

# FAR EAST COMMAND NATIONAL REFERENCE SHEET

## INCOME AND PRODUCTION *(Industrial Production Points)*



SCENARIO	STARTING IPPS	STARTING INCOME TRACKER	TOTAL VALUE OF LAND ZONES	ADDITIONAL INCOME
1936	5	5	14	Peacetime Income In-crases (see below)
1939	7	14	14	Wartime Bonus Income (see below)

## FEC OVERVIEW

<b>HOME COUNTRY</b>	<p>FEC does not have a Home Country. It may receive lend-lease in Calcutta and Maharashtra.</p> <p>As FEC does not have a Home Country, it cannot build units made available to Great Britain after acquiring technology.</p> <p>If Calcutta is conquered, FEC loses its possessed IPP, but may continue to build units in other land zones.</p>
<b>BRITISH COMMONWEALTH</b>	British Commonwealth includes Great Britain, FEC and ANZAC. These share the same turn, war status, technology marker, per-turn lend-lease limits, as well as strategic rail and strategic naval movement limits. FEC cannot conduct diplomacy (it is at war with the same nations as Great Britain).
<b>1936 SCENARIO</b>	British Commonwealth is at peace with all nations.
<b>1939 SCENARIO</b>	British Commonwealth is at war with Germany.
<b>LEND-LEASE</b>	<p>To Great Britain/ANZAC: No.</p> <p>To KMT: Yes, once KMT is at war with Major Power.</p> <p>To any other Nation: Yes, once Great Britain is at war with a Major Power.</p>
<b>SURRENDER</b>	FEC surrenders when Great Britain surrenders.

## WARTIME BONUS INCOME -

*Once at war with a Major Power.*

CONDITION	BONUS PER TURN
Aden and Eastern Egypt are Allied-possessed	+2

## FEC VICTORY OBJECTIVES



OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
Preserve the Empire	1	Score 1 victory objective if FEC possesses all of the following; Haryana, Calcutta, Southern India, Benares, Maharashtra, Burma, Bengal, Ceylon and British Malaya.

## TURN PHASES

- 1. PRODUCTION**
  - REPAIR UNITS
  - LEND-LEASE
  - RESEARCH TECHNOLOGY
  - PURCHASE UNITS

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- 2. COMBAT MOVEMENT**
  - MOVE UNITS INTO COMBAT
  - COMBAT RELATED ACTIONS

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- 3. COMBAT**
  - RESOLVE ALL COMBAT

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- 4. NON-COMBAT**
  - MOVE UNITS NOT IN COMBAT
  - STRATEGIC RAIL MOVEMENT

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- 5. PLACE UNITS AND COLLECT INCOME**

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## PEACETIME INCOME INCREASES -

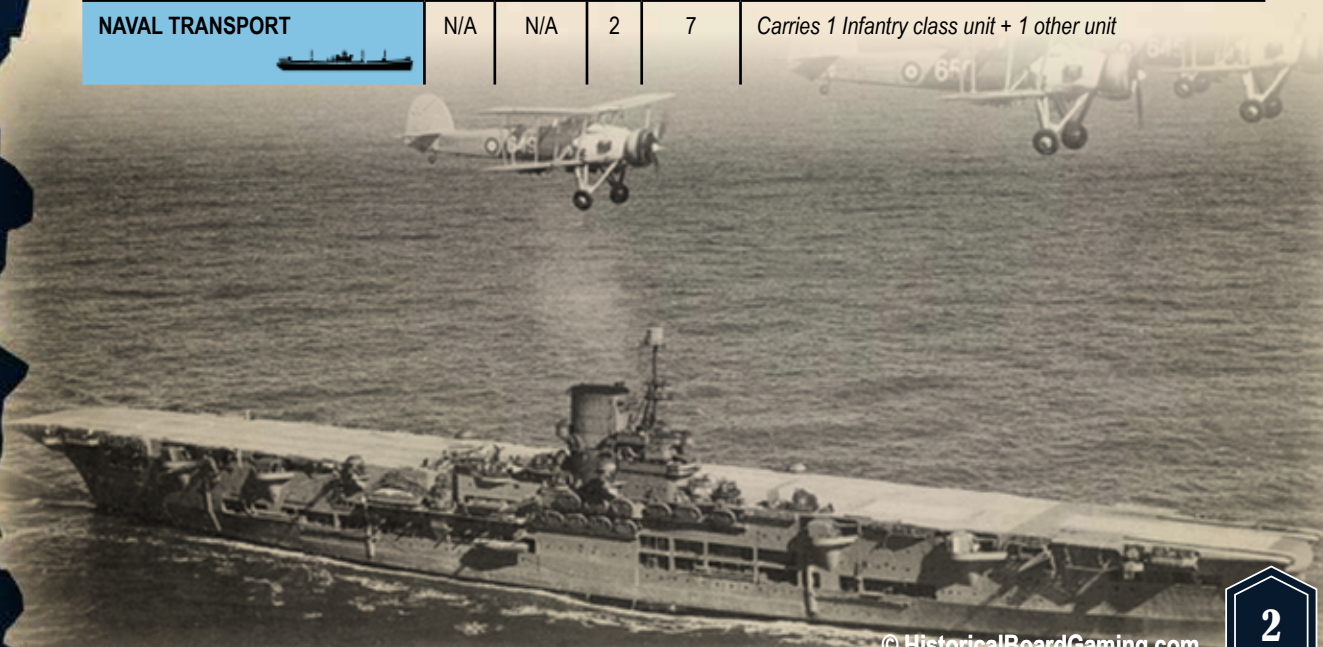
*Income while at Peace cannot exceed wartime income.*

