.


 Heavy rains damage harvest.
Japanese national income: -1

Japan's income is decreased by one.

Tile draw: Japan draws two income tiles (Japanese Economic/Military random event 35) or no income tiles (Economic/Military random event 76). There are no comparable random events for Britain or China.

 Industrial production spikes.
Japan draws two random tiles


Japan draws two income tiles.

 Mulberry virus decimates silk production.
Japan draws no random tiles

Japan draws no income tiles.

ECONOMIC CLIMATE EFFECTS

Doubled: Japanese Economic/Military random event 48 doubles the income effect of the Economic Climate (to a maximum of +/-4).

 Japanese sensitivity to foreign trade apparent.
Double Economic Climate effect

Japan's income is increased by +2 or +4, or decreased by -2 or -4, depending on the current Economic Climate. If the Economic Climate were at zero, there would be no effect.

Disregarded: Japanese Economic/Military random event 49 makes the income effect of the Economic Climate inapplicable to Japan.

 Military encourages drive to autarky.
Disregard Economic Climate effect

The Economic Climate has no effect on Japanese income.

KMT DRAW

Additional KMT draw: Chinese random events 59, 60, 61 and 62 allow China to draw one additional KMT counter. These events are treated as public random events that increase China's support level by +1 if they otherwise would have no effect (12.423B).

 Reformists launch anti-corruption drive.
Draw one additional KMT counter

China draws one more KMT counter than it would normally. If the JAI was high enough to make the event ineffective, it would be treated as a +1 support event.


FACTORY CONVERSION

Cost increased: The cost of factory conversion for the current turn is increased by the specified amount:

 Machine tool shortages cause delays.
Factory conversion cost: +2

The cost to Japan to convert an idle factory to civilian use or mobilize an idle or civilian factory is increased by two tile points.

Cost decreased: The cost of factory conversion for the current turn is decreased by the specified amount:

 Zaibatsu cooperate with government planners.
Factory conversion cost: -2

The cost to Japan to convert an idle factory to civilian use or mobilize an idle or civilian factory is decreased by two tile points.

RESEARCH

National research random events are implemented either before or after research points are assigned, at the drawing player's option:

Basic (one level): A specified research project advances one level (two steps).

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Plans for super-battleships approved.
Battleship design +1 level

Japan's armor research advances one level. This result is implemented either before or after Japan assigns research points, at the Japanese player's option.

Flexible (one level): One research project in a category advances one level (two steps), as specified by the random event.



Army research budget expanded.
Any military project +1 level

One Japanese military project, as chosen by the Japanese player, advances one level.

Basic (two steps): Two specified research projects each advance one step:



Fact finding mission returns from Germany.
Jets and rockets both +1 step

Japan's jets and rocket research each advance one step.

Flexible (one step): One research project in a category advances one step, as specified by the random event.



Chinese graduates return from America.
One economic project +1 step

One Chinese economic project advances one step, as selected by the Chinese player.

Flexible (two steps): Two specified research projects each advance one step.



Naval Warfare Research Institute opened.
Any two naval projects +1 step each

Any two Japanese naval projects each advance one step, as selected by the Japanese player.

Two research events: Japan draws two additional random events cards and applies both research events.



Additional research appropriations.
Draw two additional random event cards and apply both research effects

Japan benefits from two research random events.

Additional research expenditure: An additional activity counter may be used for research, even if no other activity counter is used for research.



Universities commit to military research.
One additional activity counter may be used for research

Japan may use one additional activity counter for research, in addition to whatever other activity counters may be assigned to research, including Japan's flexible 1 activity counter and the 1 activity counter associated with converting a factory to civilian use.



Kuomintang allows scientists freer hand.
One additional activity counter may be used for research

China may use one additional activity counter for research, in addition to whatever other activity counters may be assigned to research.



Boffins redouble their efforts.
One additional activity counter may be used for research

Britain may use one additional activity counter for either British or Chinese research, in addition to whatever other activity counters may be assigned to research. Research points from a British activity counter are not restricted to Burma Road research and are assigned normally by the Chinese player.



