

# WAR OF THE SUNS

## WAR OF RESISTANCE, 1937-1945

### PLAYBOOK & CHARTS

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## 27.0 – SETTING UP A GAME

### SETTING UP A GAME

To set up a game, follow the instructions below in the listed order:

- Set up the units on the map (including the holding boxes and the various pools, tracks and displays) according to the Order of Battle of the game (see 14.1 for deployment order). Units cannot be set up in enemy ZOC unless their setup hex is specified by the OB.

All Japanese ground units are IJA units, except when noted otherwise.

Each KMT ground unit designation is preceded by a “faction/clique” notation, showing the faction and clique it belongs to. See the *KMT Faction and Clique Card* for abbreviations.

The bracketed “t#” notation after a unit’s name indicates its turn of entry in the Campaign Game OB.

- Use control and clique markers to show control of all cities and ports contributing RP to the KMT and CCP. These markers may also serve to denote other controlled cities and transport routes.
- Put the HQ chit of every on-map HQ and GHQ on the appropriate row of the Activation Track.
- Use control markers on the *Political Display* to record the attitudes of the major powers and the political affiliation of the minor countries and KMT cliques.
- Record unused RP, CP, Transport Points, VP, etc. on the *Record Track*, as well as the current turn, China connection status, etc. on the *Turn Track*.

### EXISTING AIRBASES ON TURN 0

NOTE: Peiping, Tientsin, and Shanghai airbases are controlled by the KMT side at the start of Turn 0, even though both Japanese and KMT units occupy these cities.

#### KUOMINTANG

**Hopeh:** Peiping (1024), Tientsin (0722) — **Shansi:** Taiyuan (1526) — **Shensi:** Sian (2828) — **Kansu:** Lanchow (3038) — **Szechwan:** Chengtu (4232) — **Anhui:** Pengpu (1913) — **Hupei:** Hankow (2816) — **Kiangsu:** Nanking (1910), Suchow (1716), Shanghai (1806) — **Chekiang:** Hangchow (2106) — **Kiangsi:** Nanchang (3011) — **Kwangtung:** Canton (4507), Swatow (4003) — **Kwangsi:** Nanning (5216)

#### JAPAN

**Jehol:** Chengteh (0324) — **West Pacific Air Zone:** Off-map airbases

#### WESTERN ALLIES

**Burma:** Rangoon (8426), Toungoo (7929), Meiktila (7534), Magwe (7834), Akyab (8237), Fort Hertz (5839) — **India:** Ledo (6041) — **Indian Ocean Air Zone:** Off-map airbases

#### FRANCE

**Indochina:** Hanoi (6117)

#### SIAM

**Siam:** Bangkok (8416), Chiang Mai (7519)

### EXISTING NAVAL BASES ON TURN 0

#### KUOMINTANG

**Shantung:** Tsingtao (1014) — **Kwangtung:** Canton (4507) — **Hupei:** Hankow (2816)

#### JAPAN

**Kiangsu:** Shanghai (1806) — **Liaoning:** Port Arthur (0316) — **West Pacific Sea Zone:** Off-map naval bases

#### WESTERN ALLIES

**Kwangtung:** Hong Kong (4505) — **India:** Chittagong (7941) — **Burma:** Rangoon (8426) — **Indian Ocean Sea Zone:** Off-map naval bases

#### FRANCE

**Indochina:** Haiphong (6016)

#### SIAM

**Siam:** Bangkok (8416)

## 28.0 – MINI SCENARIOS

### MINI SCENARIO 1: FIST OF FURY

#### THE BATTLE OF SHANGHAI,

#### JULY 1937 – FEBRUARY 1938

**Duration:** 3 turns (Turns 0-2)

**Players:** Two (Japan vs. KMT)

The Battle of Shanghai was the first major battle of the Second Sino-Japanese War. It escalated the skirmish of the Marco Polo Bridge Incident into a full-scale war that would last for more than 8 years.

On advice of their German military advisor, the KMT launched “Operation Iron Fist”, whose objective was to expel the Japanese force from Shanghai. An unexpected Japanese counterattack put a stop to the battle, which ended with the fall of Nanking and the infamous Nanking Massacre.

### VICTORY CONDITIONS

The Japanese player wins if he controls Nanking and Shanghai at the end of the scenario. Otherwise, the KMT player wins.

### PLAY AREA

Ground units can only enter the full hexes shown on the picture below. This is the scenario map area. For air units and fleets, see Scenario Special Rule 4 below. The numbers on the map designate the entry routes for some scheduled KMT reinforcements.

### SCENARIO SPECIAL RULES

- Initial HQ Activation:** On the first HQ Activation Phase of Turn 0, do not perform an activation roll: the KMT is automatically the Phasing Side.
- Railroad Transport Points:** The KMT and Japan may each use up to 9 Railroad Transport Points on Turn 0 and 10 Points on every other turn.
- Replacements:** Eliminated KMT units cannot be replaced (as they would not be reformed quickly enough to reenter the play area). On the Replacement and Construction Phase of each turn, place ALL Japanese ground units eliminated during the turn, as well as a maximum of one eliminated Japanese air unit, in the West Pacific Holding Box.
- Out of Play Area:** Air units and fleets may retreat or redeploy to bases outside the play area. Ground units leaving the play area (voluntarily or not) return as reinforcements on the following turn and are deployed in the West Pacific Holding Box (Japan) or on any controlled transport route leading off map (KMT) [see 5., below]. Supply centers outside the play area ARE functional.
- Deployment of Reinforcements:** All Japanese reinforcements are deployed in the West Pacific Holding Box, unless stated otherwise, and so must use sea transport to enter the play area. KMT reinforcements are deployed on transport route hexes adjacent to and outside the play area: on their numbered entry routes for scheduled reinforcements, or any controlled transport route leading off map for returning units [see 4., above]. In both cases, stacking limits do not apply. These units cannot be attacked before entering the play area, and cannot enter the play area if the route hex of entry is occupied by Japan.
- Rule Changes:** Do not perform the Events, Negotiation, China Isolation, Factory, or Strategic Warfare Phases. Air unit reequipping is not allowed. Turn 0 special rules [6.0] DO apply.
- Set-up Instructions:** Italicized name is what unit name (right side) appears on the actual counter. All units are infantry unless noted

differently). Units entering the map are considered one hex away from the entry hex. The Army is listed first (Ex: CA – Central Army) if not Japanese Army (which gets no listing). Clique is after the Army designation if applicable. If given a choice of entry areas, the owning player decides at which to enter.

## ORDER OF BATTLE

### TURN 0 (JULY-AUGUST 1937) INITIAL SETUP

#### JAPAN (CP=2)

HQ *MGr Army* [t0] ..... Shanghai (1806)  
 IJN *SbSNLF* [t0] ..... Shanghai (1806)  
 IJN *SNLF* [t0] ..... Shanghai (1806)  
 3 (Division) [t0] ..... West Pacific Holding Box  
 IJNAF *F 45M* ..... West Pacific Holding Box  
 IJNAF *LB B4Y* ..... West Pacific Holding Box  
 IJNAF *HB G3M* ..... West Pacific Holding Box  
 IJNAF *F A2N* ..... on Carrier Division  
 IJNAF *DB D1A* ..... on Carrier Division  
 IJN *3rd Fleet* [t0] ..... Shanghai (1806)  
 IJN *Carrier D* [t0] ..... West Pacific Holding Box

#### KMT (CP=2)

GHQ *Chiang K.S.* [t0] ..... Nanking (1910)  
 CA/Chen HQ *Chen C.* [t0] ..... Nanking (1910)  
 Military Advisor *Falkenhausen* [t0] ..... Nanking (1910)  
 CA/Chen *18 (Corps)* [t0] ..... Pukow (1911)  
 CA/Chen *10 (Artillery Regiment)* [t0] ..... Nanking (1910)  
 CA/Ho *36 (Division)* [t0] ..... Pukow (1911)  
 CA/Ho *61 (Division)* [t0] ..... enters at 2  
 CA/Ho *87 (Division)* [t0] ..... 1908  
 CA/Ho *88 (Division)* [t0] ..... Kiangyin (1808)  
 CA/Ho *20i (Brigade)* [t0] ..... Shanghai (1806)  
 CA/Ho *Am (Armored Regiment)* [t0] ..... Nanking (1910)  
 VA/Kweichow *121 (Division)* [t0] ..... Wuhu (2110)  
 VA/69 (Corps) [t0] ..... enters at 3

ROCAF *F Hawk II* ..... Nanking (1910)  
 ROCAF *F Hawk III* ..... Hangchow (2106)  
 ROCAF *LB Gamma* ..... Hangchow (2106)

DESIGN NOTE: The few differences in the KMT setup between this scenario and the Campaign Game are deliberate, as these units were deployed to their Mini Scenario 1 locations within a few days of game start.

### TURN 1 (FALL 1937) REINFORCEMENTS

#### JAPAN (CP=6)

HQ *10th Army* [t1] ..... West Pacific Holding Box  
 6 (Division) [t0] ..... West Pacific Holding Box  
 9 (Division) [t1] ..... West Pacific Holding Box  
 11 (Division) [t1] ..... West Pacific Holding Box  
 13 (Division) [t1] ..... West Pacific Holding Box  
 16 (Division) [t1] ..... West Pacific Holding Box  
 18 (Division) [t1] ..... West Pacific Holding Box  
 101 (Division) [t1] ..... West Pacific Holding Box  
 114 (Division) [t1] ..... West Pacific Holding Box  
 5- (cadre of 5 Division) ..... West Pacific Holding Box  
*TwG* (Taiwan Garrison) [t1] ..... West Pacific Holding Box  
 10 (artillery regiment) [t1] ..... West Pacific Holding Box  
 11 (artillery regiment) [t1] ..... West Pacific Holding Box  
 12 (artillery regiment) [t1] ..... West Pacific Holding Box  
 13 (artillery regiment) [t1] ..... West Pacific Holding Box  
 14 (artillery regiment) [t1] ..... West Pacific Holding Box  
 15i (artillery regiment) [t1] ..... West Pacific Holding Box  
 5 (th Tank Battalion) [t1] ..... West Pacific Holding Box  
 IJAAF *2x F Ki-10* Shanghai (1806) if controlled, otherwise West Pacific Holding Box  
 IJAAF *LB Ki-2* ..... Shanghai (1806) if controlled, otherwise West Pacific Holding Box  
 IJAAF *HB Ki-21* Shanghai (1806) if controlled, otherwise West Pacific Holding Box  
 IJN *4th Fleet* [t1] ..... Yellow Sea Zone



**KMT (CP=6)**

CA/Chen 54 (Corps) [t1] .....enters at 3  
 CA/Chen 79 (Corps) [t1] ..... enters at 3 or 4  
 CA/Chen 60 (Division) [t0] .....enters at 2  
 CA/Ho 2- (cadre Corps) [t0]  
 (historically, 3D and 9D) .....enters at 3  
 CA/Ho 74 (Corps) [t1] .....enters at 3  
 CA/Ho *Lehr* (Division) [t0] .....Nanking (1910)  
 CA/Ho *TaxP* (Tax Police Regiment) [t0] .....enters at 1  
 CA/Hu 1 (Corps) [t0] .....enters at 1  
 CK/Sc 20 (Corps) [t0] .....enters at 2  
 CK/Sc 43 (Corps) [t0] .....enters at 2  
 2Ks/Ks 7 (Corps) [t0] .....enters at 1  
 2Ks/Ks 31 (Corps) [t1] \* ..... enters at 2 or 3  
 2Ks/Ks 48 (Corps) [t0] .....enters at 1  
 2Ks/Ks 175 (Division) [t0] .....enters at 1  
 2Ks/Kt 66 (Corps) [t1] \* ..... enters at 2 or 3  
 2Ks/Kt 83 (Corps) [t1] \* .....enters at 3  
 NE 57 (Corps) [t0] .....enters at 1  
 NE 67 (Corps) [t0] \* .....enters at 1  
 VA/Hunan 4 (Corps) [t0] ..... enters at 2 or 3  
 VA/Hunan 10 (Army) [t0] .....enters at 3  
 VA/Hunan 16 (Corps) [t0] .....enters at 2  
 VA/Hunan 28 (Corps) [t0] .....enters at 3  
 VA/Hunan 70 (Corps) [t1] ..... enters at 3 or 4  
 VA/Hunan 73 (Corps) [t1] \*\* .....enters at 3  
 VA/Hunan 76 (Corps) [t1] .....place in Pengpu (1913)  
 VA/Hunan 63 (Division) [t0] .....enters at 3  
 VA/Hunan *N34* (Division) [t0] .....enters at 2  
 VA/Kweichow 102 (Division) [t0] .....enters at 2  
 VA/Kweichow 103 (Division) [t0] .....enters at 2  
 VA/League of 5 Provinces 75 (Corps) [t1] .....enters at 1  
 VA/League of 5 Provinces 52 (Division) [t0] .....enters at 4  
 VA/Northern Militia 13 (Division) [t0] .....enters at 1  
 VA/Northern Militia 40 (Division) [t0] .....enters at 1  
 VA/Northern Militia 45 (Division) [t0] .....enters at 3  
 VA/Northwestern Army 26 (Corps) [t0] .....enters at 1  
 VA/Northwestern Army 32 (Division) [t0] .....enters at 1

\* 2 MP available when first activated on Turn 1

\*\* 1 MP available when first activated on Turn 1

**TURN 2 (WINTER 1937-38) REINFORCEMENTS****JAPAN (CP=6)**

None

**KMT (CP=4)**

CA/Ho *HQ Ku C.T.* [t2] .....enters at 1, 3 or 4  
 CK/Sc *HQ Liu W.H.* [t0] ..... place in Nanking (2210)  
**Relocate** (out of play area): *GHQ Chiang K.S.* [t0] to Hankow  
**Relocate** (out of play area): CA/Chen *HQ Chen C* [t0] to Hankow  
 CK/Sc 21 (Corps) [t0] .....enters at 2  
 CK/Sc 23 (Corps) [t0] .....enters at 2  
 VA/Northeastern Army 10 (Army) [t0] .....enters at 2

SVG (Soviet Volunteer Group) *F I-16* .....Nanking (1910)

SVG (Soviet Volunteer Group) *LB SB* .....Nanking (1910)

**MINI SCENARIO 2: RETREAT TO VICTORY****THE BATTLE OF CHANGSHA, SEPTEMBER 1941 – FEBRUARY 1942**

**Duration:** 2 turns (Turns 17-18)

**Players:** 2 (Japan vs. KMT)

This scenario covers the six-month period which saw the Japanese launch multiple operations devised to capture the strategic city of Changsha in Hunan province.

Originally conceived as a diversion for the attack on Hong Kong, these combats ended up causing more Japanese casualties than any of the early Pacific campaigns. Its victory over the Japanese in the Battle of Changsha earned the KMT government much prestige abroad and reinforced its legitimacy.

The city would remain in Chinese hands for two and a half more years.

**VICTORY CONDITIONS**

The Japanese player wins if, during any End of Turn Phase, he controls Changsha (3514), Hankow (2816) and Nanchang (3011), AND has eliminated at least one elite KMT army at any point of the game. Otherwise, the KMT player wins.

**PLAY AREA**

Ground units can only enter the full hexes shown on the picture below (which also depicts the initial setup). For air units and fleets, see Scenario Special Rule 4 below. The number on the map designates the entry route for some scheduled KMT reinforcements.

**ENTRY AREA AND CONSTRUCTION MARKER SETUP**

River routes have been extended to both Yuanling (3719) and Siangtan (3615). (See picture below.)

**SCENARIO SPECIAL RULES**

- Initial HQ Activation:** On the first HQ Activation Phase of Turn 17, do not perform an activation roll: Japan is automatically the Phasing Side.
- Railroad Transport Points:** The KMT and Japan may each use up to 10 Railroad Transport Points on each turn.
- Replacements:** Eliminated KMT units cannot be replaced (as they would not be reformed quickly enough to reenter the play area). On the Replacement and Construction Phase of each turn, EACH of the Japanese ground units eliminated during the turn is placed either in Hankow (3116) or on the Yangtze river route just outside the play area (these will enter play on the following turn via river transport); additionally, one eliminated Japanese air unit can be placed back in the West Pacific Holding Box.
- Out of Play Area:** Air units and fleets may retreat or redeploy to bases outside the play area. Ground units leaving the play area (voluntarily or not) return as reinforcements on the following turn and can be deployed in the West Pacific Holding Box (Japan only) or on any controlled transport route leading off map (Japan and KMT) [see 5., below]. Supply centers outside the play area ARE functional.
- Deployment of Reinforcements:** Japanese reinforcements deployed in the West Pacific Holding Box [see 4., above] must use sea transport to enter the play area. Other reinforcements are deployed on transport route hexes adjacent to and outside the play area: on their numbered entry route for scheduled reinforcements, or any controlled transport route leading off map for returning units [see 4., above]. In both cases, stacking limits do not apply. These units cannot be attacked before entering the play area, and cannot enter the play area if their entry route hex or deployment hex is occupied by the enemy side.
- Biochemical Attack:** Once per game, at the start of a turn, Japan may declare one biochemical attack against a Chinese city. See the Random Events Table for the effects of such an attack.



7. **Rule Changes:** Do not perform the Events, Negotiation, China Isolation, Factory, or Strategic Warfare Phases. Air unit reequipping is not allowed. The Map Overlay is in play.
8. **Set-up Instructions:** Italicized name is what unit name (right side) appears on the actual counter. All units are infantry unless noted differently). Units entering the map are considered one hex away from the entry hex. The Army is listed first (Ex: CA – Central Army) if not Japanese Army (which gets no listing). Clique is after the Army designation if applicable. If given a choice of entry areas, the owning player decides at which to enter.

