

Resource Markers

Using Historical Board Gaming Resource Markers With Global 1936 V3

Historical Board Gaming (HBG) produces a number of resource markers that can enhance playing Global 1936 V3. Referenced here are the zones on the Global 1936 V3 map.

This rule expansion treats resources markers as strategically important concentrations of resources that represent either (a) a significant worldwide supply (oil in the Caucus) or (b) An important resource in proximity to a major power (e.g. Swedish iron ore) or (c) a scarce resource (e.g. British domestic food supply).

At the beginning of the game, place all the markers in the designated areas. Some markers may not be placed right away (e.g. Fruit). Some markers provide more benefit to different nations based on their resources needs.

Fruit

Location	New England (USA)
Represents	U.S. Victory Gardens: <i>Victory gardens planted in the United States yielded 9-10 million tones. An amount equal to all the commercially produced vegetables in the USA</i>
Rules	The U.S. places the Fruit Marker in the U.S. on the first turn it is at war with a Major Power and retains control so long as it is both at war and controls the zone with the marker. The marker is permanently removed from the game if ground combat occurs in that zone.
Effect	The Fruit marker provides 1 IPC per turn.

Fish

Location	Sea Zone 56 (Japan)
Represents	Japan's reliance on the sea for food sources
Rules	Japan gets the benefit of the marker so long as there are no enemy surface vessels in sea zone 56. No other nation may use the marker.
Effect	The Fish marker provides 1 IPC per turn

Potato

Location	Northern Russia
Represents	Russian domestic food supply : <i>The Potato can be stored against famine and its yield per acre is 7 times greater than wheat.</i>
Rules	Russia gets the benefit of the marker as long as it possesses Northern Russia. No other nation may use the marker.
Effect	The Potato marker provides 1 IPC to Russia

Salt

Location	Shantung (China)
Represents	Strategic salt producing region of China
Rules	Whoever possesses Shantung gets the benefits from the salt marker.
Effect	The Salt marker provides 1 IPC per turn

Sheep

Location	Northern England
Represents	Great Britain's small domestic food supply
Control	The marker is removed from the game if there is ever more than 1 round of land combat in the zone. No one else may use the sheep marker.
Effect	The Sheep marker provides 1 IPC per turn

Rubber

Location	Singapore, Borneo, Belgian Congo
Represents	Vital Rubber supplies - <i>90% of allied rubber supplies were captured by the Japanese in 1942</i>
Rule	Whoever controls each of these locations controls the rubber marker in each.
Effect	The rubber marker provides 2 IPC to the Axis and 1 IPC to the allies per turn.

Silk

Location	Tokyo
Represents	Japan controlled 80% of world silk production in 1939
Rule	Whoever possesses Tokyo gets the benefits of the Silk Marker.
Effect	The silk marker allows a nation to build up to three paratroopers per turn instead of two.

Barley

Location	Eastern Manchuria
Represents	Important Manchurian agriculture.
Rule	Whoever possesses Eastern Manchuria gets the benefit of the Barley marker.
Effect	The barley marker provides 1 IPC per turn.

Coffee

Location	Caatinga (Brazil)
Represents	Important South American Agricultural products - <i>Brazil produced 60-70 percent of the World's Coffee</i>
Rule	Whoever possesses Caatinga gets the benefit of the coffee marker.
Effect	The Coffee marker provides 1 IPC per turn.

Wheat

Location	Kalmytskaya
Represents	Important wheat supplies
Rule	Whoever possesses Kalmytskaya gets the benefit of the wheat marker.
Effect	The wheat marker provides 1 IPC to Russia or 2 IPC if Germany or Italy controls.

Cocoa

Location	Gold Coast (Africa)
Represents	Cocoa supplies
Rule	Whoever possesses the Gold Coast gets the benefit of the Cocoa marker.
Effect	Cocoa provides 1 IPC per turn

Corn

Location	Grand Chaco (Argentina)
Represents	Argentinian corn production
Rule	Whoever possesses Grand Chaco gets the benefit of the corn marker.
Effect	The corn marker provides 1 IPC per turn.