Soviet technicians arrive in China.
One additional activity counter may be used for research

Russia may use one additional activity counter for Chinese research, regardless of any purge effects in the current turn. The use of an additional activity counter for Chinese research does not affect Russia's ability to conduct other actions in China, as allowed by the current level of Sinkiang Road research, including the use of a second activity counter for Chinese research. Research points from a Russian activity counter are not restricted to Sinkiang Road research and are assigned normally by the Chinese player.

Additional research or diplomatic expenditure: An additional activity counter may be used for research or diplomacy.



Preparations for war accelerated.
One additional activity counter may be used for research or diplomacy

China has the option of assigning an additional activity counter to research or diplomacy.



Blank check given to Chiang Kai-Shek.
One additional activity counter may be used for research or diplomacy

Russia has the option of assigning an additional activity counter to research or diplomacy.

CONSTRUCTION

Japan: Japanese Economic/Military random events 65-68 allow construction of an additional unit at no tile point or activity counter cost.



Reserves called up.
Activate one unit at no cost

Japan may activate a unit without paying any tile points or using activity counters, and without regard to the normal construction limits; Japan may build two units of the same type, without paying tile points or using activity counters to build the second unit.

Russia: Russia may build a military counter at no cost, regardless purge events.



Stalin authorizes military increases.
Russia may build a military counter at no cost

Russia has the option of building a military counter without spending tile points or using activity counters, regardless of the purge event for the turn.

SHIPBUILDING

Free naval construction: A new ship may be laid down or an existing ship advanced at no cost.



Naval scare prompts public support for naval construction.
Lay down or advance one ship at no cost


Japan may lay down a new ship at no cost. This construction is subject to all the normal limits (shipbuilding points and shipyard capacity must be available; carrier construction is limited by Japanese naval air training and

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carrier design research; battleship construction is limited by Japanese battleship design research). Japan also must pay to continue construction in future turns.

Alternatively, Japan may advance an existing ship in the column for the turn in which the random event is drawn. There is no tile point or activity counter cost to Japan, although one Japanese shipbuilding point is still used.

Reduced naval construction costs: A new ship may be laid down or an existing ship advanced at reduced cost. These random events act like and are subject to the same restrictions as random events allowing a ship to be laid down or advanced at no cost, but with a reduced maximum benefit.



Steel industry subsidizes naval construction.
Lay down or advance one ship at -4 cost

Econ/Mil

Japan may lay down or advance a ship, with the cost reduced by 4 tile points. This means the ship is laid down or advanced at no cost, unless the ship is a five-factor battleship.

Acceleration (general): All Japanese ships that are under construction, including ships laid down in the turn in which the random event is drawn, are accelerated one space at no cost:



Naval building plan given top priority.
All Japanese ships accelerate one space at no cost

Econ/Mil

All Japanese ships currently under construction are accelerated one space at no cost before or after Japan's naval construction, at the Japanese player's discretion. Different ships may be accelerated at different times, either before or after being advanced, to maximize the effect of the random event. Acceleration may not advance a ship to the next row, although it may permit normal construction to proceed ahead of schedule.

Acceleration (specific): One Japanese ship that is under construction is accelerated two spaces at no cost:



Shipyard workers voluntarily extend shifts.
One Japanese ship accelerates two spaces at no cost

Econ/Mil

One Japanese ship currently under construction is accelerated two spaces at no cost before or after Japan's naval construction, at the Japanese player's discretion.

RUSSIAN PURGES

General: The indicated Russian activity is prohibited. If the activity could not have been carried out for other reasons, the Russian support level is reduced by one, with the accompanying loss of one tile point. In either event, the Russian purge level is increased by one.

Diplomacy: Russian random events 5 and 6 prohibit Russian diplomacy in China.



Rapprochement with Japan considered by Politburo.
Russian diplomacy is prohibited

1

Russia may not place a diplomatic counter in China.

Research: Russian random events 7 and 8 prohibit Russia from using a Russian activity counter for Chinese research.




Technical aid to China suspended.
Russian research is prohibited

1

Russia may not conduct Chinese research.

Military counters: Russian random events 27 and 28 prohibit Russia from using military counters other than to defend against a Japanese attack in Siberia.