## ORDER OF BATTLE

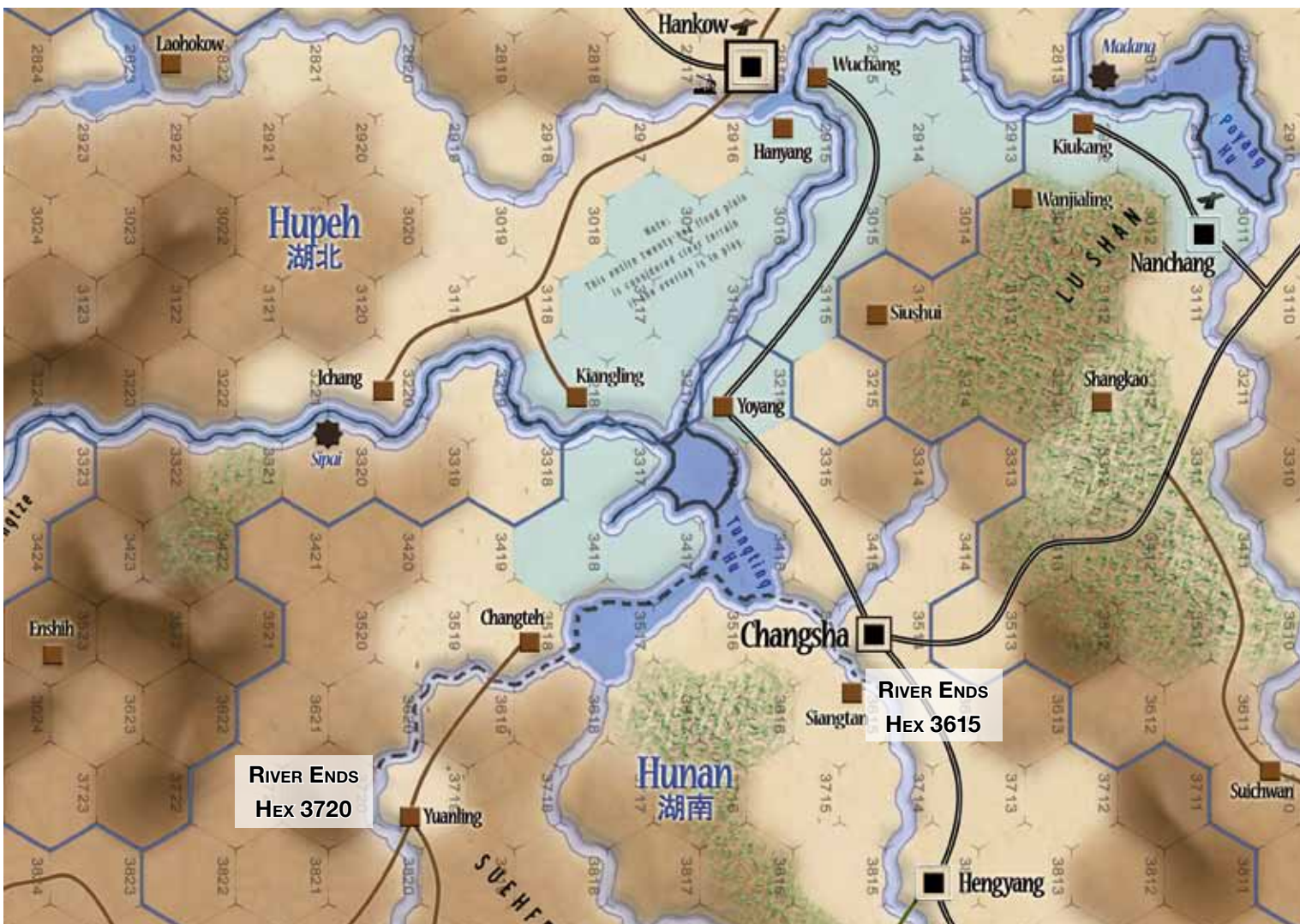
### TURN 17 (FALL 1941) INITIAL SETUP

#### JAPAN (CP=6)

HQ 11th Army [t4].....	Hankow (2816)
3 (Division) [t0].....	3215
4 (Division) [t12].....	3315
6 (Division) [t14].....	3115
13 (Division) (cadre) [t1].....	Ichang (3220)
13 (Division) component brigade (6-6-5 iB).....	3615
33 (Division) component regiment (3-3-5 iR).....	Yoyang (3216)
34 (Division) [t7].....	Nanchang (3011)
39 (Division) (cadre) [t9].....	3020
39 (Division) component regiment (2-3-5 iR) Kiangling (3218)	
40 (Division) [t9].....	3015

#### KMT (CP=8)

51 (Division) component regiment (3-3-5 iR).....	Hankow (2816)
14iM (Brigade) [t6].....	2912
18iM (Brigade) [t9].....	3215
13 (Tank Regiment) [t10].....	3315
14 (Artillery Regiment) [t1].....	3315
IJN 1 x BF [t9].....	Hankow (2816)
CnC 29 (Division) [t17].....	3217
IJNAF F Ki-27.....	Hankow (2816)
IJNAF LB Ki-30.....	Hankow (2816)
IJN 3rd Fleet [t0].....	Hankow (2816)
CA/Chen HQ Chen C. [t0].....	Enshih (3523)
VA/Kwangtung HQ Hsueh Y. [t4].....	Changsha (3514)
Military Advisor Chuikov [t14].....	Changsha (3514)
CA/Chen 79 (Corps) [t1] †.....	Changteh (3518)
CA/Chen 87 (Corps) [t6] †.....	3418
CA/Chen 94 (Corps) [t3] †.....	Sipai (3320)
CA/Chen 99 (Corps) [t4] †.....	3415
CA/Ho 2 (Corps) (cadre) [t0].....	3423
CA/Ho 2 (Corps) component division (2-2-4 D).....	3322
CA/Ho 8 (Corps) (cadre) [t15].....	3317
CA/Ho 8 (Corps) component division (2-2-4 D).....	3319



CA/Ho 10 (Corps) [t8] † .....	3620
CA/Ho 37 (Corps) [t6] .....	3415
CA/Ho 74 (Corps) [t1] .....	3413
CK/Sc 20 (Corps) [t0] † .....	Siushui (3114)
CK/Sc 72 (Corps) [t3] .....	3113
CK/Sc 78 (Corps) [t3] .....	3112
NE 53 (Corps) [t0] .....	3417
NW/Sung 59 (Corps) [t1] † .....	3021
NW/Sung 77 (Corps) [t1] † .....	2920
VA/Hunan 73 (Corps) [t1] † .....	3318
VA/Kwangtung 4 (Army) [t0] † .....	3314
VA/Kwangtung T2 (Corps) [t10] .....	Hengyang (3814)
VA/League of 5 Provinces 39 (Corps) [t0] .....	3121
VA/League of 5 Provinces 75 (Corps) [t1] † .....	3121
VA/Northwestern Army 26 (Corps) [t0] † .....	3414
VA/Yen 32 (Corps) [t0] .....	via Route 1
Yn 58 (Corps) [t4] .....	3214
Yn N3 (corps) [t5] .....	3111

† Expanded units [13.3.3]

## TURN 18 (WINTER 1941-42) REINFORCEMENTS

### JAPAN (CP=6)

- 9iM* (Brigade) [t6] ..... Hankow (2816)
- Reorganize:** *14iM* (Brigade) [t6] to 68 (th Division) [t18] *see OB Keys*
- Reorganize:** *18iM* (Brigade) [t9] to 58 (th Division) [t18] *see OB Keys*
- Relocate from play:** 4 (Division) [t12]
- Relocate from play:** 33 (Division) component regiment (3-3-5 iR)
- Relocate from play:** IJNAF F *Ki-27*
- Relocate from play:** IJNAF LB *Ki-30*

\* Or remove equivalent units within 2 hexes of Yangtze River route

### KMT (CP=8)

- Relocate from play:** CA/Ho 74 (Corps) [t1]
- Relocate from play:** VA/Kwangtung T2 (Corps) [t10]
- Relocate from play:** VA/Kwangtung 4 (Corps) [t0]

\* Or remove equivalent units, regardless of cliques, within 2 hexes of any transport route hex in Hunan or Kiangsi

## MINI SCENARIO 3: DOUBLE GAMBLE

### THE BATTLE OF IMPHAL, MARCH – AUGUST 1944

**Duration:** 2 turns (Turns 27-28)

**Players:** 2 (Japan vs. WA)

On March 8, 1944, the Japanese launched a large-scale offensive intended to destroy the Allied forces around Imphal and cut off Stilwell's supply lines, thus hindering his planned counterattack. But this offensive untimely coincided with the start of Operation Thursday, the second British Chindit campaign.

Lacking supply, air support, and operating in rugged terrain under monsoon rain, the Japanese Army ultimately suffered the costliest defeat of its history. The six-month battle was the turning point of the Burma Campaign.

### VICTORY CONDITIONS

The Japanese player wins immediately upon taking control of Imphal (6842) or any railroad hex in India. The WA player wins immediately upon taking control of any city, or at game's end if the Japanese player has not won by then.

## PLAY AREA

Ground units can only enter the full or half hexes (but no other partial hexes) shown on the picture below. Place Road markers as indicated. For air units, see Scenario Special Rule 5 below.

## CONSTRUCTION MARKER SETUP

Place road markers from hex 5623 to hex 6534 (Burma Road); from hex 6643 to hex 6840; and in hex 6942. Place airbase markers in Imphal (6842) and Mandalay (7235). Place a damaged bridge marker between hexes 6233 and 6333.

## SCENARIO SPECIAL RULES

- Command:** The WA player also controls all KMT units. WA CPs cannot be used by KMT HQs, and vice-versa.
- Initial HQ Activation:** On the first HQ Activation Phase of Turn 27, do not perform an activation roll: Japan is automatically the Phasing Side.
- Railroad Transport Points:** The WA and Japan may each use up to 8 Railroad Transport Points on each turn.
- Replacements:** Eliminated ground units cannot be replaced (as they would not be reformed quickly enough to reenter the play area). One eliminated WA air unit can be replaced on each Replacement and Construction Phase.
- Out of Play Area:** Air units may retreat or redeploy to bases outside the play area. Ground units may only leave the play area (voluntarily or not) via a transport route (and may reenter the map as reinforcements on a later turn). Supply centers outside the play area ARE functional.
- Deployment of Reinforcements:** Ground units returning to play as reinforcements after leaving the play area must enter via the transport route they used to leave the map; they are deployed on the hex of this transport route adjacent to and outside the play area (stacking limits do not apply). These units cannot be attacked before entering the play area, and cannot enter the play area if their entry route hex is occupied by the enemy side.
- Operation Thursday:** The Chindit airdrops have already been executed by the start of the game. The Br 14B, In 77B, In 111B, and Waf 3B cannot be activated during the Guerrilla Phase of Turn 27.
- Rule Changes:** Do not perform the Events, Negotiation, China Isolation, Factory, or Strategic Warfare Phases. Air unit reequipping is not allowed.
- Set-up Instructions:** Italicized name is what unit name (right side) appears on the actual counter. All units are infantry unless noted differently). Units entering the map are considered one hex away from the entry hex. The Army is listed first (Ex: CA – Central Army) if not Japanese Army (which gets no listing). Clique is after the Army designation if applicable. If given a choice of entry areas, the owning player decides at which to enter.

## ORDER OF BATTLE

### TURN 27 (SPRING 1944) INITIAL SETUP

#### JAPAN (CP=6)

HQ 33rd Army [t27] .....	Mandalay (7235)
18 (Division) (cadre – and out of supply) [t23] .....	Walawbum (6239)
18 (Division) component regiment (3-3-6 iR) Myitkyina (6336)	
56 (Division) (cadre) [t19] .....	Lungling (6333)
56 (Division) component regiment (3-3-5 iR) Tengchung (6234)	
HQ 15th Army [t18] .....	7038
15 (Division) [t4] .....	6738
31 (Division) (cadre) [t23] .....	6639
31 (Division) component regiment (3-3-5 iR) .....	6938



33 (Division) [t7] ..... 7038

#### Other units

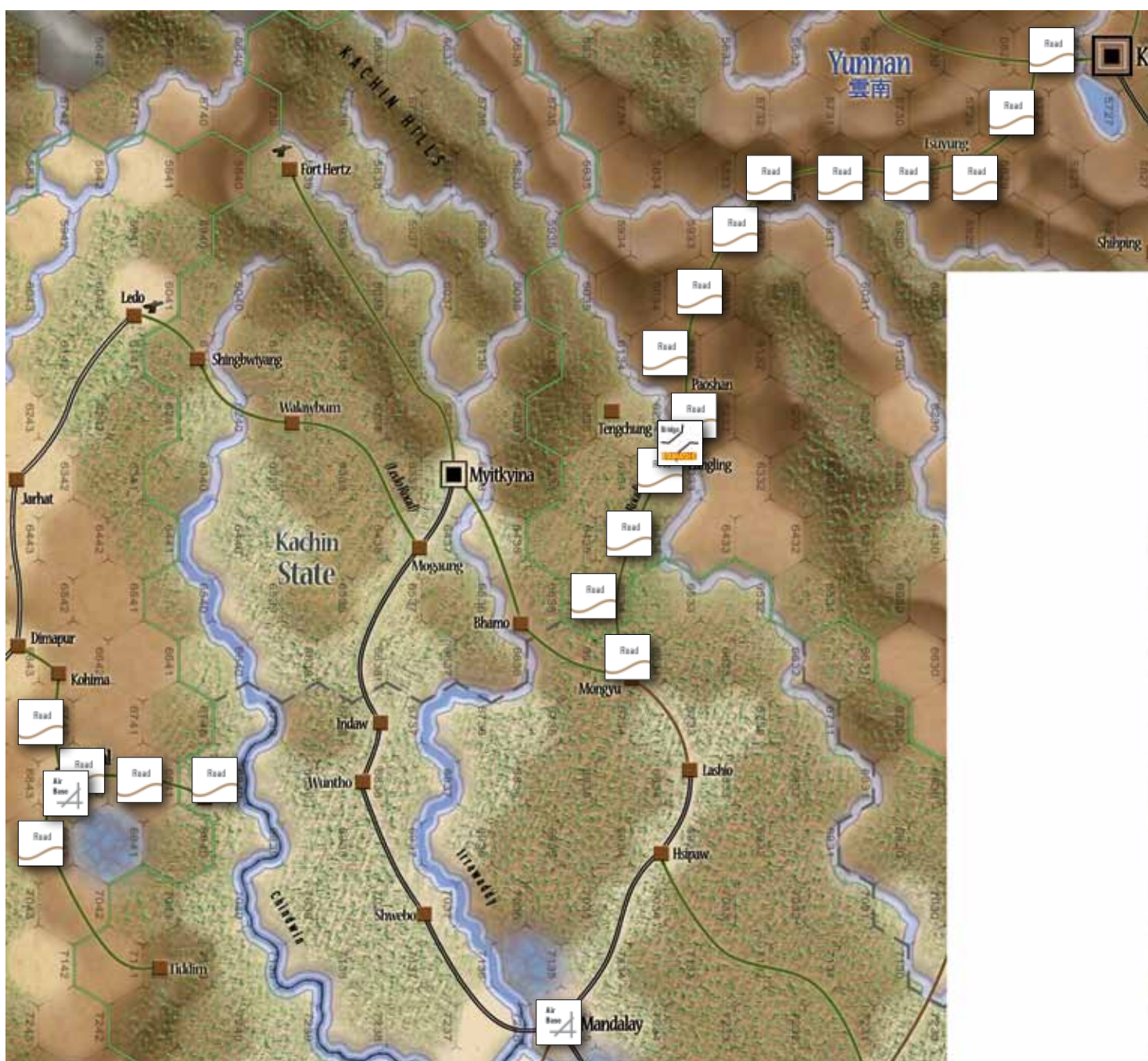
53 (Division) cadre [t26] ..... Mandalay (7235)  
 53 (Division) component regiment (3-3-5 iR). Mogaung (6437)  
 24iM (Brigade) [t26] ..... Indaw (6737)  
 INA 1 (Division) [t26] ..... Wuntho (6838)  
 IJAAF 2x F Ki-43 ..... Mandalay (7235)  
 IJAAF LB Ki-48 ..... Mandalay (7235)

#### WA (CP=6) AND KMT (CP=2)

HQ XXIV Army [t19] ..... Jarhat (6343)  
 HQ (US) Stilwell [t19] ..... Ledo (6041)  
 US 5307 (Para Regiment) [t26] ..... 6139  
 US 45 (Engineer Regiment) [t22] ..... 5940  
 CAI N38 (Division) [t22] / CAI N1A ..... Shingbuiyang (5840)  
 CAI N22D [t22] / CAI N6A ..... 6240

CAI N30D [t27] / CAI N1A ..... Ledo (6041)  
 CAI 1 (Tank Battalion) [t26] ..... 6240  
 Bur KcR 1 x D101 [t25] ..... Fort Hertz (5839)  
 KcR Guerrilla Base ..... Fort Hertz (5839)  
 HQ IV Corps [t20] ..... Imphal (6842)  
 In 48 (Brigade) [t18] / In 17D ..... Tiddim (7140)  
 In 63B [t19] / In 17D ..... Tiddim (7340)  
 In 20 (Division) [t22] ..... Tamu (6840)  
 In 23 (Division) (cadre) [t19] ..... 7042  
 In 23 (Division) component brigade (2-2-5 B) ..... 6841  
 In 254 (Tank Brigade) [t26] ..... Imphal (6842)  
 In Lushai (Brigade) [t27] ..... 6841  
 In 50 (Para Brigade) [t27] ..... Kohima (6643)  
 HQ XXXIII Corps [t27] ..... Dimapur (6644)

#### The Chindits:



Br 14 (Brigade) [Chindits] .....	6638
Br 16 (Brigade) [Chindits] .....	6339
Br 23 (Brigade) [Chindits] .....	Jarhat (6343)
In 77 (Brigade) [t22] .....	6635
In 111 (Brigade) B [Chindits] .....	6836
WAfr 3 (Brigade) [Chindits] .....	6638
HQ Wei L.H. [t3] (Chinese Expedition Army). Tsuyung (5829)	
CA/Ho 2 (Corps) (cadre) [t0] *	6433
CA/Ho 2 (Corps) component division (2-2-4 D) *	6332
CA/Ho 8 (Corps) [t15] ** .....	5832
CA/Ho 71 (Corps) [t3] ** .....	Paoshan (6233)
CA/Chen 6 (Corps) (cadre) [t4] † *	6133
CA/Chen 53A [t0] *	6031
CA/Chen 54 (Corps) (cadre) [t1] *	6033
CA/Chen 10 (Artillery Regiment) [t0] .....	5830

#### Other Units:

Br 2 (Division) (cadre) .....	Indian Ocean Holding Box
In 5 (Division) [t25] .....	Indian Ocean Holding Box
In 7 (Division) component brigade (2-3-5 B) .....	Indian Ocean Holding Box
USAAF F P-47 .....	Indian Ocean Holding Box
USAAF LB B-25 .....	Indian Ocean Holding Box
USAAF HB B-24 .....	Indian Ocean Holding Box
USAAF T C-47 .....	Indian Ocean Holding Box
RAF HB Wellington .....	Indian Ocean Holding Box
RAF 2x F Hurricane .....	Imphal (6842)
USAAF F P-40 .....	Kunming (5627)
USAAF LB B-25 .....	Kunming (5627)
USAAF F P-51 .....	Ledo (6041)

† Expanded unit [13.3.3]

\* +1 UST marker

\*\* +2 UST marker

### TURN 28 (SUMMER 1944) REINFORCEMENTS

#### JAPAN (CP=3)

2 (Division) [t26] .....	Mandalay (7235)
49 (Division) [t28] .....	Mandalay (7235)
4 (Division) component regiment (2-2-5 iR) ..	Mandalay (7235)

#### WA (CP=6) AND KMT (CP=2)

In 7 (Division) (cadre) [t25] .....	Indian Ocean Holding Box
EAfr 11 (Division) [t28] .....	Indian Ocean Holding Box
In 268 (Motorized Brigade) [t28] ....	Indian Ocean Holding Box
Reorganize: US 5307 (Para Regiment) [t26] to US 475 (Regiment) [t28] (see OB Keys)	
US 124 (Cav Regiment) [t28] .....	Ledo (6041)
CAI 14 (Division) [t28] .....	Ledo (6041)
CAI 50 (Division) [t28] .....	Ledo (6041)
CA/Ho 5 (Corps) component division (2-2-4 D) .....	Kunming (5627)
USAAF T C-47 .....	Indian Ocean Holding Box

### MINI SCENARIO 4: PLAN B

#### CHINA'S COUNTER-OFFENSE, SEPTEMBER 1945 – FEBRUARY 1946

Duration: 2 turns (Turns 33-34)

#### Players: 2 (Japan vs. KMT)

This hypothetical scenario posits that the Atomic Bomb was not used against Japan. The Soviet "August Storm" operation now becomes "March Storm" in 1946 when American invaded Tokyo in "Operation Coronet."

Historically, the best American trained Chinese units (Youth Army, and the New 1st and New 6th Army of Burma fame) never get to see any action in China. "Operation BETA" was the name given to the planned counter-attack in Kwangtung province. The objective was to control Kwangchow first so that supplies could be sent to China effectively. The final blow would then be made to the heavily defended Canton area. It's payback time for the Chinese Army.

### VICTORY CONDITIONS

KMT player wins if at any time, the player captures either Canton (4807) or Hengyang (4114), without ever losing any city during the game. Otherwise, Japanese player wins.

### PLAY AREA

Only the area in the map on next page (showing the initial setup at the start of the scenario) is used. Do not use any partial hex except for out of area air units.

### CONSTRUCTION SETUP

- Railroad is extended from Hengyang (4114) to 5215, and from Liuchow (5116) to Tuhshan (4921).
- Railroad is removed from 4908 to 5107, and from 4203.
- Road is built from Nanning (5516) to 5315, and from 4823 to 5223.
- River Route is extended to 4019 and 3814.
- Airbases are built in 3823, 4010, and 4208.