Cotton

Location	Rehe, Shensi (China)
Represents	Manchurian textiles
Rule	Whoever possesses Rehe gets the benefit of the cotton marker.

Effect	The cotton marker provides 1 IPC per turn.
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Lumber

Location	South Sakhalin Island (Japan)
Represents	Japanese Lumber
Rule	Whoever possesses the South Sakhalin gets the benefit of the lumber marker.
Effect	The lumber marker provides 1 IPC per turn.

Oil

Location	Transcaucasia, North Caucasia, Singapore, Sumatra, Romania, Southern Iran
Represents	Strategically important concentrations of oil.
Rule	Whoever possesses the territory gets the benefit of the oil marker
Effect	An oil marker provides 1 IPC, 2 IPC to Germany, Italy or Japan per turn.

Coal

Location	Hunan, Sumatra, Korea
Represents	Strategic coal deposits
Rule	Whoever possesses the territory gets the benefit of the coal marker
Effect	Provides 1 IPC or 2 IPC to Japan per turn.

Natural Gas

Location	Eastern Germany
Represents	Germany Synthetic fuel industry
Rule	The Natural Gas marker is placed in Germany. The marker is a facility and may be strategically bombed and has inherent AA. It can take up to 3 points of damage.
Effect	The Natural Gas marker provides 1 IPC to Germany only.

Aluminum

Location	British Malaya, Suriname
Represents	Strategically important bauxite deposits
Rule	Whoever possesses the territory gets the benefit of the aluminum marker
Effect	Aircraft cost 1 more if you lose control an aluminum Marker and cost 1 less if you gain control of an aluminum Marker.

Iron

Location	Norrland (Sweden), Philippines
Represents	Swedish iron ore Philippine Iron ore.
Control	Germany gets the benefit of the Swedish marker so long as Sweden is neutral, Axis or Pro-Axis. Whoever controls the Philippines controls the Iron Marker.
Effect	The marker provides Germany with 5 IPC per turn or anyone else who controls it with 1 IPC per turn. The Philippine marker supplies 1 IPC to the owner of the Philippines or 2 IPC if Japan controls it.

Copper

Location	Chile
Represents	Large copper deposits in Chile
Control	Whoever controls Chile controls the Copper Marker
Effect	The copper marker provides 1 IPC

Silver

Location	Peru
Represents	Peruvian silver mines
Control	Whoever controls Peru controls the silver marker.
Effect	The silver marker provides 1 IPC per turn.

Steel

Location	Portugal
Represents	Portuguese Wolfram (Tungsten) trade with Germany.
Control	Germany receives the benefit of the Portuguese Wolfram in trade each turn until Portugal is allied controlled.
Effect	The Steel marker provides 1 IPC per turn to Germany only.

Tin

Location	British Malaya, Siam
Represents	Tin: <i>Malay produced 30% of World Tin</i>
Control	If you control a zone with a Tin marker
Effect	Tin markers provide 1 IPC per turn, 2 IPC to Japan

Palladium

Location	Afghanistan
Represents	Strategically valuable source of Palladium
Control	If you control the zone, you control the Palladium
Effect	The Palladium marker provides 1 IPC per turn.

Platinum

Location	South African Union, Colombia
Represents	Strategically valuable supplies of Platinum. <i>South Africa had 80% of the world's Platinum. Colombia was Germany's only supplier of Platinum.</i>
Control	Great Britain begins with control of South Africa Germany begins receiving the benefit of the marker in Colombia and gets the benefit until Colombia is Pro-Allied or Allied Controlled.
Effect	The Platinum marker provides one extra research roll per turn.

Expansion Compatibility

Oil Wars: If playing with Oil Wars, eliminate the oil markers found in this set.

Netherlands Fights Back: Use the rules for the aluminum marker found in this set and eliminate all other rules referencing Dutch Suriname.

Partisans: Partisans that succeed in resource disruption may choose to deny access to the marker in their territory instead of normal resource disruption.