Stalin reins in army commanders.
Military counters may not be used other than to defend Siberia

1

Russia may not use military counters in China or to attack Manchuria.

Grants: Russian random events 29 and 30 prohibit Russian grants to China.



Stalin orders review of China policy.
Russian grants to China prohibited

1

Russia may not grant tile points to China, including by conducting Sinkiang Road research in lieu of a grant if the JAI is +1 or greater. This does not prevent other forms of aid to China, such as research, diplomacy and military aid.

SUPPORT

Basic: The support level of a major power is increased or decreased for the current turn by the indicated amount.



Racist state legislation violates Japanese-American "gentlemen's agreement."
Japanese support level: +2

Econ/Mil

The Japanese support level is increased by +2.

Conditional support events: Secret support events with effects that are conditional on the game situation may be played at any time (10.41A). If circumstances change later in the turn after the event is played, the effects of the event are increased or decreased accordingly.

Conditional (research results): The Japanese support level is decreased by the stated amount. This adverse result is offset by +1 for each research result in the specified category to that point in the game, including the turn in which the random event is drawn, to a maximum increase of +2 or +3, as stated in the random event.

A second or third research result in the same project and 10-step research results all count as one result.

Intelligence results include 6- and 12-step results for Chinese Puppets and Indian Subversion. Intelligence results must have been revealed to count.



Tojo assesses modernization of Army.
Japanese support level: -2 (max +2)
+1 for each military research result

Econ/Mil

Japan's support level is decreased by -2, but this is offset by +1 for each military research result, to a maximum +2 support increase.

Conditional (China): The Japanese support level is increased by up to +3, depending on the situation in China.

Conditional (Japanese flags in China): Japanese Economic/Military random event 26 decreases the Japanese support level by -3. This adverse result is offset by +1 for every two Japanese flags in China, rounded down, including flags in conquered Chinese regions, up to a maximum increase of +3.



Army seeks influence in China.
Japanese support level: -3 (max +3)
Modifier: +1 for every two Japanese flags in China

Econ/Mil

Japan's support level is decreased by -3, but this is offset by +1 for every two Japanese flags in China, rounded down, to a maximum +3 support increase.

Conditional (Chinese cohesion level): Japanese Economic/Military random event 39 modifies the Japanese support level by the inverse of the Chinese cohesion level: a positive (+) Chinese cohesion level reduces Japan's support level; a negative (-) Chinese cohesion level increases Japan's support level. In both cases the Japanese support modifier is equivalent to the inverse of the positive or negative value of the Chinese cohesion level; to a maximum increase of +3 and a maximum decrease of -3. If the Chinese cohesion level is 0, there is no effect.

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Tokyo assesses Chinese developments.
Japanese support level: (max +/-3)
Modifier: Inverse of Chinese cohesion level

If the Chinese cohesion level were -1, Japan's support level would be increased by +1.

Conditional (Japanese trade pacts): Japanese Economic/Military random event 11 increases the Japanese support level by +1 for each Japanese trade pact in China, including trade pacts in conquered Chinese regions, to a maximum increase of +3.



Japan eyes Chinese resources.
Japanese support level: + (max +3)
+1 for every Japanese trade pact in China

If Japan had two trade pacts in China, Japan's support level would be increased by +2.

Conditional (Japanese conquests): Japanese Economic/Military random event 12 increases the Japanese support level by +1 for each Chinese region conquered by Japan, to a maximum increase of +3.



Japanese government rejects compromise.
Japanese support level: + (max +3)
+1 for each conquered Chinese region

If Japan had conquered three Chinese regions, Japan's support level would be increased by +3.

Conditional (military counters): The Japanese support level is increased, depending on the number of Chinese (Japanese Economic/Military random event 13) or Russian (Japanese Economic/Military random event 14) military counters, to a maximum increase of +3.

This determination is made at the end of the economic phase.



Chinese military readiness assessed.
Japanese support level: + (max +3)
+1 for each Chinese military counter

Japan's support level is increased by +1 for each Chinese military counter, to a maximum increase of +3. Destroyed Chinese military counters are disregarded.