### SCENARIO SPECIAL RULES

- Command:** The first HQ to activate on the first turn is always KMT (do not roll for HQ activation for the first activation phase).
- CCP Units:** KMT player controls all non-Japanese units. CCP units cannot be converted to regular units. With no CCP HQ in the game, they can only be activated in the guerrilla phase.
- Transport:** Each player may use up to 8 points of railroad capacity every turn.
- Replacements:** ALL eliminated ground units are not replaced (they are assumed to be not replaced soon enough to reenter the play area). 1 US equipped air unit may be replaced every turn.
- Out of Play Area:** Air units may move to bases outside the play area during retreat or redeployment. Ground units that move outside the play area can only return as reinforcements on subsequent turns from one of the transport route beyond the play area. Supply centers outside the area remains functional.
- Inflation Status:** China is in hyperinflation throughout the scenario.
- There is no Event Phase, Negotiation Phase, China Isolation Phase, Factory Phase, or Strategic Warfare Phase - and no aircraft upgrading.

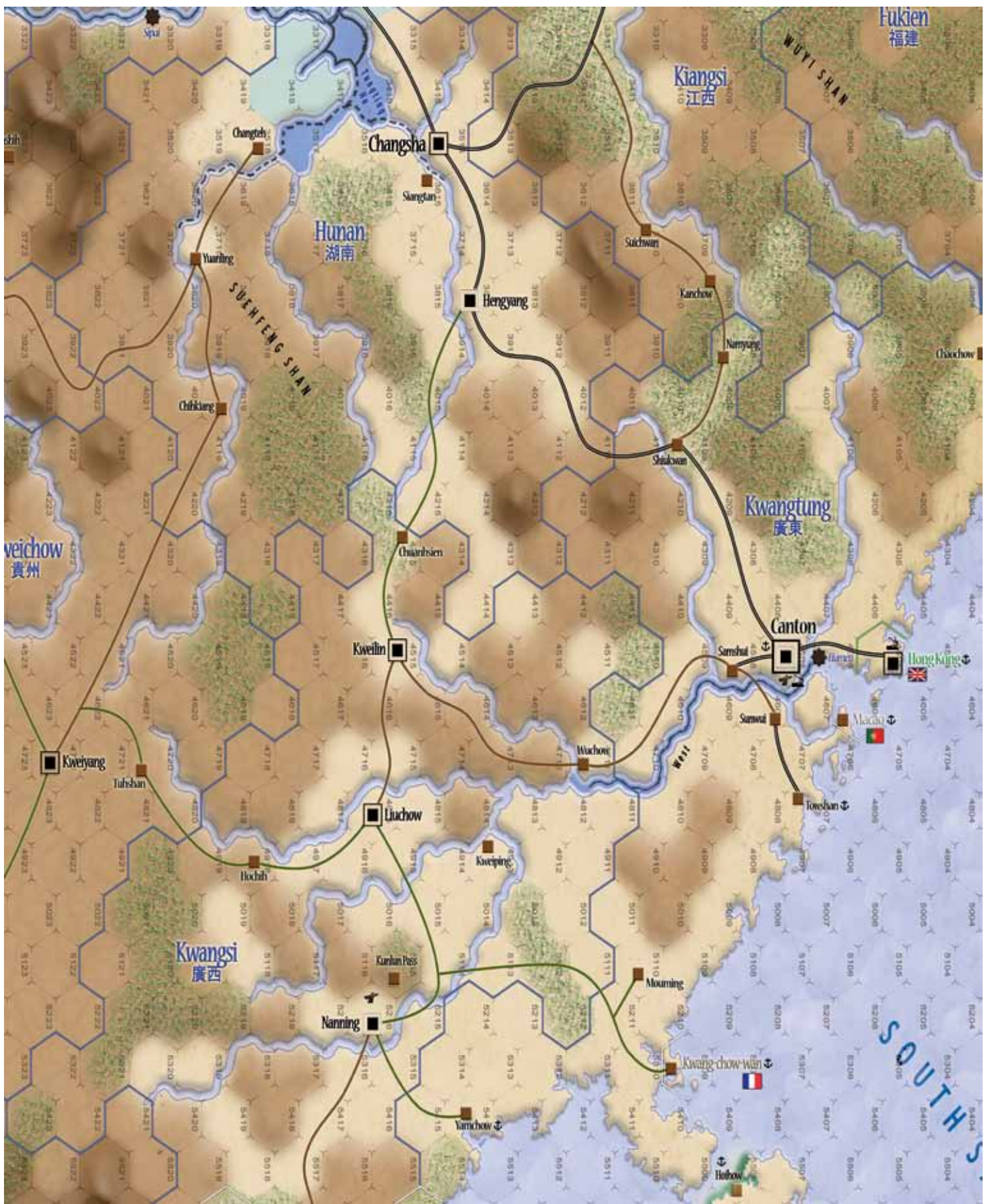
### ORDER OF BATTLE

#### TURN 33 (FALL 1945) INITIAL SETUP

##### JAPAN (CP=4)

HQ 11th Army [t4] .....	Hankow (3116)
HQ 2nd Army [t1] .....	Canton (4807)
HQ 20th Army [t28] .....	Hengyang (4114)
13 (Division) [t23] .....	Changsha (3814)
58 (Division) [t18] .....	Chuanhsien (4615)
64 (Division) [t23] .....	4116
68 (Division) [t18] .....	Hengyang (4114)





104 (Division) [t22] .....	4604
116 (Division) [t22] .....	Hengyang (4114)
129 (Division) [t31] .....	4706
130 (Division) [t31] .....	Canton (4807)
HKG (Brigade) [t30] .....	Hong Kong (4805)
8 (Tank Regiment) [t0] .....	4709
22iM (Brigade) [t22] .....	Chuanhsien (4615)
23iM (Brigade) [t22] .....	Samshui (4808)
81iM (Brigade) [t31] .....	Siangtan (3915)
82iM (Brigade) [t31] .....	3914
86iM (Brigade) [t31] .....	4116
87iM (Brigade) [t31] .....	4411
88iM (Brigade) [t31] .....	Chuanhsien (4615)
13i (Brigade) [t26] .....	4807
2iDF (Brigade) [t31] .....	Changsha (3814)
3 (Tank Regiment) [t27] .....	Chuanhsien (4615)
13 (Tank Regiment) [t10] .....	Changsha (3814)
CnC 20 (Corps) [t18] .....	Canton (4807)
CnC CKRR (Corps) [t23] .....	Hankow (2816)

### KMT (CP=4)

VA/Kwangtung HQ Hsueh Yueh [t4] .....	4210
VA/Kwangsi HQ Chang F.K. [t6] .....	Nanning (5216)
CA/Ho HQ Wang Y.W. [t30] .....	3919
CA/Tang HQ Tang E.P. [t18] .....	Liuchow (4816)
Military Advisor Wedemeyer [t29] .....	Liuchow (4816)
CA/Chen 18 (Corps) [t0] ** .....	3820
CA/Chen 94 (Corps) [t3] † ** .....	4516
CA/Ho 25 (Corps) [t4] † @ .....	3423
CA/Ho 71 (Corps) [t3] ** .....	3322
CA/Ho 74 (Corps) [t1] ** .....	4016
CA/Ho 92 (Corps) [t3] .....	Changteh (3618)
CA/Ho 100 (Corps) [t5] † .....	4017
CA/Tang 13 (Corps) [t0] ** .....	Kweiyang (4722)
2Ks/Ks 46 (Corps) [t6] .....	5112
2Ks/Kt 6 (Corps) [t1] † .....	5519
2Ks/Kt 63 (Corps) [t1] † @ .....	3909
2Ks/Kt 64 (Corps) [t1] † .....	Nanning (5216)
2Ks/Kt 65 (Corps) [t1] † @ .....	Kanchow (3809)
CK/Sc 20 (Corps) [t0] † .....	4417
CK/Sc 44 (Corps) [t0] † @ .....	3711
VA-Kwangtung 4 (Corps) [t0] † .....	3910
VA-Northwestern Army 26 (Corps) [t0] † .....	4216
VA-Hunan 73 (Corps) [t1] † * .....	3917
Yn 58 (Corps) [t4] @ .....	3121
ROCAF F P-51 .....	Liuchow (4816)
ROCAF F P-40 .....	Liuchow (4816)
ROCAF LB B-25 .....	Liuchow (4816)
USAAF F P-51 .....	Nanning (5216)
USAAF HB B-24 .....	Nanning (5216)

### WA Units:

CAI 14 (Division) [t28] .....	3318
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CAI 50 (Division) [t28] .....	Nanning (5216)
CAI N22 (Division) [t22] .....	4117
CAI N30 (Division) [t27] .....	5014
CAI N38 (Division) [t22] .....	4514

### CCP Units:

Generic Guerrilla unit (A) .....	3314
ER (Division) [t26] .....	4406
Generic Guerrilla unit (East River Column) .....	4108
Guerrilla Base (Hunan-Hupeh-Kiangsi Border) .....	4108
Guerrilla Base (East River) .....	3314

### Other Units:

Bandit unit .....	3720
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† Expanded unit [13.3.3]

\* +1 UST marker

\*\* +2 UST marker

@ Out of Supply

NOTE: All guerrilla units set up on their evading side.

## TURN 34 (WINTER 1945-46)

### JAPAN (CP=4)

### KMT (CP=4)

### OB HISTORICAL NOTES

A. Historically, 5th Detachment / 8RA.

## 29.0 – OPERATIONAL SCENARIOS

### SCENARIO 1: SPACE FOR TIME

### SEPTEMBER 1937 – NOVEMBER 1938

Duration: 5 turns (Turns 1-5)

Players: 2-3

This scenario covers the period after the war had become an all out conflict, until Japan's occupation of Wuhan and Canton.

Chinese soldiers fought bravely in the battle of Shanghai and temporarily stopped the Japanese at Taierchwang. Most Chinese factions that fought each other for decades put down their differences and sent troops to the front. Nevertheless, the materially superior Japanese seemed unstoppable. KMT government took refuge in the mountainous province of Szechwan.

### VICTORY CONDITIONS

#### CHINESE COMMUNIST PARTY

Maintain 10 Guerrilla Bases in any provinces that Japan has invaded in the scenario.

#### JAPAN

Control 6 or more Chinese major cities. Cities that Japanese units have partial control at game start do not count.

**Immediate VC:** Control all cities in the five provinces of Chahar, Suiyuan, Shansi, Shantung, and Hopeh, without ever losing more than 6 SP of Japanese units. All cities controlled by Japan at game start must also be held.

#### KUOMINTANG

Maintain 30 points operating DEP + FEP at the end of the scenario.

### GAME SETUP

#### UNIT SETUP

Refer to the OB of scenario 1 for initial unit deployments and opium situations. Follow the OB of the campaign game for reinforcements in subsequent turns.

**POLITICAL DISPLAY SETUP**

Pro-KMT: Sung, Sc, Ks, Kt, Yn

Pro-CCP: Yen, Fu

Supporting KMT: Soviet Union

**RECORD TRACK SETUP**

Turn: 1

CP - Japan: 13; KMT: 13; CCP: 6

RP - Japan: 6; KMT: 31 (from supply centers and port cities only); CCP: 2 (from supply centers and port cities only)

FEP - KMT: 15

DEP - KMT: 21

Rail Capacity - Japan: 24; KMT: 18

River Transport Capacity - Yangtze: 20; West: 6

Sea Transport Capacity (Japan Only): 15

**REPLACEMENT AIDS SETUP****KMT**

Supply Centers (AC): Suchow, Nanking, Hangkow, Sian, Nanchang, Hengyang

Supply Centers (NTC): Chengtu, Chungking, Canton, Nanning, Kunming

Port Cities (NSB): Tsingtao, Ningpo, Amoy, Swatow

**CCP**

Supply Centers (TC): Taiyuan

## SCENARIO 2: BATTLES OF CHANGSHA DECEMBER 1938 – FEBRUARY 1942

**Duration:** 13 turns (Turns 6-18)

**Players:** 2-3

This scenario covers the period after KMT 1st Nanyue military conference, to Japanese defeat in the 3rd Battle of Changsha.

After repeatedly failed to capture the city of Changsha, and threatened in the rear by CCP Hundred Regiments Offensive, Japan concentrated on cutting off China's foreign supply and maintaining security in occupied area. Meanwhile, cooperation between KMT and CCP turned sour after the New 4th Army Incident.

**VICTORY CONDITIONS****CHINESE COMMUNIST PARTY**

Maintaining at least 1 GB, guerrilla unit, or regular unit in every province that Japan has invaded in the scenario (excluding Jehol and Liaoning).

**Critical VC:** CCP receives half its VP if KMT player has less VP than Japan at the end of the scenario.

**JAPAN**

Japanese player gains VP for achieving the following objectives at the end of the scenario:

- Capturing and holding Changsha (3514), and Nanchang (3011) (20% each),
- Cutting off all transportation routes from Hanoi (6117) to all KMT supply centers (30%),
- Eliminating all guerrilla units in each of the following provinces: Shansi, Suiyuan, Chahar, Hopeh, Shantung, and Kiangsu (5% each).

**Critical VC:** Japan receives half its VP if it cannot hold all the cities it

controls at the start of the scenario.

**KUOMINTANG**

Maintain at least 16 points of DEP + FEP when scenario ends.

**Critical VC:** KMT receives half its VP if CCP has more VP than Japan at the end of the scenario.

**GAME SETUP****UNIT SETUP**

Refer to the OB of scenario 2 for initial unit deployments, as well as bandits and opium situations. Follow the OB of the campaign game for reinforcements in subsequent turns. Note that:

- There is no need to set up any WA units on the last turn of this scenario.
- KMT 5A (Ho, Turn 7, 11-9-5) and 6A (Chen, Expanded, 6-7-4), or units of at least equivalent AS+DS must remain in Yunnan province from turn 16-18.
- IJA 38D (Turn 9, 7-8-5), or units of at least equivalent AS+DS are removed from play on turn 18 (the unit participated in the attack of Hong Kong).
- Applies all the effects of Scorched Earth Policy to the city of Changsha (3814) on turn 6 (historical note: KMT set fire to the city of Changsha on Nov 13, 1938. It was to become the greatest human-caused city-wide fire that ever besieged China).

**CONSTRUCTION (DESTRUCTION) SETUP**

Yellow River: Alternate River Course

Bridge Damaged:

- 1922/2022
- 2105/2106

Railroads Extended:

- From 0427 to 0625, and on 0624
- From 1128 to 1327
- From 3914 to 4416

Road Extended:

- From 2644 to 2938
- Burma Road from 5623 to 6534

**POLITICAL DISPLAY SETUP**

Assimilated by KMT: Sung, Han, Sc

Pro-KMT: Ks, Kt, Yn

Pro-CCP: Fu

Supporting KMT: Soviet Union

Supporting Japan: Germany

Sympathetic to KMT: Western Allies

**RECORD TRACK SETUP**

Turn: 6

CP - Japan: 8; KMT: 13; CCP: 6

RP - Japan: 8; KMT: 21 (from supply centers and port cities only); CCP: 0 (from supply centers and port cities only)

FEP - KMT: 15

DEP - KMT: 13

Rail Capacity - Japan: 24; KMT: 18

River Transport Capacity - Yangtze: 20; West: 6

Sea Transport Capacity (Japan Only): 15



**REPLACEMENT AIDS SETUP****KMT**

Supply Centers (AC): Sian, Nanchang, Hengyang, Chengtu, Chungking

Supply Centers (TC): Lanchow, Nanning

Supply Centers (NTC): Kunming

Port Cities (NSB): Ningpo, Swatow

## **SCENARIO 3: CHINA ISOLATED**

### **DECEMBER 1941 – FEBRUARY 1944**

**Duration:** 9 turns (Turns 18-26)

**Players:** 2-4

This scenario starts from the outbreak of war between Japan and the western allies, to the time before Japan's Operation Ichi-Go.

The war of resistance had become a part of World War II. The main focus of the theatre turned to Burma, which was the last supply line to China – the Burma Road. Within an isolated China, Chennault's Flying Tigers remained as the only helping hand. At the same time, KMT and CCP tried to consolidate their power for the ultimate showdown.

**VICTORY CONDITIONS****WESTERN ALLIES**

Keeping India clear of Japanese controlled units at the end of every turn during the 9-turns period of the scenario.

**CHINESE COMMUNIST PARTY**

Maintaining 25 SP of regular and guerrilla units on map at the end of the scenario.

**JAPAN**

Japanese player gains VP by completing the following objectives at the end of the scenario:

- Capturing and holding all on map cities in Burma, Siam, and Indochina (70%).
- Eliminating all guerrilla units in each of the following provinces: Shansi, Suiyuan, Chahar, Hopeh, Shantung, and Kiangsu (5% each).

**Critical VC:** Japan receives half its VP if it cannot hold all the cities it controls at the start of the scenario.

**KUOMINTANG**

Maintaining 10 improved KMT armies on map at the end of the scenario.

**Critical VC:** KMT receives half its VP if it cannot hold all the cities it controls at the start of the scenario.

**GAME SETUP****UNIT SETUP**

Refer to the OB of scenario 3 for initial unit deployments, as well as bandit and opium situations. Follows the OB of the campaign game for reinforcements in subsequent turns.

**CONSTRUCTION (DESTRUCTION) SETUP**

Yellow River: Alternate River Course

Bridge Damaged:

- 1922/2022
- 2105/2106
- 5923/6023

Railroads Extended:

- From 0427 to 0625, and on 0624
- From 1128 to 1327

- From 1222 to 1323
- From 3914 to 4915
- From 5326 to 5526

Railroad Removed:

- From 3903 to 4003
- From 4608 to 4807
- Hex 5923

Road Extended:

- From 2644 to 2938
- From 4226 to 4623
- Hex 4332
- From 4427 to 5227
- Hex 4429
- From 4532 to 5629
- From 4823 to 5226
- Burma Road from 5623 to 6534

River Routes Extended:

- 3514/3615
- 3531/3632
- 3620/3719

Airbases Built:

- Paotow (1333)
- Yunchang (2326)

Naval Bases Built:

- Samah (6008)

**POLITICAL DISPLAY SETUP**

Assimilated by KMT: Sung, Han, Sc

Pro-KMT: Ks, Kt, Yn

Pro-CCP: Fu

Pro-Japan: Yen

Supporting KMT: Western Allies

**RECORD TRACK SETUP**

Turn: 18

CP - Japan: 12; KMT: 13; CCP: 6; WA: 0

RP - Japan: 12; KMT: 18 (from supply centers and port cities only); CCP: 0 (from supply centers and port cities only); WA: 0

FEP - KMT: 16 (Yumen Oilfield discovered);

DEP - KMT: 10

Rail Capacity - Japan: 24; KMT: 18; WA: 8

River Transport Capacity - Yangtze: 20; West: 6; Irrawaddy: 6

Sea Transport Capacity - Japan: 15; WA: 15

**REPLACEMENT AIDS SETUP****KMT**

Supply Centers (AC): Sian, Hengyang, Chengtu, Chungking

Supply Centers (TC): Lanchow, Nanning, Kunming

**SCENARIO 4: OPERATION ICHI-GO****MARCH 1944 – AUGUST 1945**

Durations: 6 turns (Turns 27-32)

Players: 2-4

This scenario covers the final offense of the Imperial Japanese Army in WWII.

Operation Ichi-Go intended to link up Southern Army with the main force in China. However, the supply lines were too long and the attack too late. Worried that the US or Soviet Union might enter the Chinese theatre, IJA subsequently retreated to strategic strongholds. CCP spared no time expanding its army as KMT retreated in the fall of 1944. In Burma, allies finally launched the long delayed counter-offense in Burma.

**VICTORY CONDITIONS****WESTERN ALLIES**

WA player gains VP by completing the following objectives:

- Keeping all Japanese units away from Burma and India at the end of 2 turns. (50%)
- Keeping all KMT ground units away from the IBS theatre at the end of the scenario (see the operation limits at the end of WA OB for conditions of their retreats) (50%)

**CHINESE COMMUNIST PARTY**

Maintaining (SP of all on map CCP units + SP of on map non-CA KMT army) – SP of on map KMT CA army = 50 at the end of the scenario (100%).

