**5.0 TURN SEQUENCE**

(Japanese player always goes first in each turn and each phase)

**5.1 Action Phase**

The Japanese player chooses to take one of the following actions, then the British player chooses to take one action. Repeat until both players pass, which ends the Action Phase.

Actions are:

1. Play an action card and resolve the actions allowed by that card. (e.g. British Army, 228 Regiment, Sea Transport, Amphibious Assault, etc.).
2. Play any card face-down to activate a fresh leader. The leader and a stack of fresh units (not spent) within one space of that leader may move up to 6 movement points (MPs). The units may spend MPs to attack enemy units (cost to enter space plus one MP).
3. Play any card face-down to activate a leader. The leader may move up to 6 MPs. After the movement, any two disrupted units within one space of that leader will be rallied. Flip the rallied units to the front side.
4. Activate a stack of fresh units to move up to 4 MPs. No card is required but the units may not attack.

Once a unit has moved and/or attacked, that unit is spent. Mark a spent unit by turning it sideways. Once both players have passed, the action phase ends and proceeds to the Recover Phase.

* 1. **Recover Phase**

1. Check the number of red spaces controlled by the British player and add VPs on track accordingly (1 VP per space).
2. Check if any player has enough VPs to meet the victory conditions. (The British win if by the end of any turn they score 45 VPs or more. The Japanese win if by the end of any turn after the Kowloon Event they have more VPs than the British.
3. Check the supply status of all units. Units which cannot trace a supply line to a friendly supply source are marked with an Out of Supply marker.
4. Rotate all spent units and leaders back to their fresh (upright) position.
5. Both players draw cards from their decks (5 for Japanese and 4 for British player) to refill their hands. The maximum number of cards in hand is 15 cards for the Japanese and 12 cards for the British. A player may still draw cards in excess of this number but must discard cards down to the hand limit.
6. Move the Turn Record to the next box on the right on the VP track and begin a new turn.

**4.1 Victory Points:**

Japanese player:

* 3 VPs per reservoir space (blue) conquered (1 in Kowloon and 3 on HK Island).
* 4 VPs per battery or headquarters (HQ) conquered(11 batteries, 2 in Kowloon and 9 on HK Island; 1 HQ on HK Island). A destroyed battery cannot be conquered.
* 2 VPs per battery destroyed (2 in Kowloon and 9 on HK Island).
* ½ VP per British unit eliminated (flip VP marker to back side to mark ½ VP).
* 2 VPs per British leader eliminated.

British player:

* 1 VP per objective space (red) under British control at the end of each turn (3 in Kowloon and 4 on Hong Kong Island).
* ½ VP per Japanese unit eliminated.
* 2 VPs per Japanese leader eliminated.

Both players:

* Units and/or leaders marked as out of supply at the beginning of the Recover Phase surrender and give double VPs to the opposing player (i.e. 1 VP/unit and 4 VPs /leader).

**7.3 Special Movement Restriction**

* Except in the free set-up scenario, no more than four British units may be sea transported from HK Island to Kowloon per game.

**8.0 Stacking Limit**

* A space may contain a maximum of 2 units plus a leader.
* Markers are not counted for stacking purposes but only one marker of the same type can be placed in a space.
* A landing box or a space with a beachhead marker may contain a maximum of 8 units plus a leader.
  1. **Defensive Bonuses**
* Defending force gets +2 combat strength (CS) in a clear or reservoir space.
* Defending force gets +3 CS in urban, pier or Gin Drinker’s line space.
* Defending force gets +4 CS in battery or heavy battery space.
* Defending force gets +5 CS in space with a fortified marker. The defensive bonus of the space is replaced with that of the fortified marker.
* Defending bonus of coastal or objective space depends on the terrain type of above spaces.
* Machine Gun unit which has CS in blue gets +1 CS in defence. However, the unit loses the +1 CS defensive bonus if disrupted. Machine Gun units are units from 1M, HK CR1, and HK VDC3.