Russian threat evaluated.
Japanese support level: + (max +3)
+1 for each Russian military counter

Japan's support level is increased by +1 for each Russian military counter, to a maximum increase of +3. Purged Russian military counters are disregarded.

Conditional (Economic Climate): Japanese Economic/Military random event 40 modifies the Japanese support level by the inverse of the Economic Climate: a favorable (+) Economic Climate reduces Japan's support level; an adverse (-) Economic Climate increases Japan's support level. In both cases the support modifier is equivalent to the inverse of the positive or negative value of the Economic Climate; to a maximum increase of +3 and a maximum decrease of -3. If the Economic Climate is 0, there is no effect.



Army and industrialists at loggerheads.
Japanese support level: (max +/-3)
Modifier: Inverse of Economic Climate

If the Economic Climate was +2, Japan's support level would be decreased by -2.

Conditional (Japanese Aggression Index): Japanese Economic/Military random event 41 modifies the Japanese support level by the JAI, to a maximum increase of +3 and a maximum decrease of -3. If the JAI is 0, there is no effect.



Military leaders press for a showdown.
Japanese support level: (max +/-3)
Modifier: Japanese Aggression Index

If the Japanese Aggression Index was +1, Japan's support level would be increased by +1.

DIPLOMACY

Basic diplomatic modifier: Diplomacy in the target is modified in favor of the specified major power by the indicated amount. A diplomatic random event that has no effect for any of the reasons set out in 10.41A is treated as a secret support event for the major power that drew the random event. A public general diplomatic random event may also operate in this manner.



Japanese agents stir up trouble.
Yunnan: +1

Japan receives a +1 modifier for diplomacy in Yunnan.

Flexible diplomatic modifier (China): A diplomatic modifier may be applied to one of the three listed Chinese regions, as selected by the major power that drew the random event. Any of the listed Chinese regions may be selected, regardless of its status:



Outrage at Japanese aggression.
Northern China, Central China or Shanghai: +1

After any Japanese diplomatic random event is revealed, and before the strengths of any diplomatic counters are revealed, China may trigger a diplomatic random event with a value of one in Northern China, Central China or Shanghai. China may select a conquered Chinese region to increase its support level, even if other, unconquered, targets are available.

It is not possible for both China and Japan to have this type of random event for the same three Chinese regions.

Flexible diplomatic modifier (Southeast Asia): A diplomatic modifier may be applied to one of the two listed Southeast Asian diplomatic targets, as selected by the major power that drew the random event. Either of the listed Southeast Asian diplomatic targets may be selected, regardless of the number of flags it contains:



British Defence Secretary tours antipodes.
Australia or the Dutch East Indies: +1

After any Japanese diplomatic random event is revealed, and before the strengths of any diplomatic counters are revealed, Britain may trigger a diplomatic random event with a value of one in Australia or the Dutch East Indies. It is not possible for both Britain and Japan to have this type of random event for the same two Southeast Asian diplomatic targets.

Spy ring effect: Spy ring effects (16.16B) apply in a diplomatic target as selected by the major power that drew the random event. The target is announced prior to the placement of diplomatic counters.

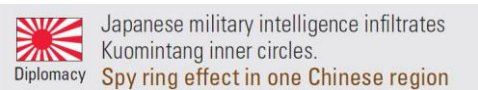
Once the target of a spy ring effect random event is announced, any opposing military and activity counters used for diplomacy in the target must be placed openly before any other diplomatic counters are placed and all opposing secret diplomatic random events in the target must be revealed before diplomacy begins.

The owing major power receives a +1 diplomatic modifier in the target in the turn in which the random event is drawn, whether or not any diplomatic counters are placed in the target.

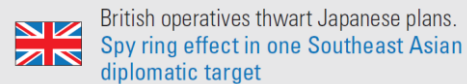
A spy ring effect random event may not be negated by a counter-intelligence research result, does not eliminate an opposing spy ring in the selected region and does not allow the placement of an additional diplomatic counter in excess of the normal limit.

If the Japanese play of a spy ring effect random event is countered by the Chinese or British play of a spy ring effect random event in the same diplomatic target, neither random event has any effect.