**JAPAN**

Japanese player earns VP:

- Controlling an uninterrupted transport route from Chengteh (0324) to Hanoi (6117) before the end of turn 30. (50%)
- Controlling all airbases in China within 6 hexes of the above transport route passes (only airbase that have existed at the start of turn 27 are counted) through before the end of turn 30. (50%)

**KUOMINTANG**

KMT player gains VP by completing the following objectives:

- Controlling a port in Yellow Sea or South Sea, while keeping Ledo Road or Burma Road opened at the end of the scenario (50%).
- Maintaining 60 SP of American trained units (CAI units, Youth Army units, and UST improved units) on map at the end of the scenario (50%).

**Critical VC:** KMT receives half its VP if Japanese controlled unit ever remain in the province of Szechwan at the end of a turn.

**GAME SETUP****UNIT SETUP**

Refer to the OB of scenario 4 for initial unit deployments, as well as all existing random events situations (opium, bandits, etc.). Follows the OB of the campaign game for reinforcements in subsequent turns.

**CONSTRUCTION (DESTRUCTION) SETUP**

Yellow River: Alternate River Course

Bridge Damaged:

- 1922/2022
- 2105/2106
- 5923/6023
- 6233/6333

Railroads Extended:

- From 0427 to 0625, and on 0624
- From 1128 to 1327
- From 1222 to 1323
- From 3914 to 4720
- Hex 4915
- From 5027 to 5526
- From 8422 to 8516

Railroad Removed:

- From 3903 to 4003
- From 4608 to 4807
- Hex 5923

Road Extended:

- From 2644 to 2938
- From 3039 to 3243
- From 4226 to 4623
- Hex 4332
- From 4427 to 5227
- Hex 4429
- From 4532 to 5629
- From 4535 to 4536
- From 4923 to 5226
- Burma Road from 5623 to 6534
- Hex 6140
- Hex 6643 to 6840
- Hex 6927 to 7126
- Hex 6942
- Hex 8041 to 8138

River Routes Extended:

- 3514/3615
- 3531/3632
- 3620/3719

Airbases Built:

- Paotow (1333)
- Yunchang (2326)
- Laohokow (2922)
- Hanchung (3130)
- Enshih (3523)
- Suichwan (3710)
- Hengyang (3814)
- Nanyung (3908)
- Chihkiang (4019)
- Chungking (4127)
- Chengtu (4232)
- Kunming (5627)
- Imphal (6842)

- Mandalay (7235)
- Chittagong (7941)

Naval Bases Built:

- Samah (6008)

### POLITICAL DISPLAY SETUP

Assimilated by KMT: Sung, Han, Sc

Pro-KMT: Ks, Kt, Yn

Pro-CCP: Fu

Pro-Japan: Yen

Supporting KMT: Western Allies

### RECORD TRACK SETUP

Turn: 27; China Isolated: 9 (including turn 27)

CP - Japan: 10; KMT: 4; CCP: 6; WA: 7

RP - Japan: 10; KMT: 24 (from supply centers and port cities only, before deduction for hyperinflation); CCP: 0 (from supply centers and port cities only); WA: 7

FEP - KMT: 4 (Yumen Oilfield included); DEP - KMT: 6

Rail Capacity - Japan: 24; KMT: 18; WA: 8

River Transport Capacity - Yangtze: 20; West: 6; Irrawaddy: 6

Sea Transport Capacity - Japan: 15; WA: 0

### REPLACEMENT AIDS SETUP

#### KMT

Supply Centers (AC): Sian (+IR), Hengyang (+IR), Chengtu (+IR), Chungking (+IR)

Supply Centers (TC): Lanchow (+IR), Nanning, Kunming (+IR)

## 30.0 – CAMPAIGN GAMES

### 30.1 – CAMPAIGN GAME WITHOUT TURN 0

This variant allows players to start straight with Turn 1, the historical outcome of the KMT attack on Shanghai (1806) and the political affiliations of the northern warlords being already implemented. Refer to the corresponding OBs for initial setup. Everything else remains unchanged.

### 30.2 – SINGLE-THEATER CAMPAIGN GAMES

**30.2.1 – Chinese Campaign (CIC Theater Only):** This campaign game variant ignores the IBS theater of the map and the WA side.

Make the following adjustments:

— Japan —

- Only Japanese units deploying in, destined for, returning to, or relocating to China are used in the game. Units relocating from China to the IBS theater are removed from play on their listed relocation turn.
- For Victory Point calculation purpose, Japan in the IBS theater is considered to gain control of Objectives (while losing none) from Turns 18 to 21, and to lose control of Objectives from Turns 30 to 32.
- Japan receives 6 RP per turn from Turns 18 to 22, 5 RP from Turns 23 to 26, 4 RP on Turn 27, 6 RP from Turns 28 to 29, 5 RP on Turn 30, and 4 RP from Turn 31 on.

— KMT —

- All units normally under WA control are not used in the game. Exception: The Hong Kong garrison (HKG) unit (Turn 18) appears in play, under KMT control, in Hong Kong (4505).
- At the start of Turn 19, the KMT must relocate 5A (Turn 7),

6A (Turn 4), and 66A (Turn 18) to Burma. These units are considered eliminated at the end of the turn.

- From the start of Turn 20 to the end of Turn 30, at least 20 SP of KMT ground units must always be maintained in Yunnan, in hexes adjacent to the Salween River (near the Yunnan-Burma border).
- The following CAI and US units (listed in the WA OB) arrive as KMT reinforcements in Kunming (5927):

Turn 19: USAAF F P-40 (Flying Tiger) (23rd Fighter Group)

Turn 27: USAAF LB B-25 (341st Bombardment Group)

Turn 30: CAI N22D, CAI 14D

Turn 32: CAI N38D, CAI N30D, CAI 50D

**30.2.2 – Burma Campaign (IBS Theater Only):** This campaign game variant ignores the CIC theater of the map and the KMT and CCP sides. Game starts on Turn 19. Refer to the corresponding OBs for initial setup. Do not roll for random events during the game. The Famine random event will automatically occur in Northeastern India on Turn 24.

Make the following adjustments:

— Japan —

- Japan has 12 Railroad Transport Points only available per turn.
- Only Japanese units deploying in, destined for, returning to, or relocating to the IBS theater are used in the game. Units relocating from the IBS theater to China are removed from play on their listed relocation turn. Unless otherwise stated, all Japanese units arrive via sea transport, or in Bangkok (8716).
- For Victory Point calculation purpose, Japan in the CIC theater is considered to gain control of Objectives (while losing none) from Turns 27 to 29, and to lose control of Objectives on Turn 32.
- From game start to the end of Turn 28, Japan must always maintain at least 4 SP of IJA ground units in Lungling (6333) if it controls Lungling and Myitkyina (6336). These units are eliminated at the end of Turn 28.
- Japan receives 6 RP per turn from Turns 19 to 22, 5 RP from Turns 23 to 26, 6 RP on Turn 27, 3 RP on Turn 28, 2 RP from Turns 29 to 31, and 1 RP from Turn 32 on.

— WA —

- The WA control all non-Japanese units.
- The CAI and US units listed in 26.3.1 as arriving in Kunming (5627) are removed from play according to the same schedule.

## KUOMINTANG ORDER OF BATTLE

### TURN 0 (JULY-AUGUST 1937)

GHQ Chiang K.S. (蔣中正) [t0] .....Nanking (1910)  
 HQ Chen C. (陳誠 6th War Area) [t0] .....Nanking (1910)  
 HQ Sung C.Y. (宋哲元 29th Army) [t0] [NW-Sung] [L: Hopeh, Chahar] .....Tientsin (0722)  
 HQ Li T.J. (李宗仁 5th War Area) [t0] [2Ks-Ks]Kweilin (4515)  
 HQ Yu H.M. (余漢謀 7th War Area) [t0] [2Ks-Kt] [L: Kwangtung, Kwangsi] .....Canton (4507)  
 HQ Ma H.K. (馬鴻逵 17th Army Group) [t0] [NW-Ma] [L: Kansu, Ningsia, Chinghai] .....Yinchuan (2237)  
 HQ Han F.C. (韓復榘 3rd Army Group) [t0] [NW-Han] [L: Shantung outside Tsingtao (1314) and Weihaiwei (0813)]Tsinan (1219)  
 HQ Yen H.S. (閻錫山 2nd War Area) [t0] [JS-Yen] [L: Shansi] Taiyuan (1526)



HQ Liu W.H. (劉文輝 24th Army) [t0] [CK-Sk] [L: Sikang] Yaan (4433)

HQ Liu H. (劉湘 23rd Army Group) [t0] [CK-Sc] Chungking (4127)

HQ Lung Y. (龍雲 Kunming HQ) [t0] [Yn]... Kunming (5627)

**Military Advisor** (German Alexander von) Falkenhausen [t0] any hex with a CA HQ

18- (cadre Corps) [t0] [CA-Chen]..... Shiukwan (4207)

Comp (18 Corps component division - 2-2-4) [CA-Chen]..... Changteh (3518)

46 (Corps) [t0] [CA-Chen]..... 2628

60 (Division) [t0] [CA-Chen]..... Hankow (2816)

93 (Division) [t0] [CA-Chen]..... Canton (4507)

94 (Division) [t0] [CA-Chen]..... 1426

10 (Artillery Regiment) [t0] [CA-Chen]..... Nanking (1910)

TaxP (Corps) [t0] (Tax Police Regiment 稅警總團) [CA-Ho]..... Lienyunkang (1413)

Lehr (Division) [t0] (Teaching Column 教導總隊) [CA-Ho]..... Nanking (1910)

2- (cadre Corps) [t0] [CA-Ho]..... Foochow (3003)

Comp (2 Corps component division - 2-2-4) [CA-Ho]..... Hengyang (3814)

52 (Corps) [t0] [CA-Ho]..... 2829

36 (Division) [t0] [CA-Ho]..... Sian (2828)

43 (Division) [t0] [CA-Ho]..... Nanchang (3011)

61 (Division) [t0] [CA-Ho]..... Kiukiang (2912)

87 (Division) [t0] [CA-Ho]..... 1908

88 (Division) [t0] [CA-Ho]..... Kiangyin (1808)

92 (Division) [t0] [CA-Ho]..... 4622

95 (Division) [t0] [CA-Ho]..... Nanyang (2621)

Am (Armored Regiment 裝甲兵團) [t0] [CA-Ho].... Nanking (1910)

20i (Brigade) [t0] [CA-Ho]..... Shanghai (1806)

1 (Corps) [t0] [CA-Hu]..... Suchow (1716)

13 (Corps) [t0] [CA-Tang]..... Tsining (0930)

14- (cadre Corps) [t0] [CA-Wei]..... Chengchow (2022)

Comp (14 Corps component division - 2-2-4) [CA-Wei]..... Pengpu (1914)

7 (Corps) [t0] [2Ks-Ks]..... Liuchow (4816)

48 (Corps) [t0] [2Ks-Ks]..... Nanning (4916)

175 (Division) [t0] [2Ks-Ks]..... Kweilin (4215)

24 (Corps) [t0] [CK-Sk]..... Yaan (4133)

20 (Corps) [t0] [CK-Sc]..... 4523

21 (Corps) [t0] [CK-Sc]..... 4032

23 (Corps) [t0] [CK-Sc]..... Luchow (4028)

41 (Corps) [t0] [CK-Sc]..... 3931

43 (Corps) [t0] [t0] [CK-Sc]..... 4621

44 (Corps) [t0] [CK-Sc]..... Chengtu (4232)

45 (Corps) [t0] [CK-Sc]..... Chengtu (4232)

47 (Corps) [t0] [CK-Sc]..... Sicheng (5131)

35 (Corps) [t0] [JS-Fu]..... Kweisui (1132)

19 (Corps) [t0] [JS-Yen]..... Taiyuan (1526)

33 (Corps) [t0] [JS-Yen]..... Taiyuan (1526)

34 (Corps) [t0] [JS-Yen]..... Fenyang (1727)

61 (Corps) [t0] [JS-Yen]..... Tatung (1029)

N2 (Division) [t0] [JS-Yen]..... 1726

49 (Corps) [t0] [NE]..... Nanyang (2621)

51 (Corps) [t0] [NE]..... 1613

53 (Corps) [t0] [NE]..... Paoting (1024)

57 (Corps) [t0] [NE]..... Chowkow (2018)

67 (Corps) [t0] [NE]..... 2017

2 (Cavalry Corps) [t0] [NE]..... Tatung (1029)

106 (Division) [t0] [NE]..... Paoki (2931)

110 (Division) [t0] [NE]..... 1715

10 (Cavalry Division) [t0] [NE]..... Hsuchang (2220)

12 (Corps) [t0] [NW-Han]..... Weifang (1016)

11 (Corps) [t0] [NW-Ma]..... Yinchuan (2237)

17 (Corps) [t0] [NW-Ss]..... Suiteh (1929)

22 (Corps) [t0] [NW-Ss] (A)..... Yulin (1831)

38 (Corps) [t0] [NW-Ss]..... Sanyuan (2908)

167 (Division) [t0] [NW-Ss]..... Hsuchang (2220)

N35 (Division) [t0] [NW-Ss]..... 2020

37 (Division) [t0] (Component of 29 Corps) [NW-Sung]..... Peiping (0724)

38 (Division) [t0] (Component of 29 Corps) [NW-Sung]..... Tientsin (0722)

132 (Division) [t0] (Component of 29 Corps) [NW-Sung]..... 0922

143 (Division) [t0] (Component of 29 Corps) [NW-Sung]..... Kalgan (0727)

9 (Cavalry Division) [t0] (Component of 29 Corps) [NW-Sung]..... 0824

10 (Corps) [t0] [VA-Hunan]..... 3513

16 (Corps) [t0] [VA-Hunan]..... Chungking (4127)

28 (Corps) [t0] [VA-Hunan]..... Chuchow (2607)

37 (Corps) [t0] [VA-Hunan]..... 2930

23 (Division) [t0] [VA-Hunan]..... Tungkwan (2627)

63 (Division) [t0] [VA-Hunan]..... Shangjiao (2808)

N34 (Division) [t0] [VA-Hunan]..... Yuanling (3719)

4 (Corps) [t0] [VA-Kwangtung]..... Kweiyang (4722)

102 (Division) [t0] [VA-Kweichow]..... 2717

103 (Division) [t0] [VA-Kweichow]..... 2813

121 (Division) [t0] [VA-Kweichow]..... Wuhu (2110)

140 (Division) [t0] [VA-Kweichow]..... Paoki (2931)

36 (Corps) [t0] [VA-League of 5 Provinces]..... 3033

39 (Corps) [t0] [VA-League of 5 Provinces]..... Amoy (3502)

69 (Corps) [t0] [VA-League of 5 Provinces]..... 2610

47 (Division) [t0] [VA-League of 5 Provinces]..... 2715

52 (Division) [t0] [VA-League of 5 Provinces]..... 2905

10 (Corps) [t0] [VA-Northeastern Army]..... Enshih (3523)

15 (Corps) [t0] [VA-Northern Militia]..... 2616

13 (Division) [t0] [VA-Northern Militia]..... Loyang (2223)

40 (Division) [t0] [VA-Northern Militia]..... Laohokow (2822)

45 (Division) [t0] [VA-Northern Militia]..... 2419

82 (Division) [t0] [VA-Northern Militia]..... Suihsien (2718)

165 (Division) [t0] [VA-Northern Militia]..... 3335

26 (Corps) [t0] [VA-Northwestern Army]..... Sinyang (2618)

30 (Corps) [t0] [VA–Northwestern Army]..... Sinyang (2618)  
 40 (Corps) [t0] [VA–Northwestern Army]..... Yuncheng (2326)  
 42 (Corps) [t0] [VA–Northwestern Army]..... Sinyang (2318)  
 N1 (Corps) [t0] [VA–Northwestern Army] ..... Tienshui (3133)  
 32 (Division) [t0] [VA–Northwestern Army] ..... 2512  
 9 (Corps) [t0] [VA–Yen]..... Tsunyi (4424)  
 32 (Corps) [t0] [VA–Yen] ..... Hantan (1623)  
 3 (Corps) [t0] [VA–Yunnan] ..... Kaifeng (1920)  
 ROCAF F Hawk III (4th Pursuit Group) ..... Nancheng (3011)  
 ROCAF F Hawk II (5th Pursuit Group) ..... Nancheng (3011)  
 ROCAF LB Gamma 2E  
 (1st and 2nd Bomber Groups) ..... Hangchow (2106)  
 Factories (5-4) ..... Shanghai (1806)  
 Factories (3-4) ..... Taiyuan (1526)  
 Factories (3-4) ..... Chengchow (2022)  
 Factories (2-4) ..... Nanking (1910)  
 Factories (2-4) ..... Hangyang (3814)  
 Factories (2-4) ..... Chungking (4127)  
 Factories (2-4) ..... Canton (4507)  
 Factories (1-4) ..... Sian (2828)  
 Factories (1-4) ..... Tsinan (1219)  
 Factories (1-4) ..... Nancheng (3011)  
 Factories (1-4) ..... Liuchow (4816)  
 Factories (1-4) ..... Foochow (3003)

### TURN 1 (FALL 1937)

54 (Corps) [t1] [CA–Chen]..... in S Kiangsu  
 79 (Corps) [t1] [CA–Chen]..... in Chekiang  
 74 (Corps) [t1] [CA–Ho] ..... in S Kiangsu  
 80 (Corps) [t1] [CA–Hu] ...outside SKN Border Area in Kansu  
 85 (Corps) [t1] [CA–Tang] ..... 1722  
 31 (Corps) [t1] [2Ks–Ks]..... Nanning (5216)  
 62 (Corps) [t1] [2Ks–Kt]..... 4509  
 63 (Corps) [t1] [2Ks–Kt]..... 4307  
 64 (Corps) [t1] [2Ks–Kt]..... Chaochow (4003)  
 65 (Corps) [t1] [2Ks–Kt]..... Changchow (3702)  
 66 (Corps) [t1] [2Ks–Kt]..... 5210  
 83 (Corps) [t1] [2Ks–Kt]..... 4305  
 1 (Cavalry Corps) [t1] [JS–Yen] ..... in Suiyuan  
 NERd (Cavalry Corps) [t1]  
 (Northeast Raiding Army 東北挺進軍) [NE]..... Tatung (1029)  
 55 (Corps) [t1] [NW–Han] in Shantung, except Tsingtao (1014)  
 56 (Corps) [t1] [NW–Han] in Shantung, except Tsingtao (1014)  
 5 (Cavalry Corps) [t1] [NW–Ma] ..... Wuwei (2642)  
 81 (Corps) [t1] [NW–Ma] ..... 1937  
 82 (Corps) [t1] [NW–Ma] ..... Sining (3141)  
 8 (Cavalry Corps) [t1] [NW–Ma] (B)..... Sining (3141)  
 14 (Army) [t1] [NW–Ss] ..... transport route hex in Shensi  
**Reorganize:** 143 (Division) [t0] [Sung] to 68 (Corps) [t1]  
 [NW–Sung] ..... see OB Key  
**Reorganize:** 37 (Division) [t0] [Sung] + 132 (Division) [t0]  
 [Sung] to 77 (Corps) [t1] [NW–Sung] ..... see OB Key  
**Reorganize:** 38 (Division) [t0] [Sung] to 59 (Corps) [t1]  
 [NW–Sung] ..... see OB Key

**Reorganize:** 9 (Cavalry Division) [t0] [Sung] to 3 (Cavalry  
 Corps) [t1] [NW–Sung] ..... see OB Key  
 70 (Corps) [t1] [VA–Hunan].. transport route hex in Chekiang  
 73 (Corps) [t1] [VA–Hunan] ..... Chuchow (2607)  
 76 (Corps) [t1] [VA–Hunan] ..... Pengpu (1913)  
 75 (Corps) [t1] [VA–League of 5 Provinces] ..... in S Kiangsu  
 6 (Cavalry Corps) [t1] [VA–Northwestern Army] ..... in Suiyuan  
 60 (Corps) [t1] [Yn] ..... in Yunnan  
**ROCAF aircraft upgrade available:** F Gladiator  
**ROCAF aircraft upgrade available:** F I-15  
**ROCAF aircraft upgrade available:** LB SB