CONDITION	BONUS PER TURN
Rearmament: Starting July 1939 FEC increases +D6 IPP per turn until it reaches Wartime Income of 14	+D6/turn
Japan declares war on any nation	+2 (each time)
Japan completes a capital ship	+1 (each time)



## BUILD TABLES


NAVAL UNITS	Att	Def	⇄	\$	Notes
TORPEDO BOAT DESTROYER 	2	2	2	N/A	Cannot be built
DESTROYER 	4	4	3	7	Pair with aircraft on Maritime Air Patrol to attack Submarines. Negates Submarine 1st strike.
LIGHT CRUISER 	5	5	3	4/4	Shore bombardment @1
HEAVY CRUISER 	6	6	3	5/5	Shore bombardment @2. Mine warfare
COASTAL DEFENSE SHIP 	6	6	1	N/A	Shore bombardment @3. Cannot be built
BATTLECRUISER 	7	7	3	6/6	Shore bombardment @3
LIGHT CARRIER 	N/A	1	3	4/4	Carries 1 aircraft (Fighter/Tactical)
COASTAL SUBMARINE 	2	2	1	N/A	Multiple special rules. Cannot be built
SUBMARINE 	3	3	3	6	Multiple special rules. Mine warfare
NAVAL TRANSPORT 	N/A	N/A	2	7	Carries 1 Infantry class unit + 1 other unit







# BUILD TABLES



LAND UNITS	Att	Def	⇌	\$	Notes 
INFANTRY	2	4	1	3	Can be upgraded to Motorized for 1 IPP.
MILITIA	1	2	(1)	2	Can be built in any land zone, number per turn up to IPP value, min. 1. Max 1 in captured land zones. Move 1 in Home Country. Can be upgraded to Infantry for 2 IPP (max 1 per turn, must be in supply path)
CAVALRY	3	2	2	3	Movement not reduced in mountains
MOTORIZED INFANTRY	2	4	2	4	Can tow Artillery & AA.
MECHANIZED INFANTRY	3	4	2	4	Available July 1939. Pair with armor to blitz
ARTILLERY	3	3	1	4	First strike. Pair to give infantry class units +1 Attack. No river penalty
SELF-PROPELLED ARTILLERY	3	3	2	5	First strike. Pair to give infantry class units +1 Attack. Pair with armor to blitz. No river penalty
ANTI-AIRCRAFT ARTILLERY	3	3	1	4	Up to 3 shots on round 1 vs. aircraft only
TANK DESTROYER	3	4	2	5	Target selection "1-3" (vehicle class)
LIGHT ARMOR	4	3	2	4	No blitz
MEDIUM ARMOR	6	5	2	6	Available July 1940. Blitz

SPECIALIST INF.	Att	Def	⇌	\$	Notes: Max 2 of each type per turn
MOUNTAIN INFANTRY	2	4	1	4	+1 Defense and no Attack penalty in mountains.
MARINE INFANTRY	2	4	1	4	No double casualties on amphibious assault (9.8). No river penalty.
AIRBORNE INFANTRY	2	2	1	3	Airborne assault (9.15). +1 Attack on 1st combat round in Airborne Assault.
COLONIAL INFANTRY	2	4	1	4	May build in land zones with a point value. No factory is required.
GURKHA	2	4	1	4	Mountain Infantry. +1 Defense in jungle. May build in land zones in India if Nepal is neutral or Allied Possessed. No factory is required.

AIR UNITS 	Att	Def	⇌	\$	Notes
FIGHTER	6 (3)	6 (3)	4	10	Air superiority. Pair with armor to blitz
TACTICAL BOMBER	7	5	4	11	Target selection "1-3" (land & naval units). Pair with armor to blitz
MEDIUM BOMBER	7 (1)	4 (1)	5	11	Strategic bombing 1D6
STRATEGIC BOMBER	2* (1)	2 (1)	6	12	Available July 1939. Airborne assault.
AIR TRANSPORT	N/A	N/A	6	8	Carries 1 Infantry-class unit
SEAPLANE	3	1	6	7	Can only attack Submarines and Naval Transports. Convoy raiding. Mine Warfare.

 SET-UP	1936 SCENARIO	1939 SCENARIO
Hong Kong	Infantry	Infantry
Burma	Infantry	2 Infantry
Calcutta	Minor Factory, Infantry	Minor Factory, 2 Infantry
Southern India	Militia	Militia
Haryana	Infantry, Militia	Infantry, Militia
Ceylon	Militia	Militia
British Malaya	Fortification, Coastal Artillery, Militia	Fortification, Coastal Artillery, 2 Infantry
Sarawak	Militia	Militia
Bengal		Militia
Sea Zone 124	Destroyer	Destroyer
Sea Zone 88	Coastal Submarine, Light Carrier (with Fighter),	Coastal Submarine, Light Carrier (with Fighter)
Sea Zone 87	Destroyer, Heavy Cruiser, Battleship, Transport	Destroyer, Light Cruiser, Battleship, Transport
Sea Zone 84	Transport	Transport