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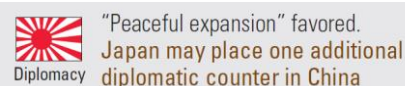


Japan chooses a Chinese region to which to apply the random event. China must then reveal any secret diplomatic random event it has for that region and must openly place any Chinese military and Chinese or Russian activity counters used for diplomacy in that region. Japan receives a +1 modifier for diplomacy and a +1 modifier for combat in that region for that turn.



If Japan or Britain applies a spy ring effect random event to a Southeast Asian diplomatic target in which no flags may be placed because the JAI is not high enough, the spy ring effect random event is treated as a +1 support event.

Additional diplomatic counter in China: One additional diplomatic counter may be placed in China by the major power that drew the random event. If drawn by Russia, the additional diplomatic counter may be placed in China regardless of Russian purge effects or the Sinkiang Road research level. This type of random event is revealed when the major power drawing the random event first places diplomatic counters, even if it has no effect.

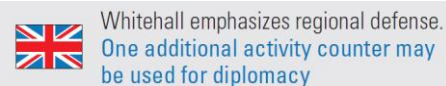


Japan may place one additional diplomatic counter in China during its initial placement, at the normal cost, in excess of its normal limit.



Russia may place one additional diplomatic counter in China, at the normal cost, in excess of its normal limit, regardless of any purge effects in the current turn. The placement of an additional diplomatic counter in China does not affect Russia's ability to conduct other actions in China, as allowed by the current level of Sinkiang Road research, including the placement of a second diplomatic counter in China.

Additional diplomatic counter (Southeast Asia): One additional diplomatic counter may be placed in Southeast Asia by the major power that drew the random event. If no diplomatic results in Southeast Asia are possible because the JAI is not high enough, the random event is treated as a +1 support event, in the same manner as a diplomatic random event. This type of random event is revealed when the major power drawing the random event first places diplomatic counters, even if it has no effect.



Britain may place one additional diplomatic counter, at the normal cost, in excess of its normal limit, provided diplomatic results in Southeast Asia are possible. Otherwise Britain is considered to have drawn a +1 support event.

See under "Research" for random events that allow an additional activity counter for research or diplomacy.

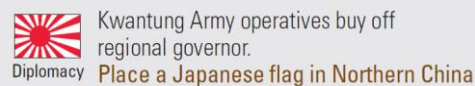
Flag placement: After all diplomacy has been resolved, before the warlord card draw, an additional flag is placed in the indicated Chinese region. These random events may allow two flags to be placed in the same Chinese region (but not three, because Japan and China can never both draw such a random event for the same Chinese region). If drawn by Japan, these random events also allow a Japanese flag to be placed in Chinese regions that are not open to Japanese aggression.

Flag placement (Japan): If the indicated Chinese region contains four flags:

- The Japanese flag replaces a warlord flag.
- If there is no warlord flag in the region, the Japanese flag replaces a Nationalist flag.

- If there is no warlord or Nationalist flag in the region, the Japanese flag replaces a Communist flag.

If the indicated Chinese region has been conquered by Japan, Japan receives a +1 support increase for that turn.

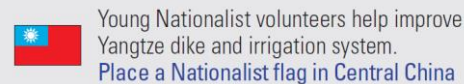


Japan places a flag in Northern China once all diplomacy is resolved, even if it also placed a flag there after achieving a diplomatic result. If there are four flags in Northern China, a warlord, then a Nationalist, then a Communist flag is replaced. If Northern China is conquered by Japan, Japan receives +1 support.

Flag placement (China): If the indicated Chinese region contains four flags:

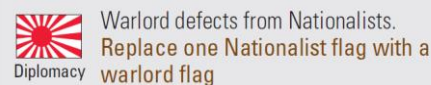
- The Nationalist flag replaces a warlord flag.
- If there is no warlord flag in the region, the Nationalist flag replaces a Japanese flag.
- If there is no warlord or Nationalist flag in the region, the Nationalist flag replaces a Communist flag.

If the indicated Chinese region has been conquered by Japan, China receives a +1 support increase for that turn.