### TURN 1 (FALL 1937) — “SIAN FORGIVEN” ALTERNATE HISTORY [25.3]

HQ Chang H.L. (張學良 Northeastern Army) [tA1] [NE] any  
 hex with a NE clique unit

### TURN 2 (WINTER 1937-38)

HQ Ku C.T. (顧祝同 3rd War Area) [t2]  
 [CA–Ho] ..... in S Kiangsu or Chekiang  
 14 (Artillery Regiment) [t2] [CA–Chen] any hex with a CA HQ  
**Reorganize:** Am (Regiment) [t0] [Ho] to 200 (Armored  
 Division) [t2] [CA–Ho] ..... see OB Key  
 191 (Division) [t2] [CA–Hu] ..... in Shensi  
 50 (Corps) [t2] [CK–Sc] ..... in Szechwan  
 67 (Corps) [t2] [CK–Sc] ..... in Szechwan  
 88 (Corps) [t2] [CK–Sc] ..... in Szechwan  
 87 (Corps) [t2] [VA–Hunan] ..... in Hunan  
 192 (Division) [t2] [VA–Hunan] ..... in Hunan  
**Demobilize:** 67 (Corps) [t0] [NE]  
 SVG (Soviet Volunteer Group) F I-16 any friendly airbase or city  
 SVG (Soviet Volunteer Group) LB SB any friendly airbase or city

### TURN 3 (SPRING 1938)

HQ Wei L.H. (衛立煌 1st War Area) [t3]  
 [CA–Wei] ..... any hex with a Wei clique unit  
**Death:** HQ Han F.C. 韓復榘 [t0] [Han] (just remove from play)  
 94 (Corps) [t3] [CA–Chen] ..... in Hupeh  
 R10 (Division) [t3] [CA–Chen] ..... in Anhwei or Chekiang  
**Reorganize:** 36 (Division) [t0] [Ho] + 87 (Division) [t0] [Ho]  
 + 88 (Division) [t0] [Ho] to 71 (Corps) [t3]  
 [CA–Ho] ..... see OB Key  
 89 (Corps) [t3] [CA–Ho] ..... in Anhwei or Chekiang  
 92 (Corps) [t3] [CA–Ho] ..... in Honan  
 H1 (Division) [t3] [CA–Ho] ..... in Anhwei or Chekiang  
 27 (Corps) [t3] [CA–Hu] ..... in N Kiangsu  
 90 (Corps) [t3] [CA–Hu] ..... in Honan  
 194 (Division) [t3] [CA–Hu] ..... in Chekiang  
 93 (Corps) [t3] [CA–Wei] ..... in Honan  
 84 (Corps) [t3] [2Ks–Ks] ..... in Kwangsi  
 N19 (Division) [t3] [2Ks–Ks] ..... in Kwangsi  
 56 (Corps) [t3] [CK–Sc] ..... in Szechwan  
 72 (Corps) [t3] [CK–Sc] ..... in Szechwan  
 78 (Corps) [t3] [CK–Sc] ..... in Szechwan  
 95 (Corps) [t3] [CK–Sc] ..... Chengtu (4232)  
 N18 (Division) [t3] [CK–Sc] ..... in Szechwan

69 (Corps) [t3] [VA–Northwestern Army].....in Hopeh  
 91 (Corps) [t3] [VA–Northern Militia]....railroad hex in Shensi  
 N20 (Division) [t3] [VA–League of 5 Provinces].....in Fukien  
 N8 (Division) [t3] [VA–Kweichow].....in Kweichow  
 Demobilize: 69 (Corps) [t0] [VA]

### TURN 3 (SPRING 1938) — “SIAN FORGIVEN” ALTERNATE HISTORY [25.3]

HQ Yang H.C. (楊虎城 Shensi Army)  
 [tA3] [NW–Ss].....any hex with a Ss clique unit

### TURN 4 (SUMMER 1938)

HQ Hsueh Y. (薛岳 9th War Area) [t4]  
 [VA–Kwangtung].....any hex with a VA clique unit  
**Reorganize:** 93 (Division) [t0] [Chen] to 6 (Corps) [t4]  
 [CA–Chen].....see OB Key  
 99 (Corps) [t4] [CA–Chen].....Tsunyi (4424)  
 N23 (Division) [t4] [CA–Chen] in Honan, Shantung, or Anhwei  
 25 (Corps) [t4] [CA–Ho].....in Hupeh  
 R2 (Division) [t4] [CA–Ho].....in Hupeh  
**Reorganize:** 16 (Corps) [t0] [VA] to 16 (Corps) [t4]  
 [CA–Hu].....see OB Key  
**Reorganize:** 76 (Corps) [t1] [VA] to 76 (Corps) [t4]  
 [CA–Hu].....see OB Key  
**Reorganize:** 94 (Division) [t0] [Chen] to 97 (Corps)  
 [CA–Hu].....see OB Key  
 167 (Division) [t4] [CA–Hu].....in Honan or Hupeh  
 98 (Corps) [t4] [CA–Tang].....in Hupeh  
 8 (Corps) [t4] [2Ks–Kt].....in Hupeh  
 R6 (Division) [t4] [2Ks–Kt].....in Kwangtung  
 96 (Corps) [t4] [NW–Ss].....in Hupeh  
 R3 (Division) [t4] [VA–Yunnan].....railroad hex in Shensi  
 29 (Corps) [t4] [VA–League of 5 Provinces].....in Hupeh  
 58 (Corps) [t4] [Yn].....in Yunnan  
 Demobilize: 56 (Corps) [t1] [Han]  
 Demobilize: 3 (Cavalry Corps) [t1] [Sung]

### TURN 5 (FALL 1938)

**Remove:** Military Advisor (Alexander von) Falkenhausen [t0]  
 (recalled to Germany)  
 100 (Corps) [t5] [CA–Ho].....in Fukien  
 R9 (Division) [t5] [VA–Yunnan] in Honan, Shantung, or Anhwei  
 N3 (Corps) [t5] [Yn].....any hex with a Yn clique unit

### TURN 6 (WINTER 1938-39)

HQ Chang F. K. (張發奎 4th War Area) [t6] [VA–Kwangsi] in Kwangtung or Kwangsi  
 HQ Fu T.Y. (傅作義 12th War Area) [t6] [JS–Fu] any hex with a Fu clique unit  
**Remove:** HQ Yu H. M. (余漢謀) [t0] [Kt]  
**Reorganize:** 87 (Corps) [t2] [VA] to 87 (Corps) [t6]  
 [CA–Chen].....see OB Key  
**Reorganize:** 37 (Corps) [t0] [VA] + 95 (Division) [t0] [Ho] to 37 (Corps) [t6] [CA–Ho].....see OB Key  
 N3 (Division) [t6] [CA–Hu].....1431  
 N27 (Division) [t6] [CA–Hu].....Pingliang (2632)  
**Reorganize:** 175 (Division) [t0] [Ks] + N19 (Division) [t3] [Ks] to 46 (Corps) [t6] [2Ks–Ks].....see OB Key  
 N25D [CK–Sc].....in Szechwan

Demobilize: 10 (Corps) [t0] [VA]  
 Demobilize: 46 (Corps) [t0] [Chen]  
 Demobilize: 83 (Corps) [t1] [Kt]  
 Demobilize: 23 (Corps) [t0] [Sc]  
 Demobilize: 43 (Corps) [t0] [Sc]  
 Demobilize: 98 (Corps) [t4] [Tang]

### TURN 7 (SPRING 1939)

N28 (Division) [t7] [CA–Chen].....same hex as KMT GHQ  
 N29 (Division) [t7] [CA–Chen].....same hex as KMT GHQ  
**Reorganize:** 200 (Armored Division) [t2] [Ho] + H1 (Division) [t3] [Ho] to 5 (Corps) [t7] [CA–Ho].....see OB Key  
 N30 (Division) [t7] [CA–Ho].....in Anhwei or Chekiang  
 83 (Corps) [t7] [JS–Yen].....in Shansi  
 N4 (Division) [t7] [NW–Han].....in Shantung  
 T2 (Cavalry Corps) [t7] [NW–Ma].....railroad hex in Shensi  
 N5 (Corps) [t7] [VA–Northern Militia].....in Hopeh or Honan  
 Demobilize: 42 (Corps) [t0] [VA]

### TURN 8 (SUMMER 1939)

**Reorganize:** R10 (Division) [t3] [Chen] to 86 (Corps) [t8]  
 [CA–Chen].....in Anhwei  
 10A [t8] [CA–Ho].....in Kiangsi  
**Reorganize:** 191 (Division) [t2] [Hu] to 42 (Corps)  
 [t8] [Hu].....see OB Key  
 T1 (Corps) [t8] [JS–Yen].....in Shansi  
 N6 (Corps) [t8] [VA–Hunan].....in Hunan

### TURN 9 (FALL 1939)

**Return:** HQ Yu H.M. (余漢謀) [t0] [2Ks–Kt] any hex with a Kt clique unit

### TURN 10 (WINTER 1939-40)

T2 (Corps) [t10] [VA–Kwangtung].....in Kwangtung

### TURN 11 (SPRING 1940)

N11 (Corps) [t11] [CA–Ho].....see OB Key  
 N2 (Corps) [t11] [CA–Tang] ... any hex with a Tang clique unit  
 N12 (Corps) [t11] [CK–Sc].....Chengtu (4232)  
 T18 (Division) [t11] [Yn].....in Yunnan  
 T19 (Division) [t11] [Yn].....in Yunnan  
 T20 (Division) [t11] [Yn].....in Yunnan  
 T21 (Division) [t11] [Yn].....in Yunnan  
 T22 (Division) [t11] [Yn].....in Yunnan  
 T23 (Division) [t11] [Yn].....in Yunnan  
 Demobilize: 8 (Corps) [t4] [Kt]  
 Demobilize: 66 (Corps) [t1] [Kt]  
 Demobilize: 29 (Corps) [t4] [VA]  
 ROCAF aircraft upgrade available: F I-16  
 Relocate: SVG F I-16 to Soviet Union (place in NR Pool, see 16.6.1)  
 Relocate: SVG LB SB to Soviet Union (place in NR Pool, see 16.6.1)

### TURN 12 (SUMMER 1940)

36 (Corps) [t12] [CA–Hu].....in Honan  
 T3 (Corps) [t12] [JS–Fu].....in Suiyuan  
 T4 (Corps) [t12] [JS–Fu].....in Suiyuan  
 Demobilize: 97 (Corps) [t4] [Hu]



Demobilize: 36 (Corps) [t0] [VA]

Demobilize: 91 (Corps) [t3] [VA]

Demobilize: 6 (Cavalry Corps) [t1] [VA]

### TURN 13 (FALL 1940)

N7 (Corps) [t13] [CA-Hu] .....in Honan

T9 (Corps) [t13] [VA-League of 5 Provinces] .....in Chekiang

### TURN 14 (WINTER 1940-41)

**Military Advisor** (Soviet Vasily Ivanovich) Chuikov [t14] any hex with a CA HQ

3 (Cavalry Corps) [t14] [CA-Hu] .....in Suiyuan

**Reorganize:** T1 (Corps) [t8] [Yen] to 43 (Corps) [t14] [JS-Yen] ..... see OB Key

Demobilize: 57 (Corps) [t0] [NE]

### TURN 15 (SPRING 1941)

**Reorganize:** N11 (Corps) [t11] [Ho] to 8 (Corps) [t15] [CA-Ho] ..... see OB Key

**Reorganize:** N2 (Corps) [t11] [Tang] to 29 (Corps) [t15] [CA-Tang] ..... see OB Key

23 (Corps) [t15] [JS-Yen] .....in Shansi

N8 (Corps) [VA-Northern Militia] .....in Honan

### TURN 16 (SUMMER 1941)

T33 (Division) [t16] [CA-Chen] .....in Chekiang

57 (Corps) [t16] [CA-Hu] .....railroad hex in Shensi

T58 (Division) [t16] [CA-Hu] .....railroad hex in Shensi

T1 (Division) [t16] [CK-Sc] .....in Szechwan

### TURN 17 (FALL 1941)

**Reorganize:** 70 (Corps) [t1] [VA] to 70 (Corps) [t17] [CA-Ho] see OB Key

### TURN 18 (WINTER 1941-42)

**HQ Tang E.P.** (湯恩伯 31st Army Group) [t18] [CA-Tang] any hex with a Tang clique unit

**Remove:** HQ Wei L.H. (衛立煌) [t3] [Wei]

**Reorganize:** N28 (Division) [t7] [Chen] + N29 (Division) [t7] [Chen] to 66 (Corps) [t18] [CA-Chen] ..... see OB Key

### TURN 19 (SPRING 1942)

**Remove:** Military Advisor (Vasily Ivanovich) Chuikov [t14] (recalled to Soviet Union)

**Reorganize:** 88 (Corps) [t2] [Sc] to 88 (Corps) [t19] [CA-Ho] ..... see OB Key

T15 (Corps) [CA-Tang] .....in Honan

ROCAF aircraft upgrade available: F P-40

### TURN 20 (SUMMER 1942)

**HQ Hu T.N.** (胡宗南 8th War Area) [t20] [CA-Hu] any hex with a Hu clique unit

91 (Corps) [t20] [CA-Ho] .....transport route hex in Kansu or Shensi

### TURN 21 (FALL 1942)

**Reorganize:** T4 (Corps) [t12] [Fu] to 4 (Cavalry Corps) [t21] [JS-Fu] ..... see OB Key

Demobilize: 66 (Corps) [t18] [Chen]

### TURN 22 (WINTER 1942-43)

N29 (Division) [t22] [CA-Tang] ..... Chowkow (2018)

ROCAF aircraft upgrade available: LB B-25

### TURN 23 (SPRING 1943)

97 (Corps) [t23] [CA-Tang] ..... Chungking (4127)

T8 (Corps) [t23] [NE] .....in Honan, Shantung, or Kiangsu

USAAF HB B-24 (30th Bomber Group) .....CIC Air Zone

### TURN 24 (SUMMER 1943)

HQ Sun L.C. (孫連仲 11th War Area) [t24]

[VA-Northwestern Army] ..... any hex with a VA clique unit

Demobilize: 78 (Corps) [t3] [Sc]

USAAF aircraft upgrade available: F P-51

### TURN 25 (FALL 1943)

**Remove:** HQ Li T.J. (李宗仁) [t0] [Ks]

**Reorganize:** T9 (Corps) [t13] [VA] to 66 (Corps) [t25] [CA-Chen] ..... see OB Key

67 (Corps) [t25] [CA-Hu] .....in Suiyuan

**Reorganize:** T8 (Corps) [t23] [NE] to T9 (Corps) [t25] [NE] ..... see OB Key

**Relocate** (off map): 91 (Corps) [t20] [Ho] to Kansu

Demobilize: 67 (Corps) [t2] [Sc]

### TURN 26 (WINTER 1943-44)

**Return:** HQ Wei L.H. (衛立煌) [t3] [CA-Wei] any hex with a Wei clique unit

**Reorganize:** 5 (Corps) [t9] [Ho] to 5 (Corps) [t26]

[CA-Ho] ..... see OB Key

48 (Armored Division) [t26] [CA-Ho] ..... in Kwangsi

T4 (Corps) [t26] [CA-Hu] .....in Honan

### TURN 27 (SPRING 1944)

**Reorganize:** T2 (Corps) [t10] [Kt] to T2 (Corps) [t27] [CA-Chen] ..... see OB Key

78 (Corps) [t27] [CA-Tang] .....in Honan

**Break down:** 54 (Corps) [t1] [Chen]; then **Relocate** (off map): 2x 54A Comp(onent divisions) [CA-Chen] (C) to India

### TURN 28 (SUMMER 1944)

USAAF HB B-29 (Twentieth Air Force) ..... Chengtu (4232)

### TURN 29 (FALL 1944)

**Military Advisor** (US Albert) Wedemeyer ..... same hex as KMT GHQ

T1 (Corps) [t29] [CA-Tang] ..... same hex as any Tang clique unit

**Reorganize:** T9 (Corps) [t25] [VA] to 12 (Corps) [t29] [NE] ..... see OB Key

T9 (Corps) [t29] [NW-Ss] ..... in Anhwei or Honan

**Relocate** (off map): 42 (Corps) [t8] [Hu] to Sinkiang (D)

Demobilize: 12 (Corps) [t0] [Han]

### TURN 30 (WINTER 1944-45)

**HQ Wang Y. W.** (王耀武 4th Front Army) [t30] [CA-Ho] same hex as any Ho clique unit

**HQ Lu H.** (盧漢 1st Front Army) [t30] [Yn] same hex as any Yn unit

**Remove:** HQ Lung Y. 龍雲 [t0] [Yn]

Demobilize: 14 (Korps) [t0] [Ss]

ROCAF aircraft upgrade available: F P-51

**Relocate** (off map): USAAF 20AF HB B-29 (US) to Marianas

### TURN 30 (WINTER 1944-45) — “US AMPHIBIOUS LANDINGS” ALTERNATE HISTORY [25.9]

**Return:** HQ Stilwell [t19] (US Joseph Stilwell 10th Army)..... West Pacific Holding Box

**HQ III Am Corps** [tA30] (US Merwin Silverthorn 3rd Amphibious Corps)..... West Pacific Holding Box

**HQ XXIV Corps** [tA30] (US John Hodge 24th Corps).... West Pacific Holding Box

US 1 (Marine Division) [tA30] ..... West Pacific Holding Box

US 2 (Marine Division) [tA30] ..... West Pacific Holding Box

US 6 (Marine Division) [tA30] ..... West Pacific Holding Box

US 7 (Marine Division) [tA30] ..... West Pacific Holding Box

US 27 (Division) [tA30] ..... West Pacific Holding Box

US 77 (Division) [tA30] ..... West Pacific Holding Box

US 96 (Division) [tA30] ..... West Pacific Holding Box

US Navy 4x F F-6F ..... on US Navy Fleets

US Navy 4x DB SB2C ..... on US Navy Fleets

US Navy 3rd Fleet..... West Pacific Sea Zone

US Navy 7th Fleet..... West Pacific Sea Zone

### TURN 31 (SPRING 1945)

**Reorganize:** 6 (Corps) [t4] [Chen] to 93 (Division) [t0] [CA-Chen] ..... see OB Key

**Cdo (Parachute Regiment)** [t31] (Commando Column 突擊總隊)[CA-Ho] ..... Kunming (5627)

T5 (Corps) [t31] [CA-Hu] ..... same hex as any Hu clique unit

201 (Division) [t31] [CA-YoA] ..... in Szechwan

202 (Division) [t31] [CA-YoA] ..... in Szechwan

203 (Division) [t31] [CA-YoA] ..... in Szechwan

204 (Division) [t31] [CA-YoA] ..... in Szechwan

205 (Division) [t31] [CA-YoA] ..... in Kweichow

206 (Division) [t31] [CA-YoA] ..... in Shensi

207 (Division) [t31] [CA-YoA] ..... in Yunnan

**Demobilize:** 31 (Corps) [t1] [Ks]

**Demobilize:** 57 (Corps) [t16] [Hu]

**Demobilize:** 87 (Corps) [t6] [Chen]

**Demobilize:** 93 (Corps) [t3] [Wei]

**Demobilize:** 48 (Division) [t26] [Ho]

**Relocate (off map):** 5 (Cavalry Corps) [t1] [Ma] to Sinkiang (D)

### TURN 32 (SUMMER 1945)

**Reorganize:** T1 (Corps) [t29] [Tang] to 97 (Corps) [t32] [CA-Tang] ..... see OB Key

208 (Division) [t32] [CA-YoA] ..... in Chekiang

209 (Division) [t32] [CA-YoA] ..... in Chekiang

**Reorganize:** T18 (Division) [t11] [Yn] + T20 (Division) [t11] [Yn] + T22 (Division) [t11] [Yn] to 93 (Corps) [t32] [Yn] ..... see OB Key

**Demobilize:** T19 (Division) [t11] [Yn]

**Demobilize:** 37 (Corps) [t6] [Ho]

**Demobilize:** 97 (Corps) [t23] [Tang]

### TURN 33 (FALL 1945) — “NO ATOMIC BOMBS” ALTERNATE HISTORY [25.10]

**Reorganize:** T9 (Corps) [t29] [Ss] + Cdo (Parachute Regiment) [t31] [Ho] to 98 (Corps) [t33] [CA-Chen] ..... see OB Key

**Reorganize:** 45 (Corps) [t0] [Sc] to 47 (Corps) [t33] [CK-Sc] ..... see OB Key

**Demobilize:** 23 (Corps) [t15] [Yen]

**Demobilize:** 47 (Corps) [t0] [Sc]

**Demobilize:** 69 (Corps) [t3] [VA]

**Demobilize:** 84 (Corps) [t3] [Ks]

**Demobilize:** 1 (Cavalry Corps) [t1] [Yen]

**Demobilize:** 2 (Cavalry Corps) [t0] [NE]

**Demobilize:** N3 (Corps) [t5] [Yn]

**Demobilize:** T2 (Corps) [t27] [Chen]

**Demobilize:** T5 (Corps) [t31] [Hu]

**Demobilize:** T23 (Division) [t11] [Yn]

### TURN 34 (WINTER 1945-46) — “NO ATOMIC BOMBS” ALTERNATE HISTORY [25.10]

**Demobilize:** 50 (Corps) [t2] [Sc]

### OB HISTORICAL NOTES

A. Initially, 86 Division. — B. Initially, T1 Cavalry Division. — C. Historically, 14 Division and 50 Division. — D. KMT units relocating to Sinkiang are no longer in play and are not replaceable; they are sent over there to deal with the Soviet-supported East Turkestan independence movement.

### OPERATIONAL LIMITS

1. KMT HQ cannot leave CIC theatre. All non-CAI KMT ground units operating outside CIC are transferred to WA player under exclusive US command, but continues to draw supply from controlled supply centers in China.
2. Chinese ground units may enter a foreign country, or a foreign colony in China only if Japan has invaded that country / colony. Burma and India are considered 1 country for this purpose.

## JAPAN ORDER OF BATTLE

### TURN 0 (JULY-AUGUST 1937)

**HQ 1st Army** (香月清司) ..... Tientsin (0722)

**HQ MGr Army** (蓮沼蕃) [L: Inner Mongolia]Dolonor (0327)

**HQ CChina AA** (松井石根) [L: Central China] ..... Shanghai (1806)

CG1- (Regiment) ..... Peiping (0724)

CG2+ (Regiment) ..... Tientsin (0722)

3 (Division) [t0] ..... West Pacific Holding Box

5 (Division) ..... railroad hex in Liaoning, or West Pacific Holding Box

6 (Division) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

10 (Division) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

20 (Division) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

1iM- (Tank Brigade) [t0] ..... Dolonor (0327), or railroad hex in Jehol or Liaoning

2M (Brigade) (detached from 1D) .. Dolonor (0327), or railroad hex in Jehol or Liaoning

11iM (Brigade) [t0] ..... 0125

15M (Brigade) (detached from 2D) [t0] ..... Dolonor (0327), or railroad hex in Jehol or Liaoning

1 (Tank Battalion) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

2 (Tank Battalion) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

2 (Artillery Regiment) [t0] ..... railroad hex in Liaoning, or West Pacific Holding Box

3 (Artillery Regiment) [t0] .....railroad hex in Liaoning, or West Pacific Holding Box  
 5 (Artillery Regiment) [t0] .....railroad hex in Liaoning, or West Pacific Holding Box  
 6 (Artillery Regiment) [t0] .....railroad hex in Liaoning, or West Pacific Holding Box  
 9 (Artillery Regiment) [t0] ...Dolonor (0327), or railroad hex in Jehol or Liaoning  
 Mck Jehol (Division) (Jehol Detachment) [t0] ....railroad hex in Jehol  
 Mck 26MB (Brigade) [t0]..... Chengteh (0324)  
 Mck 8i (Brigade) [t0] .....0425  
 Mk Han (Cavalry Corps) [t0] [L: Inner Mongolia] (A)..... Shangtu (0730)  
 Mk Mngl (Cavalry Corps) [t0] [L: Inner Mongolia] (B) .....0628  
 Mk P De (Cavalry Corps) (Prince Demchugdongrub) [L: Inner Mongolia] (C) ..... Dolonor (0327)  
 CnC EHp (Division) (East Hopeh Security Force) [L: North China] Tungchow (0624)  
 IJAAF 2x F Ki-10 (1st and 3rd Air Brigades).. Chengteh (0324)  
 IJAAF 4x LB Ki-2 (1st and 3rd Air Brigades). Chengteh (0324)  
 IJAAF HB BR.20 (1st Air Brigade) ..... Chengteh (0324)

**IJN UNITS (ACTIVABLE ON TURN 0 IF ANY ONE OF THEM IS ATTACKED, OTHERWISE ACTIVABLE FROM TURN 1 ON):**

IJN Sh (Shanghai Special Navy Landing Force)  
 [L: Shanghai] .....Shanghai (1806)  
 IJN SNLF ..... West Pacific Holding Box  
 IJNAF F A2N (Carrier Division) ..... on Carrier Division  
 IJNAF DB D1A (Carrier Division) ..... on Carrier Division  
 IJNAF F A5M (2nd Combined  
 Air Group)..... West Pacific Holding Box  
 IJNAF LB B4Y (2nd Combined  
 Air Group)..... West Pacific Holding Box  
 IJNAF HB G3M (1st Combined  
 Air Group)..... West Pacific Holding Box  
**IJNAF aircraft upgrade available: F A5M**  
 IJN 3rd Fleet (D) .....Shanghai (1806)  
 IJN Carrier D..... West Pacific Holding Box

**TURN 1 (FALL 1937)**

HQ NChina AA (杉山元) [t1] [L: Northern China] Northern China  
 HQ 2nd Army (西尾寿造) [t0] ..... Northern China  
 HQ 10th Army (柳川平助) [t1]..... West Pacific Holding Box  
 9 (Division) [t1] ..... West Pacific Holding Box  
 11 (Division) [t1] ..... West Pacific Holding Box  
 13 (Division) [t1] ..... West Pacific Holding Box  
 14 (Division) [t1] .....railroad hex in Liaoning, or West Pacific Holding Box  
 16 (Division) [t1] .....railroad hex in Liaoning, or West Pacific Holding Box  
 18 (Division) [t1] ..... West Pacific Holding Box  
**Reorganize:** 11iM (Brigade) [t0] to 26 (Division) [t1] ... see OB Key  
 101 (Division) [t1] ..... West Pacific Holding Box  
 108 (Division) [t1] ..... West Pacific Holding Box  
 109 (Division) [t1] ..... West Pacific Holding Box

114 (Division) [t1] ..... West Pacific Holding Box  
 TwG (Brigade [t1])(Taiwan Garrison) West Pacific Holding Box  
 8 (Artillery Regiment) [t1] .....railroad hex in Liaoning, or West Pacific Holding Box  
 10 (Artillery Regiment) [t1] ..... West Pacific Holding Box  
 11 (Artillery Regiment) [t1] ..... West Pacific Holding Box  
 12 (Artillery Regiment) [t1] ..... West Pacific Holding Box  
 13 (Artillery Regiment) [t1] ..... West Pacific Holding Box  
 14 (Artillery Regiment) [t1] ..... West Pacific Holding Box  
 15i (Artillery Regiment) [t1]..... West Pacific Holding Box  
 5 (Tank Battalion) ..... West Pacific Holding Box  
**Relocate** (off map): 9 (Artillery Regiment) [t0] to Manchukuo  
 IJAAF F Ki-10 (4th Air Brigade).....CIC Air Zone  
 IJAAF HB Ki-21 (4th Air Brigade).....CIC Air Zone  
**IJAAF aircraft upgrade available: HB Ki-21**  
 IJN 4th Fleet (E) ..... Yellow Sea Zone

**TURN 2 (WINTER 1937-38)**

2iM (Brigade).....Peiping (0724)  
 3iM (Brigade).....Peiping (0724)  
 4iM (Brigade)..... Tungchow (0624)  
 5iM (Brigade)..... Tientsin (0722)  
**Relocate** (off map): 1iM (Brigade) [t0] to Manchukuo  
**Relocate** (off map): 2iM (Brigade) [t0] to Manchukuo  
**Relocate** (off map): 15iM (Brigade) [t0] to Manchukuo  
**IJAAF aircraft upgrade available: F Ki-27**  
**IJAAF aircraft upgrade available: LB Ki-30**  
**IJNAF aircraft upgrade available: LB B5N**  
 IJN 5th Fleet (F) .....South China Sea Zone

**TURN 3 (SPRING 1938)**

**Remove:** HQ 10th Army (柳川平助) [t1]  
 106 (Division) [t3] ..... West Pacific Holding Box  
 116 (Division) [t3] ..... West Pacific Holding Box  
 3iM (Brigade) (detached from 2D).Dolonor (0327), or railroad hex in Jehol or Liaoning  
 13iM (Brigade) (detached from 7D).Dolonor (0327), or railroad hex in Jehol or Liaoning  
**Relocate** (off map): 11 (Division) [t1] to Japan  
**Relocate** (off map): Mck Jehol [t0] to Manchukuo  
**Relocate** (off map): IJAAF 2x air units to Manchukuo

**TURN 4 (SUMMER 1938)**

HQ 11th Army (岡村寧次) .....China  
**Reorganize:** CG1- (Regiment) [t0] + CG2+ (Regiment) [t0] to 27 (Division) [t4]..... see OB Key  
**Reorganize:** 1 (Tank Battalion) [t0] to 7 (Tank Regiment) [t4] see OB Key  
**Reorganize:** 2 (Tank Battalion) [t0] to 8 (Tank Regiment) [t4] see OB Key  
 15 (Division) [t4] ..... West Pacific Holding Box  
 17 (Division) [t4] ..... West Pacific Holding Box  
 21 (Division) [t4] ..... West Pacific Holding Box  
 22 (Division) [t4] ..... West Pacific Holding Box  
 110 (Division) [t4] ..... West Pacific Holding Box  
 1 (Cavalry Brigade)..Dolonor (0327), or railroad hex in Jehol or Liaoning

4 (Cavalry Brigade)..Dolonor (0327), or railroad hex in Jehol or Liaoning

CnC 1F (Corps) [L: Kiangsu, Chekiang, Anhwei] (G).within 1 hex of Taihu (1907)

**Relocate** (off map): 3iM (Brigade) [t3] to Manchukuo

**Relocate** (off map): 13M (Brigade) [t3] to Manchukuo

### TURN 5 (FALL 1938)

HQ SChina AA (古莊幹郎) [t5] .....China

104 (Division) [t5] ..... West Pacific Holding Box

### TURN 6 (WINTER 1938-39)

HQ 12th Army 飯田貞固 .....China

**Remove:** HQ 2nd Army (西尾寿造) [t1]

**Reorganize:** TwG (Brigade) [t1] to TwM (Brigade) (Taiwan mixed brigade) (flip counter over)..... see OB Key

6iM (Brigade) [t6] ..... Tsuhsien (1215)

7iM (Brigade) [t6] ..... Tientsin (0722)

8iM (Brigade) [t6] .....Shihkiachwang (1324)

9iM (Brigade) [t6] .....Taiyuan (1526)

10iM (Brigade) [t6] ..... Tsinan (1219)

11iM (Brigade) [t6] .....2105

12iM (Brigade) [t6] .....1807

13iM (Brigade) [t6] .....Hwainan (2113)

14iM (Brigade) [t6] .....Kiukiang (2912)

CnC 4F (Corps) [L: Northern China] (H) .....1818

CnC CS2R (Corps) (Communist Suppression 2nd Route Army) [L: initial deployment hex] .....1423

### TURN 7 (SPRING 1939)

32 (Division) [t7] ..... West Pacific Holding Box

33 (Division) [t7] ..... West Pacific Holding Box

34 (Division) [t7] ..... West Pacific Holding Box

35 (Division) [t7] ..... West Pacific Holding Box

36 (Division) [t7] ..... West Pacific Holding Box

37 (Division) [t7] ..... West Pacific Holding Box

Mk AAWS (Corps) [t7](Allied Army of the Western Suiyuan Autonomous Government) .....Paotow (1333)

**Relocate** (off map): 11 (Artillery Regiment) [t1] to Japan

**Relocate** (off map): 12 (Artillery Regiment) [t1] to Japan

### TURN 8 (SUMMER 1939)

1iM (Brigade) [t8] ..... Hantan (1623)

15iM (Brigade) [t8] .....Peiping (0724)

1i (Brigade) [L: Hainan Island] ..... Hainan Island

**Relocate** (off map): 9 (Division) [t1] to Japan

**Relocate** (off map): 10 (Division) [t0] to Japan

**Relocate** (off map): 16 (Division) [t1] to Japan

**Relocate** (off map): 114 (Division) [t1] to Japan

**Relocate** (off map): 7 (Tank Regiment) [t4] to Manchukuo

**Demobilize:** 5 (Tank Battalion) [t1]

**Demobilize:** 8 (Artillery Regiment) [t1]

**Relocate** (off map): IJAAF 2x air units to Manchukuo

### TURN 9 (FALL 1939)

HQ 13th Army (沢田茂) .....Central China

**Remove:** HQ CChina AA (松井石根) [t0]

38 (Division) [t9] ..... West Pacific Holding Box

39 (Division) [t9] ..... West Pacific Holding Box

40 (Division) [t9] ..... West Pacific Holding Box

41 (Division) [t9] ..... West Pacific Holding Box

GdM (Motorized Brigade) [t9] ..... West Pacific Holding Box

16iM (Brigade) [t9] ..... Fenyang (1727)

17iM (Brigade) [t9] .....Shanghai (1806)

18iM (Brigade) [t9] .....Nanchang (3011)

12 (Tank Regiment) [t9] ..... Taiyuan (1526)

IJN BF (Base Force) [t9] [L: Japanese naval bases] ..... Tsingtao (1014)

IJN BF (Base Force) [t9] [L: Japanese naval bases] ..... Hankow (2816)

IJN BF (Base Force) [t9] [L: Japanese naval bases]Canton (4507)

IJN BF (Base Force) [t9] [L: Japanese naval bases]Samah (6008)

CnC 1Gp (Division) [t9] (CnC Peace Preservation Army 治安軍) [L: Northern China] .....Peiping (0724)

CnC 2Gp (Division) [t9] )CnC Peace Preservation Army 治安軍) [L: Northern China] .....Paoting (1024)

CnC 3Gp (Division) (CnC Peace Preservation Army 治安軍) [L: Northern China] .....Tangshan (0621)

**Relocate** (off map): 14 (Division) [t1] to Japan

**Relocate** (off map): 20 (Division) [t0] to Korea

**Relocate** (off map): 101 (Division) [t1] to Japan

**Demobilize:** 109 (Division) [t1]

**Demobilize:** 10 (Artillery Regiment) [t1]

IJAAF 2x F Ki-27 (12th Air Brigade) .....CIC Air Zone

### TURN 10 (WINTER 1939-40)

13 (Tank Regiment) [t10] .....Hankow (2816)

14 (Tank Regiment) [t10] ..... Canton (4507)

**Demobilize:** 108 (Division) [t1]

### TURN 11 (SPRING 1940)

HQ CiC Wang C.W. (Chinese Collaborator Wang Ching Wei 汪兆銘) [L: Central China] .....Nanking (1910)

CnC CG (Brigade) [t11] (Central Garrison Brigade) 中央警衛旅 [L: Kiangsu] .....Nanking (1910)

CnC 11 (Division) [t11] [L: Hupeh] ..... Suihsien (2718)

CnC 12 (Division) [t11] [L: Hupeh] ..... Sinyang (2618)

CnC AAP (Corps) [t11] (Allied Army for Peace 和平同盟軍) [L: Chekiang] .....in Chekiang

**Demobilize:** 106 (Division) [t3]

**Relocate** (optional): 14 (Tank Regiment) [t10] to Indochina

### TURN 12 (SUMMER 1940)

4 (Division) [t12] .....Dolonor (0327), or railroad hex in Jehol or Liaoning

2Gd (Motorized Brigade) [t12] ..... West Pacific Holding Box

CnC Tax (Tax Police Regiment) [t12] [L: Central China] ..... Shanghai (1806)

**Demobilize:** 2 (Artillery Regiment) [t0]

IJNAF aircraft upgrade available: DB D3A

IJNAF aircraft upgrade available: F A6M

### TURN 13 (FALL 1940)

**Remove:** HQ SChina AA (古莊幹郎) [t5]

CnC 4Gp (Division) (CnC Peace Preservation Army 治安軍) [t13] [L: Northern China] .....Peiping (0724)

CnC 5Gp (Division) (CnC Peace Preservation Army 治安軍) [t13] [L: Northern China].....Tangshan (0621)  
 CnC 6Gp (Division) (CnC Peace Preservation Army 治安軍) [t13] [L: Northern China].....Paoting (1024)  
 CnC 7Gp (Division) (CnC Peace Preservation Army 治安軍) [t13] [L: Northern China].....Tangshan (0621)  
 Demobilize: 13 (Artillery Regiment) [t1]

#### TURN 14 (WINTER 1940-41)

Reorganize: 6 (Division) [t0] to 6 (Division) [t14]. see OB Key  
 Reorganize: TwM (Brigade) [t6] to 48 (Division) [t14]. see OB Key  
 19iM (Brigade) [t14].....Swatow (4003)  
 20iM (Brigade) [t14].....Shanghai (1806)  
 9iG (Brigade) [t14] [L: Manchukuo].....Chengteh (0324)  
 Relocate (off map): 8 (Tank Regiment) [t4] to Manchukuo  
 IJAAF aircraft upgrade available: LB Ki-48  
 Relocate (off map): IJAAF 2x air units to Manchukuo

#### TURN 15 (SPRING 1941)

CnC 1Gp (Army) [t15] [L: Kiangsu] ..... 1809  
 Relocate (off map): GdM (Motorized Brigade) [t9] to Japan  
 IJNAF aircraft upgrade available: HB G4M

#### TURN 16 (SUMMER 1941)

Relocate (off map): 48 (Division) [t14] to Formosa  
 Relocate (off map): 2Gd (Motorized Brigade) [t12] to southern Indochina  
 IJAAF aircraft upgrade available: F Ki-43  
 Relocate (off map): IJNAF 2x carrier-based air units to Japan  
 Relocate (off map): IJN Carrier D to Japan

#### TURN 17 (FALL 1941)

51 (Division) [t17] ..... West Pacific Holding Box  
 CnC 8Gp (CnC Peace Preservation Army 治安軍) [t17] [L: Northern China].....0915  
 CnC 9Gp (CnC Peace Preservation Army 治安軍) [t17] [L: Northern China].....Tangshan (0621)  
 Reorganize: CnC EHp (Division) [t0] to CnC 10Gp (CnC Peace Preservation Army 治安軍) [t17]  
 [L: Northern China] ..... see OB Key  
 Reorganize: CnC CS2R (Corps) [t6] to CnC 11Gp (CnC Peace Preservation Army 治安軍) [t17] [L: Northern China]. see OB Key  
 CnC TGp (Division) [t17] (Training Group) (CnC Peace Preservation Army 治安軍) [t17] [L: Northern China].....Tungchow (0624)  
 CnC 29 (Division) [t17] [L: Hupeh].....3217  
 Mck 25M (Brigade) [t17] ..... railroad hex in Liaoning  
 Relocate (off map): 33 (Division) [t7] to South Pacific  
 Demobilize: Mck 26M (Brigade) [t0]