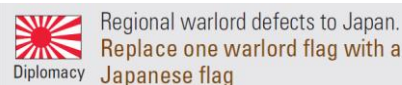


China places a flag in Central China once all diplomacy is resolved, even if it also placed a flag there after achieving a diplomatic result. If there are four flags in Central China, a warlord flag, then a Japanese flag, then a Communist flag, is replaced. If Central China is conquered by Japan, China receives +1 support.

Replacing flags: After all diplomacy has been resolved, before the warlord card draw, a flag of the indicated type is replaced, as selected by the major power that drew the random event. If both Japan and China drew a random event of this type, Japan goes first, then China.



Once diplomacy is resolved, Japan replaces a Nationalist Chinese flag with a warlord flag.



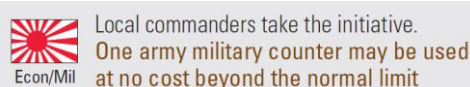
Once diplomacy is resolved, Japan replaces a warlord flag with a Japanese flag.

MILITARY COUNTERS

Additional military counters may be used: Japan, China or Russia may use an additional military counter at no cost in excess of the normal number permitted by the Japanese garrisons and 18-step research results or the number of Chinese or Russia military counters that have been or could be built.

Additional Japanese and Chinese military counters may be used for both diplomacy and combat, subject to the normal restrictions on military counter use.

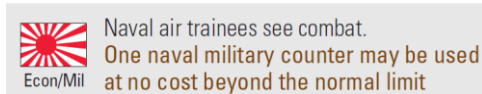
Japanese random events specify whether an army or naval military counter may be used.



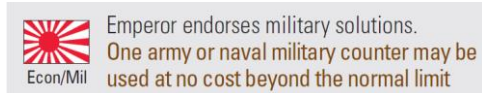
Japan may use an additional army military counter at no tile point cost,

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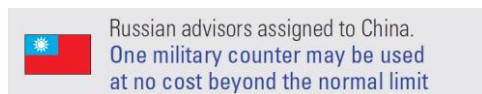
beyond the number it could otherwise use.



Japan may use an additional naval military counter at no tile point cost, beyond the number it could otherwise use.



Japan may use an additional army or naval military counter at no tile point cost, beyond the number it could otherwise use. The Japanese player chooses which type of additional military counter to use.



China may use one additional military counter at no tile point cost, beyond the number of existing Chinese military counters.

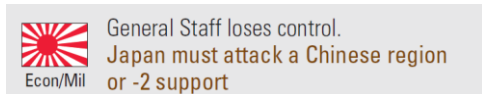


Russia may use one additional military counter at no tile point cost, beyond the number of existing Russian military counters. If Russia had all three military counters in play, Russian random events 15 and 16 would allow Russia to use a fourth military counter.

Russian random events 15 and 16 allow Russia to use a military counter in China, regardless of the current level of Sinkiang Road research. The use of an additional Russian military counter in China does not affect Russia's ability to conduct other actions in China, as allowed by Sinkiang Road research, including the use of a second military counter in China.

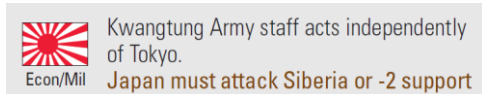
MANDATORY ATTACKS

Japanese military action in China: Japanese Economic/Military random events 77 and 78 require Japan to attack a Chinese region, using as many available military counters as it wishes, or incur -2 support.



Japan must attack a Chinese region of its choice or incur -2 support.

Japanese military action in Siberia: Japanese Economic/Military random events 79 and 80 require Japan to attack Siberia, using as many available military counters as it wishes, or incur -2 support. These random events allow Japan to attack Siberia even if it has not mobilized and Russia has not attacked Manchuria (28.81A, B).



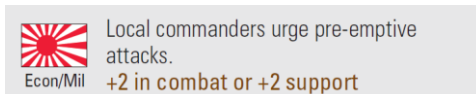
Japan must attack Siberia or incur -2 support. Japan may attack Siberia even if it has not mobilized and Russia has not attacked Manchuria (28.81A, B).