#### TURN 18 (WINTER 1941-42)

HQ 15th Army (牟田口廉也) [t18] West Pacific Holding Box  
 HQ Aung San (Burmese Collaborator [t18] [L: Burma, Siam, West Pacific Holding Box] ..... West Pacific Holding Box  
 Return: 33 (Division) [t7] (historically went to Siam) ..... West Pacific Holding Box  
 55 (Division) [t18] (historically went to Siam)..... West Pacific Holding Box

Reorganize: 18iM (Brigade) [t9] to 58 (Division) [t18]. see OB Key

Reorganize: 10iM (Brigade) [t6] to 59 (Division) [t18]. see OB Key

Reorganize: 11iM (Brigade) [t6] to 60 (Division) [t18]. see OB Key

Reorganize: 14iM (Brigade) [t6] to 68 (Division) [t18]. see OB Key

Reorganize: 16iM (Brigade) [t9] to 69 (Division) [t18]. see OB Key

Reorganize: 20iM (Brigade) [t14] to 70 (Division) [t18] see OB Key

Return: 8 (Tank Regiment) [t4] Dolonor (0327), or railroad hex in Jehol or Liaoning

CnC 20 (Division) [t18] [L: Kwangtung] ..... Canton (4507)

CnC T30 (Division) [t18] [L: Kwangtung] ..... Swatow (4003)

Relocate (off map): 5 (Division) [t0] to Malaya

Relocate (off map): 18 (Division) [t1] to Malaya

Relocate (off map): 14 (Tank Regiment) [t10] to Malaya

Relocate (off map): 3 (Artillery Regiment) [t0] to Malaya

Demobilize: 1i (Brigade) [t8]

IJAAF F Ki-43 (7th Air Brigade). IBS Air Zone, otherwise CIC Air Zone

IJAAF LB Ki-30 (10th Air Brigade)..... IBS Air Zone, otherwise CIC Air Zone

IJAAF 2x HB Ki-21 (7th and 10th Air Brigades) IBS Air Zone, otherwise CIC Air Zone

#### TURN 19 (SPRING 1942)

Return: 18 (Division) [t1] (historically went to Burma) .... West Pacific Holding Box

56 (Division) [t19] (historically went to Burma) .... West Pacific Holding Box

Reorganize: 110 (Division) [t4] to 110 (Division) [t19] see OB Key

3- (Artillery Regiment) [t19] (historically went to Burma) West Pacific Holding Box

18 (Artillery Regiment) [t19] (historically went to Burma) West Pacific Holding Box

1 (Tank Regiment) [t19] (historically went to Burma) TkR West Pacific Holding Box

2 (Tank Regiment) [t19] (historically went to Burma) TkR West Pacific Holding Box

Return: 14 (Tank Regiment) [t10] (historically went to Burma) West Pacific Holding Box

CnC 2F (Corps) [t19] [L: Shantung, Honan] ..... 1819  
 Mck 5 (Brigade) [t19] ..... railroad hex in Jehol

Relocate (off map): 4 (Division) [t12] to South Pacific

Relocate (off map): 38 (Division) [t9] to Guadalcanal

IJNAF F A6M (Carrier Division) ..... on Carrier Division

IJNAF DB D3A (Carrier Division) ..... on Carrier Division

IJAAF 2x F Ki-43 (4th Air Brigade)..... IBS Air Zone, otherwise CIC Air Zone

IJAAF F Ki-27 (12th Air Brigade) IBS Air Zone, otherwise CIC Air Zone

IJAAF LB Ki-48 (3rd Air Brigade) IBS Air Zone, otherwise CIC Air Zone

Relocate (off map): IJAAF 1x air unit to Manchukuo



Return: IJN Carrier D [t0]..... Bay of Bengal Sea Zone

Relocate (off map): IJN 4th Fleet [t1] to Japan

## TURN 20 (SUMMER 1942)

**Reorganize:** 1 (Cavalry Brigade) [t4] + 8 (Tank Regiment) [t4] + 12 (Tank Regiment) [t9] + 13 (Tank Regiment) [t10] to 3 (Tank Division) [t20] ..... see OB Key

**Reorganize:** 3 (Division) [t0] to 3 (Division) [t20] .see OB Key

**Remove** (during the Events Phase if not already removed from play, see 23.2.2): Collaborator Aung San [t18]

**Relocate** (off map): 2 (Tank Regiment) [t19] to Japan

**Relocate** (off map): IJNAF 2x carrier-based air units to Japan

**Relocate** (off map): IJN Carrier D [t0] to Japan

## TURN 21 (FALL 1942)

**HQ** ICGr Army (町尻量基 Indochina Garrison Army; later, 38th Army) [t11] [L: Indochina] ..... Indochina

**Reorganize:** CnC CG (Brigade) [t11] to CnC CG2 (Division) [t21] (flip counter over) [L: Central China]..... see OB Key

BDA (Burma Defense Army) [t21] [L: Burma]Rangoon (8426)

**Relocate** (off map): 6 (Division) [t14] to South Pacific

**Relocate** (off map): 51 (Division) [t17] to Guadalcanal

**Relocate** (off map): 1 (Tank Regiment) [t19] to Manchukuo

**Break down:** 3 (Tank Division) [t20]; then **Relocate** (off map): 8 (Tank Regiment) [t4] to New Britain

**Relocate** (off map): IJAAF 2x air units to South Pacific

## TURN 22 (WINTER 1942-43)

**HQ** Thailand AA (中村明人 Thailand Garrison Army; later, 39th Army, 18th Area Army) [t22] [L: Siam] ..... Siam

**HQ** Burma AA (河边正三 Burma Area Army) [L: Burma]..... Burma

**Reorganize:** 104 (Division) [t5] to 104 (Division) [t22] see OB Key

**Reorganize:** 116 (Division) [t3] to 116 (Division) [t22] see OB Key

22iM (Brigade) [t22]..... Canton (4507)

23iM (Brigade) [t22]..... West Pacific Holding Box

**Relocate** (off map): 41 (Division) [t9] to New Guinea

## TURN 23 (SPRING 1943)

**Reorganize:** 13 (Division) [t1] to 13 (Division) [t23]see OB Key

**Reorganize:** 18 (Division) [t1] to 18 (Division) [t23]see OB Key

31 (Division) [t23] (historically went to Burma) ..... West Pacific Holding Box

61 (Division) [t23] (historically went to Burma) ..... West Pacific Holding Box

**Reorganize:** 4iM (Brigade) [t2] + 6iM (Brigade) [t6] (I) to 62 (Division) [t23] ..... see OB Key

**Reorganize:** 6iM (Brigade) [t6] (I) + 15iM (Brigade) [t8] to 63 (Division) [t23] ..... see OB Key

**Reorganize:** 12iM (Brigade) [t6] to 64 (Division) [t23] .see OB Key

**Reorganize:** 13iM (Brigade) [t6] to 65 (Division) [t23] .see OB Key

**Reorganize:** CnC 1F (Corps) [t4] to CnC 2 (Corps) [t23] [L: Chekiang] and CnC 3 (Corps) [t23] [L: Kiangsu] ..... see OB Key

CnC CKRR (Corps) [t23] (Canton-Kowloon Railroad) [L: initial deployment hex] (J) ..... 4506

## TURN 24 (SUMMER 1943)

BDA (Burma Defense Army) Unit [t24] [L: Burma].. Mandalay (7235)

CnC CG1 (Division) [t24] [L: Kiangsu] .....Nanking (1910)

CnC CG3 (Division) [t24] [L: Kiangsu] .....Nanking (1910)

CnC 5 (Division) [t24] [L: Hupeh] ..... controlled hex in Hupeh

CnC 6 (Division) [t24] [L: Hupeh] ..... controlled hex in Hupeh

**Relocate** (optional): 15 (Division) [t4] to Burma

**Relocate** (off map): 27 (Division) [t4] to Manchukuo

IJAAF 2x F Ki-43 (105th Training Air Brigade)

**Relocate** (off map): IJN 3rd Fleet [t0] to Japan

## TURN 25 (FALL 1943)

NCS (Brigade) [t25] (North China Special Defense Force) [L: Northern China] ..... Tientsin (0722)

29iM (Brigade) [t25] ..... Bangkok (8416)

34iM (Brigade) [t25] ..... Hanoi (6117)

**Relocate** (off map): 17 (Division) [t4] to Manchukuo

**Relocate** (off map): 36 (Division) [t7] to New Guinea

**Relocate** (off map): All IJNAF air units (on-map or eliminated) to Japan

## TURN 26 (WINTER 1943-44)

**HQ** 28th Army (桜井省三) [t26] ..... Burma  
2 (Division) [t26] (historically went to Burma)..... West Pacific Holding Box

Return: 27 (Division) [t4] ...Dolonor (0327), or railroad hex in Jehol or Liaoning

53 (Division) [t26] (historically went to Burma) ..... West Pacific Holding Box

54 (Division) [t26] (historically went to Burma) ..... West Pacific Holding Box

24iM (Brigade) [t26] ..... Moulmein (8324)

1i (Brigade) [t26] ..... 1418

2i (Brigade) [t26] ..... Shihkiachwang (1324)

3i (Brigade) [t26] ..... Fenyang (1727)

4i (Brigade) [t26] ..... Tsinan (1219)

5i (Brigade) [t26] ..... Ichang (3221)

6i (Brigade) [t26] ..... Nanking (1910)

7i (Brigade) [t26] ..... Anking (2412)

8i (Brigade) [t26] ..... Canton (4507)

9i (Brigade) [t26] ..... West Pacific Holding Box

10i (Brigade) [t26] ..... 1426

12i (Brigade) [t26] ..... 3015

13i (Brigade) [t26] ..... Canton (4507)

BDA (Burma Defense Army) [t26] [L: Burma].....Akyab (8237)

INA 1 (Division) [t26] [L: Burma, India].....Rangoon (8426)

Mck 6M (Brigade) [t26] ..... 0323

**Relocate** (off map): 35 (Division) [t7] to New Guinea

IJAAF 2x F Ki-43 (8th Air Brigade) ..... CIC Air Zone

## TURN 27 (SPRING 1944)

**HQ** 33rd Army (本多政材) [t27] ..... Mandalay (7235)

3 (Tank Regiment) [t27] .....Nanking (1910)

25 (Tank Regiment) [t27] ..... Peiping (0724)

11i (Brigade) [t27] ..... Sinyang (2618)

14i (Brigade) [t27].....Changchih (1824)  
**Reorganize:** CnC Tax (Tax Police Regiment) [t12] to CnC Tax [t27] (flip counter over) [L: Central China].....see OB Key  
**Relocate (optional):** 5 (Artillery Regiment) [t0] to Burma  
**Relocate (off map):** 32 (Division) [t7] to the Philippines  
**Relocate (off map):** IJAAF x3 air units to Manchukuo

#### TURN 28 (SUMMER 1944)

HQ 34th Army (櫛淵金宣一) [t28].....China  
 HQ 20th Army (坂西一良) [t28] .....China  
 49 (Division) [t28] (historically went to Burma) ..... West Pacific Holding Box  
**Reorganize:** 3i (Brigade) [t26] to 114 (Division) [t28] .. see OB Key  
**Reorganize:** 7iM (Brigade) [t6] to 115 (Division) [t28]. see OB Key  
**Reorganize:** 4i (Brigade) [t26] to 117 (Division) [t28]... see OB Key  
**Reorganize:** 9i (Brigade) [t26] to 118 (Division) [t28]... see OB Key  
**Reorganize:** 9iG (Brigade) [t14] to 108 (Division) [t28] [L: Manchukuo].....see OB Key  
 4 (Division) [t32] (detached regiment) (K).. any railroad hex in Siam  
 62iM (Brigade) ..... Foochow (3003)  
**Relocate (off map):** 62 (Division) [t23] to Ryuku Island  
**Relocate (off map):** 26 (Division) [t1] to the Philippines  
**Relocate (off map):** 12 (Tank Regiment) [t9] to Korea  
**IJAAF aircraft upgrade available:** F Ki-84

#### TURN 29 (FALL 1944)

HQ 6th AA (岡部直三郎) [t29] [L: China].....China  
 47 (Division) [t29] ..... West Pacific Holding Box  
 72iM (Brigade) [t29]..... Yenangyaung (7734)  
**Relocate (off map):** 25 (Tank Regiment) [t27] to Formosa  
**Relocate (off map):** IJAAF 2x air units to the Philippines

#### TURN 30 (WINTER 1944-45)

HQ 6th Army (十川次郎) [t30].....Central China  
**Death: Collaborator** Wang Ching Wei 汪兆銘 [t11] – remove HQ Wang C.W. from play  
 131 (Division) [t30]... any railroad hex from Hankow (2816) to Canton (4507)  
 132 (Division) [t30]..... Ichang (3221)  
 133 (Division) [t30].....Hankow (2816)  
 HKG (Brigade) [t30] (Hong Kong Garrison) [L: Hong Kong] Hong Kong (4505)  
 Mck IB (Cavalry Brigade) [t30] (Iron Blood 鐵心部隊)....0422  
 Mck IH (Cavalry Brigade) [t30] (Iron Heart 鐵血部隊)....0520  
 INA 2 (Division) [t30] [L: Burma, India].....Rangoon (8426)  
 INA 3 (Division) [t30] [L: Burma, India].....Rangoon (8426)  
**Relocate (optional):** 37 (Division) [t7] to Siam  
**Demobilize:** 3- (Artillery Regiment) [t19]  
**Demobilize:** 18 (Artillery Regiment) [t19]  
**Relocate (off map):** IJN 5th Fleet [t2] to Japan

#### TURN 31 (SPRING 1945)

HQ 43rd Army (細川忠康) [t31] .....in Shantung  
**Reorganize:** 19iM (Brigade) [t14] to 129 (Division) [t31] and 130 (Division) [t31] .....see OB Key  
 161 (Division) [t31] .....Shanghai (1806)  
 81 (Brigade) [t31] ..... Siangtan (3615)  
 82 (Brigade) [t31] ..... 3614  
 83 (Brigade) [t31] .....Hankow (2816)  
 84 (Brigade) [t31] .....Kiukiang (2912)  
 85 (Brigade) [t31] ..... 2817  
 86 (Brigade) [t31] ..... 3816  
 87 (Brigade) [t31] ..... 4111  
 88 (Brigade) [t31] ..... Chuanhsien (4315)  
 89 (Motorized Brigade) [t31]..... Wenchow (2502)  
 90 (Brigade) [t31] ..... Pukow (1911)  
 91 (Brigade) [t31] ..... Ningpo (2005)  
 92 (Brigade) [t31] ..... Tatung (1029)  
 105 (Brigade) [t31] .....Rangoon (8426)  
 1iDF (Brigade) [t31] .....Nanking (1910)  
 2iDF (Brigade) [t31] ..... Changsha (3514)  
 3iDF (Brigade) [t31] .....Peiping (0724)  
 4iDF (Brigade) [t31] .....Tatung (1029)  
 5iDF (Brigade) [t31] ..... Yuncheng (2426)  
 6iDF (Brigade) [t31] ..... Sinsiang (1922)  
 7iDF (Brigade) [t31] .....Paoting (1024)  
**Relocate (off map):** 117 (Division) [t28] to Manchukuo  
**Relocate (off map):** 15 (Artillery Regiment) [t1] to Cheju Island  
**Relocate (off map):** IJAAF 2x air units to Japan

#### TURN 32 (SUMMER 1945)

4 (Division) (cadre) [t32].....8715 or Bangkok (8416)  
 9iDF (Brigade) [t32] ..... Tsinan (1219)  
 10iDF (Brigade) [t32]..... Chengchow (2022)  
 11iDF (Brigade) [t32]..... 1418  
 12iDF (Brigade) [t32]..... Tsingtao (1014)  
 13iDF (Brigade) [t32]..... 2319  
 14iDF (Brigade) [t32]..... Chengchow (2022)  
**Relocate (optional):** 22(Division) [t4] to Siam  
**Relocate (off map):** 39 (Division) [t9] to Manchukuo  
**Relocate (off map):** 59 (Division) [t18] to Korea  
**Relocate (off map):** 63 (Division) [t23] to Manchukuo  
**Relocate (off map):** IJAAF 2x air units to Manchukuo

#### OB HISTORICAL NOTES

A. Historically, Mk 1D, 2D, 3D; later, Mk Pacification and Garrison Unit. — B. Historically, Mk 4D, 5D, 6D. — C. Historically, Mk 7D, 8D, 9D, Police D. — D. Later, 1st China Fleet. — E. Later, 3rd China Fleet. — F. Later, 2nd China Fleet. — G. Initially, CnC Kiangsu-Chekiang-Anhwei Pacification Army. — H. Initially, CnC Honan-Anhwei Communist Suppression Army. — I. The 6MBs was used to raise both 62D and 63D. — J. Historically, CnC 43D, 44D, 45D. — K. Historically, 61iR.

#### OPERATIONAL LIMITS

1. Unless otherwise specified, all units in the Japan OB are IJA units.
2. IJNAF air units may only be deployed in the West Pacific Air Zone or in any occupied naval base.

3. Note that relocated units are out of play and do not return unless noted on the OB or via optional rule. Their new location is for historical interest only.
4. Demobilized units are just picked up and are out of play for the remainder of the game.