COMBAT

Basic (Japan): Japan receives a favorable modifier for combat in one Chinese region, Manchuria or Siberia. Japan may apply the random event to any of these three locations, even if the text of the event indicates a specific location for the combat. This type of event allows Japan to attack Siberia even if Japan has not mobilized and Russia has not attacked Manchuria (28.81C).

If Japanese Economic/Military random events 1- 6 are not used to modify

combat, they are treated as a positive support event at the end of the turn (10.41A).



Japan receives a +2 combat modifier in one battle. If combat occurs in more than one location the Japanese player chooses. If the random event is not used for combat, Japan's support level is increased by +2.

Japan plays this random event after Japan, China and Russia have decided how many military counters they commit to combat, before the application of any comparable random events by China and Russia and the tile draw for combat.

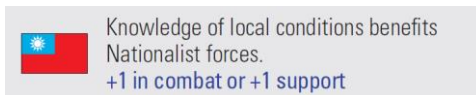
If Japanese Economic/Military random events 42- 47 are not used to modify combat, they are treated as a negative support event at the end of the turn (10.41A).



If Japan engages in combat in China, Manchuria or Siberia, it receives a +2 combat modifier in one location. Otherwise Japan's support level is decreased by -2.

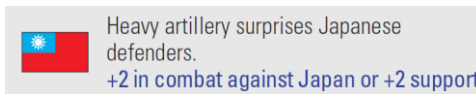
Basic (China): China receives a favorable modifier for combat in one Chinese region.

If the random event is not used to modify combat, it is treated as a support event (10.41A).



China receives a +1 combat modifier in one battle. If combat occurs in more than one location the Chinese player chooses. China plays this random event after the application of any comparable random events by Japan and before the tile draw for combat. If the random event is not used for combat, China's support level is increased by +1.

Specific (China vs. Japan): Chinese random events 65 and 66 give China a favorable modifier for combat in one Chinese region against Japan. These events allow China to attack Japan even if the United Front hasn't been formed (34.23B).



China receives a +2 combat modifier in one combat against Japan. If combat occurs in more than one location the Chinese player chooses. China plays this random event after the application of any comparable random events by Japan and before the tile draw for combat. If the random event is not used for combat, China's support level is increased by +2.

Specific (Nationalists vs. Communists): Chinese random events 63 and 64 give Nationalist China a favorable modifier for combat against Communist China. This type of event allows Nationalist China to attack Communist flags that have joined the United Front if no other Communist flags are available to attack (28.42B).



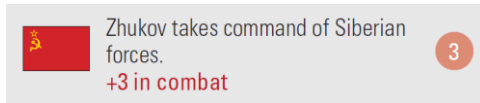
China receives a +1 combat modifier in one attack on Communist Chinese flags. If combat occurs in more than one location the Chinese player chooses. If the random event is not used for combat, China's support level is increased by +1.

Basic (Russia): Russia receives a favorable modifier for one combat in Manchuria, Siberia or a Chinese region. The modifier may be applied to combat in Siberia whether or not Russia uses military counters in that

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combat; the modifier may only be applied to combat in Manchuria or a Chinese region if Russia has a military counter involved in that combat.

If this type of random event is not used for combat, Russia increases its purge level by the value of the random event at the end of the turn.

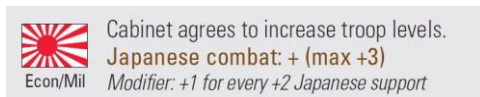


Russia receives a +3 combat modifier in one battle. If combat involving Russian military counters occurs in more than one location the Russian player chooses. This type of random event has no effect on combat between Japan and China unless a Russian military counter is participating.

Russia plays this random event after Japan, China and Russia have decided how many military counters they commit to combat and after the application of any comparable random events by Japan, before the tile draw for combat.

If this type of random event is not used for combat, Russia increases its purge level by the indicated amount.

Conditional (combat): Japan receives a favorable modifier for combat in one location, based on the Japanese support level (+2 or +3: +1 in combat; +4 or +5: +2 in combat; +6 or more: +3 in combat).



If Japan's support level was +4, Japan would receive a +2 combat modifier in one location.