Errata – ICGr HQ has [t11] on the counter but should be [t21]

## WESTERN ALLIES ORDER OF BATTLE

### TURN 18 (WINTER 1941-42)

Br HKG (Division) [t18] (Hong Kong Garrison).....Hong Kong (4505)  
 Bur Rang (Brigade) [t18] (Rangoon Garrison).Rangoon (8426)  
 Bur 1 (Brigade) [t18]..... Taunggyi (7431)  
 Bur 2 (Brigade) [t18]..... Moulmein (8324)  
 In 13 (Brigade) [t18] ..... Loliem (7330)  
 In 16 (Brigade) [t18] ..... 8123  
 In 46 (Brigade) [t18] ..... 8226  
 In 48 (Brigade) [t18] ..... 8226  
 Br 7 (Armored Brigade) [t18] (aka Desert Rats)Rangoon (8426)  
 USAAF F P-40 (Flying Tigers; later, 23rd Fighter Group) (A) .... Rangoon (8426)  
 Royal Navy East Indies (East Indies Fleet) [L: Indian Ocean Holding Box, Bay of Bengal] (B)..... Indian Ocean Holding Box

### TURN 19 (SPRING 1942)

HQ BurCorps [t19] (later, 14th Army) ..... Burma  
 HQ Stilwell [t19] (US Joseph Stilwell; 10th Army) ..... Burma or India  
 In 63 (Brigade) [t19]Rangoon (8426) or Indian Ocean Holding Box  
 In 23 (Division) [t19] ..... railroad hex in India or Indian Ocean Holding Box  
 RAF F Hurricane (221 Group)..... IBS Air Zone  
 USAAF F P-40 (51st Fighter Group) ..... IBS Air Zone  
 Relocate (off map): Royal Navy East Indies [t18] to Indian Ocean

### TURN 20 (SUMMER 1942)

HQ IV Corps [t20] .....India  
 In 14 (Division) [t20] ..... railroad hex in India or Indian Ocean Holding Box  
 Relocate (off map): Br 7ArB [t18] to Middle East

### TURN 21 (FALL 1942)

Br 6 (Brigade) [t21] ..... railroad hex in India or Indian Ocean Holding Box  
 RAF HB Wellington (231 Group) ..... IBS Air Zone  
 USAAF LB B-25 (341st Bombardment Group)... IBS Air Zone

### TURN 22 (WINTER 1942-43)

In 20 (Division) [t22] ..... railroad hex in India or Indian Ocean Holding Box  
 In 77 (Commando Brigade) [t22] (aka First Chindits) .. railroad hex in India or Indian Ocean Holding Box  
 US 45 (Engineer Regiment) [t22] (45th Engineer General Service Regiment) Engineer . railroad hex linked to Ledo (6041)  
 CAI N22 (Division) [t22] .... railroad hex linked to Ledo (6041)  
 CAI N38 (Division) [t22] .... railroad hex linked to Ledo (6041)  
 RAF F Hurricane (221 Group)..... IBS Air Zone  
 USAAF HB B-24 (7th Bombardment Group)..... IBS Air Zone

### TURN 23 (SPRING 1943)

HQ XV Corps [t23] .....India  
 Br 70 (Division) [t23] (components Br 14B, Br 16B, Br 23B may be improved to Chindits). railroad hex in India or Indian Ocean Holding Box  
 In 26 (Division) [t23] ..... railroad hex in India or Indian Ocean Holding Box  
 In 111 (Brigade) [t23] (may be improved to Chindits)... railroad hex in India or Indian Ocean Holding Box  
 In 251 (Tank Brigade) [t23] railroad hex in India or Indian Ocean Holding Box  
 Demobilize: In 14 (Division) [t20]

### TURN 24 (SUMMER 1943)

Relocate (off map): Br 6B [t21] to India  
 USAAF aircraft upgrade available: F P-51

### TURN 25 (FALL 1943)

In 5 (Division) [t25] ..... railroad hex in India or Indian Ocean Holding Box  
 In 7 (Division) [t25] ..... railroad hex in India or Indian Ocean Holding Box  
 WAfr 81 (Division) [t25] (component WAF 3B may be improved to Chindits) railroad hex in India or Indian Ocean Holding Box  
 Bur D101 [t25] (Kachin Rangers) Guerrilla [L: Kachin State in northern Burma] ..... Fort Hertz (5839)  
 Demobilize: In 251 (Tank Brigade) [t23]  
 USAAF DB A-36 (311th Fighter-Bomber Group) IBS Air Zone  
 USAAF F P-40 (80th Fighter Group) ..... IBS Air Zone  
 RAF aircraft upgrade available: F Spitfire

### TURN 26 (WINTER 1943-44)

US 5307 (Regiment) [t26] (5307th Composite Unit (Provisional), aka Merrill's Marauders, aka Galahad) railroad hex linked to Ledo (6041)  
 In 254 (Tank Brigade) [t26] railroad hex in India or Indian Ocean Holding Box  
 CAI 1 (Tank Battalion) [t26] railroad hex linked to Ledo (6041)  
 RAF DB Vengeance (224 Group) ..... IBS Air Zone

### TURN 27 (SPRING 1944)

HQ XXXIII [t27] .....India  
 Br 3 (Commando Brigade) [t27] (C) .... railroad hex in India or Indian Ocean Holding Box  
 In 25 (Division) [27] ..... railroad hex in India or Indian Ocean Holding Box  
 In 50 (Parachute Brigade) [t27] ... railroad hex in India or Indian Ocean Holding Box  
 In Lushai (Brigade) [t27] ..... any mountain hex within 2 hexes of Imphal (6842)  
 CAI N30 (Division) [t27] .... railroad hex linked to Ledo (6041)  
 RAF F Hurricane (224 Group)..... IBS Air Zone  
 USAAF 2x F P-47 (33rd Fighter Group, 81st Fighter Group) IBS Air Zone  
 USAAF LB B-25 (12th Bombardment Group) .... IBS Air Zone  
 USAAF T C-47 (443rd Troop Carrier Group) ..... IBS Air Zone  
 Relocate (optional): USAAF LB B-25 to China

### TURN 28 (SUMMER 1944)

Br 36- (cadre Division) [t28] (D) railroad hex in India or Indian Ocean Holding Box

EAfr 11 (Division) [t28]..railroad hex in India or Indian Ocean Holding Box

In 268 (Motorized Brigade) [t28] railroad hex in India or Indian Ocean Holding Box

US 124 (Cavalry Regiment) [t28]..... Ledo (6041)

CAI 14 (Division) [t28]..... Ledo (6041)

CAI 50 (Division) [t28]..... Ledo (6041)

**Reorganize:** US 5307 (Regiment) [t26] to  
US 475 (Regiment) [t28]..... see OB Key  
RAF HB Liberator (231 Group)..... IBS Air Zone  
USAAF T C-47 (1st and 3rd Combat Cargo Groups)... IBS Air Zone

### TURN 29 (FALL 1944)

HQ (US) NCAC [t29] [L: Burma, India] ..... India or Burma

**Remove:** HQ (US) Stilwell [t19]

In 19 (Division) [t29] ..... railroad hex in India or Indian Ocean Holding Box

In 50 (Tank Brigade) [t29] railroad hex in India or Indian Ocean Holding Box

In 255 (Tank Brigade) [t29] railroad hex in India or Indian Ocean Holding Box

WAfr 82 (Division) [t29]..railroad hex in India or Indian Ocean Holding Box

**Relocate** (off map): In 23 (Division) [t19] to India

### TURN 30 (WINTER 1944-45)

EAfr 22 (Brigade) [t30]..... railroad hex in India or Indian Ocean Holding Box

EAF 28 (Brigade) [t30]..... railroad hex in India or Indian Ocean Holding Box

**Reorganize:** Br 36 (Division) (cadre) [t28] to Br 36 (Division) [t30] (flip counter over)..... see OB Key

**Relocate** (off map): EAfr 11 (Division) [t28] to India

**Relocate** (off map): In 5 (Division) [t25] to India

**Relocate** (off map): In 48 (Brigade) [t18]

**Relocate** (off map): In 63 (Brigade) [t19]

### TURN 31 (SPRING 1945)

In 5 (Division) [t31]..... railroad hex in India or Indian Ocean Holding Box

In 17 (Division) [t31] ..... railroad hex in India or Indian Ocean Holding Box

**Reorganize:** Br 14 (Brigade) (Chindits) + In 50 (Parachute Brigade) [t20] + In 77 (Brigade) [t22] to In 44 (Airborne Division) [t31]..... see OB Key

**Relocate** (off map): WAfr 81 (Division) (cadre) to India

**Return:** Royal Navy East Indies (East Indies Fleet) [t18]..Bay of Bengal

### TURN 32 (SUMMER 1945)

**Demobilize:** EAfr 28 (Brigade) [t30]

**Relocate** (off map): In 254 (Tank Brigade) [t26] to India

### OB HISTORICAL NOTES

A. Historically, AVG at the time. — B. Initially, East Indies Squadron. — C. Initially, 3rd Special Service Brigade. — D. Initially, the In 36D, a 2-regiment division.

#### OPERATIONAL LIMITS

1. BC units are prohibited to enter China, except for the British colonies of Hong Kong (4505) and Liugong Island (0513).

## CHINESE COMMUNIST PARTY ORDER OF BATTLE

### TURN 0 (JULY-AUGUST 1937)

GHQ Mao T. T. 毛澤東 ..... Yen'an (2230)

HQ Lin P. 林彪 (115th Division) ..... 2628

HQ Peng D.H. 彭德懷 (8th Route Army) ..... Sanyuan (2728)

HQ Liu P.C. 劉伯承 (129th Division) ..... Sanyuan (2728)

115 (Division) / 8RA ..... 2628

120 (Division) / 8RA ..... 2628

129 (Division) / 8RA ..... Sanyuan (2728)

718 (Regiment) / Defense Corps (A) ..... Yen'an (2230)

770 (Regiment) / Defense Corps ..... 2532

Guerrilla Base (B) ..... 2415

Guerrilla Base (C) ..... 3314

Guerrilla Base (D) ..... 3007

### TURN 1 (FALL 1937)

DD (Dare to Die Division) 決死縱隊 ..... Taiyuan (1526)

### TURN 2 (WINTER 1937-38)

HQ Nieh J.C. 聶榮臻 (Jin-Cha-Ji Army Area 晉察冀軍區).... same hex as any CCP unit in Hopeh

**Reorganize:** The three Turn-0 CCP Guerrilla Bases to N4A (remove the GB counters from map) ..... 2409

### TURN 3 (SPRING 1938)

Sec (Security HQ Units 保安司令部)..... Yen'an (2230)

**Reorganize:** 770 (Regiment) to 385 (Brigade) ..... see OB Keys

### TURN 3 (SPRING 1938) — “WANG MING OUSTS MAO” ALTERNATE HISTORY [25.4]

GHQ Wang M. 王明 ..... same hex as GHQ Mao Tse-Tung

### TURN 6 (WINTER 1938-39)

**Remove:** HQ Lin P. 林彪 [t0]

StCl (Shantung Column 山東縱隊) any [elevated hex connecting to] Tai Shan (1318)

### TURN 10 (WINTER 1939-40)

**Reorganize:** 718 (Regiment) to 1Df (Brigade) ..... see OB Keys

### TURN 15 (SPRING 1941)

HQ Chen Y. 陳毅 (New 4th Army) same hex as any CCP unit in N Kiangsu

5 (Division) / N4A ..... 2617

### TURN 20 (SUMMER 1942)

HQ Ho L. 賀龍 (Shen-Kan-Ning-Jin-Sui Coordinated Defense Army 陝甘寧晉綏聯防軍). same hex as any CCP unit in SKN Border Area

### TURN 21 (FALL 1942)

3Df (Brigade) ..... any controlled hex in SKN Border Area

### TURN 26 (WINTER 1943-44)

ER (East River Division 東江縱隊) ..... any hex east of Hong Kong-Canton-Namyung transport route within Kwangtung

### TURN 29 (FALL 1944)

Hn (Hainan Division 瓊崖縱隊) ..any mountain hex in Hainan Island

### TURN 30 (WINTER 1944-45)

Vm (Vietminh) Guerrilla [L: Indochina] ....any mountain hex in Indochina adjacent to the Chinese border

## OB HISTORICAL NOTES

A. Later, 8DfR. — B. Historically, Red 28A. — C. Historically, Red 16D. — D. Historically, North Fukien Ds.

## OPERATIONAL LIMITS

1. CCP HQs cannot leave the CIC theater. All CCP ground units operating outside the CIC theater are transferred to the WA side under exclusive US command, but must continue to draw supply from supply centers under CCP control in China.

## ORDER OF BATTLE — SIAM

### TURN 18 (WINTER 1941-42)

HQ Phibun (aka Phibunsongkhram or Plaek) (Royal Thai Army) Bangkok (8416)

1 (Division) ..... Bangkok (8416)

2 (Division) ..... Chiang Mai (7525)

3 (Division) ..... 7324

4 (Division) ..... Chiang Rai (7226)

RTAF F Hawk III, upgradable to F Ki-43.....Chiang Mai (7525)

### TURN 19 (SPRING 1942)

Cav (Division) ..... Chiang Mai (7525)

### TURN 22 (WINTER 1942-43)

RC (Road Construction Engineer Division) Chiang Mai (7525)

### TURN 23 (SPRING 1943)

Demobilize: Cav (Division) [t19]

### TURN 25 (FALL 1943)

7 (Division) ..... Nakhon Sawan (8119)

### TURN 28 (SUMMER 1944)

Remove: HQ Phibun [t18]

### TURN 31 (SPRING 1945)

37 (Division) ..... Nong Kai (7218)

## ORDER OF BATTLE — FRENCH INDOCHINA

### TURN 12 (SUMMER 1940)

HQ Decoux (Indochine Army) ..... 6614

1 (Brigade) / Division du Tonkin ..... Haiphong (6016)

2 (Brigade) / Division du Tonkin ..... Hanoi (6117)

3 (Brigade) / Division du Tonkin ..... Laokay (6023)

4 (Artillery Regiment) / Division du Tonkin ..... Hanoi (6117)

## INITIAL EVENTS

### TURN 0 (JULY-AUGUST 1937)

Opium 4233

Opium 5727

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## GENERAL EVENTS CHART

### TURN 0 (JULY–AUGUST 1937) [TYPHOON, FLOOD, GREEN VEIL]

— Campaign Game First Turn —

Replacement Points: Japan 6.

Alternate History: Further Concessions [25.1]; Stalin's Choice [25.2].

Turn 0 Special Rules [6.0] apply.

### TURN 1 (FALL 1937) [OPIUM]

— Scenario 1 First Turn —

Replacement Points: Japan 13.

Alternate History: Sian Forgiven [25.3].

### TURN 2 (WINTER 1937-38) [SNOW]

Replacement Points: Japan 13.

### TURN 3 (SPRING 1938)

Replacement Points: Japan 13.

Alternate History: Sian Forgiven [25.3], Wang Ming Ousts Mao [25.4].

### TURN 4 (SUMMER 1938) [TYPHOON, FLOOD, GREEN VEIL]

Replacement Points: Japan 13.

### TURN 5 (FALL 1938) [OPIUM]

— Scenario 1 Last Turn —

Replacement Points: Japan 13.

### TURN 6 (WINTER 1938-39) [SNOW]

— Scenario 2 First Turn —

Replacement Points: Japan 8.

Alternate History: Peace Mission of Wang Ching-Wei [25.5].

The KMT may expand its Army units [13.3.3] from now on.

### TURN 7 (SPRING 1939)

Replacement Points: Japan 8.

### TURN 8 (SUMMER 1939) [TYPHOON, FLOOD, GREEN VEIL]

Replacement Points: Japan 8.

### TURN 9 (FALL 1939) [OPIUM]

Replacement Points: Japan 8.

WWII breaks out in Europe — Remove any marker from the German section of the Foreign Relations Status Track.

### TURN 10 (WINTER 1939-40) [SNOW]

Replacement Points: Japan 8.

### TURN 11 (SPRING 1940)

Replacement Points: Japan 8.

The SVG air units leave China — Special considerations apply to Soviet aircraft availability for ROCAF air units from now on [17.4.1].

### TURN 12 (SUMMER 1940) [TYPHOON, FLOOD, GREEN VEIL]

Replacement Points: Japan 8.

Fall of France — From now on, Japan may negotiate with Indochina and Indochina may be attacked.

**TURN 13 (FALL 1940) [OPIUM]**

Replacement Points: Japan 8.

From now on, Japan receives an extra RP and CP each turn for not having invaded Indochina if the Western Allies are Appeasing or Supporting Japan [18.2.3].

**TURN 14 (WINTER 1940-41) [SNOW]**

Replacement Points: Japan 8.

**TURN 15 (SPRING 1941)**

Replacement Points: Japan 8.

**TURN 16 (SUMMER 1941) [TYPHOON, FLOOD, GREEN VEIL]**

Replacement Points: Japan 8.

Germany invades the Soviet Union — Remove any marker from the Soviet section of the Foreign Relations Status Track.

Closure of the Alma-Ata FEP source.

Comintern Order — The CCP may not attack the KMT on this turn unless first attacked by the KMT.

**TURN 17 (FALL 1941) [OPIUM]**

Replacement Points: Japan 8.

Alternate History: Japan's China First Policy [25.6].

Comintern Order — The CCP may not attack the KMT on this turn unless first attacked by the KMT.

**TURN 18 (WINTER 1941-42) [SNOW]**

— Scenario 2 Last Turn — Scenario 3 First Turn —

Replacement Points: Japan 12; WA 0.

Pearl Harbor — The WA enter play. From now on, Japan may attack BC territories and the WA may negotiate with Indochina.

From now on, Japan and the WA may negotiate with Siam and Siam may be attacked.

**TURN 19 (SPRING 1942)**

Replacement Points: Japan 12; WA 4.

**TURN 20 (SUMMER 1942) [TYPHOON, FLOOD, MONSOON, GREEN VEIL]**

Replacement Points: Japan 12; WA 4.

“Quit India” Movement — The WA receive only 4 Rail Transport Points.

**TURN 21 (FALL 1942) [MONSOON, OPIUM]**

Replacement Points: Japan 12; WA 4.

**TURN 22 (WINTER 1942-43) [SNOW]**

Replacement Points: Japan 12; WA 4.

The KMT may improve units with US training [21.1.3] from now on.

**TURN 23 (SPRING 1943)**

Replacement Points: Japan 10; WA 5.

**TURN 24 (SUMMER 1943) [TYPHOON, FLOOD, MONSOON, GREEN VEIL]**

Replacement Points: Japan 10; WA 5.

Alternate History: Indian Uprising [25.7].

**TURN 25 (FALL 1943) [MONSOON, OPIUM]**

Replacement Points: Japan 10; WA 5.

**TURN 26 (WINTER 1943-44) [SNOW]**

— Scenario 3 Last Turn —

Replacement Points: Japan 10; WA 5.

**TURN 27 (SPRING 1944)**

— Scenario 4 First Turn —

Replacement Points: Japan 10; WA 7.

Last turn for the KMT to expand Chengtu airbase for B-29s [24.8].

**TURN 28 (SUMMER 1944) [TYPHOON, FLOOD, MONSOON, GREEN VEIL]**

Replacement Points: Japan 9; WA 7.

Alternate History: Stilwell's Dream [25.8].

**TURN 29 (FALL 1944) [MONSOON, OPIUM]**

Replacement Points: Japan 8; WA 7.

**TURN 30 (WINTER 1944-45) [SNOW]**

Replacement Points: Japan 7; WA 7.

Alternate History: US Amphibious Landings [25.9].

Japan must maintain a reserve against US landings from now on (see GRT).

**TURN 31 (SPRING 1945)**

Replacement Points: Japan 6; WA 7.

If still in effect, the Rectification Movement random event ends.

The KMT may no longer improve units with US training.

Japan must maintain a reserve against Soviet invasion from now on (see GRT).

**TURN 32 (SUMMER 1945) [TYPHOON, FLOOD, MONSOON, GREEN VEIL]**

— Campaign Game Last Turn — Scenario 4 Last Turn —

Replacement Points: Japan 5; WA 7.

Alternate History: No Atomic Bombs [25.10].

**TURN 33 (FALL 1945) [MONSOON, OPIUM]**

— Extra turn, only if No Atomic Bombs alternate history is in effect —

Replacement Points: Japan 5; WA 7.

**TURN 34 (WINTER 1945-46) [SNOW]**

— Extra turn, only if No Atomic Bombs alternate history is in effect —

Replacement Points: Japan 5; WA 7.

## CONDITIONAL EVENTS CHART

CONDITIONS	EFFECTS
<b>KMT CLIQUE POLITICAL AFFILIATION</b>	
No Japanese unit in Shanghai (2106)	All unaffiliated independent cliques immediately become pro-KMT.
CCP captured any Japanese city on the previous turn and still controls it	All unaffiliated independent cliques immediately become pro-CCP.
Any Japanese unit is in Szechwan province	All unaffiliated independent cliques immediately become pro-Japan.
<b>PEACE TALKS</b>	
Japan controls Hankow (3116) and Canton (4807)	Peace talks between the KMT and Japan are always successful (no die roll required) if both sides agree.
Japan controls Sian (3128) or Yenan (2530)	Peace talk between the CCP and Japan are always successful (no die roll required) if both sides agree.
<b>JAPANESE CONDITIONAL REINFORCEMENTS</b>	
Japan does not control Lashio (7133) on Turn 24	The IJA 1RdR [c] becomes available in Burma during the Reinforcement Phase.
Japan controls any city in India	The Subhas Chandra Bose HQ becomes available on the following Reinforcement Phase, in Rangoon (8726) or any hex containing an INA unit. Immediately flip all INA divisions in the Replacement Pool to their expanded side, and flip each on-map INA division to its expanded side on the first Reinforcement Phase it is in supply and not in enemy ZOC. INA divisions entering play later as reinforcements do so on their expanded side. INA divisions remain on their expanded side for the rest of the game.
<b>JAPANESE CONDITIONAL REDEPLOYMENTS</b>	
Japan controls all the cities in Burma; or on Turn 20	Remove the Burmese Collaborator Aung San [t18].
<b>WESTERN ALLIES CONDITIONAL REINFORCEMENTS</b>	
Any Japanese unit is in India	The Br 2D [c] becomes available on the following Reinforcement Phase, in any railroad hex in India or in the Indian Ocean Holding Box. It is received on its cadre side if the Br 6B [t21] (its component brigade) is already in play (on Turns 21-23).
On Turn 27 or later, any WA unit is in Siam	One FT guerrilla unit [c] becomes available on the following Reinforcement Phase in any Mountain hex in Siam. FT Guerrilla units may only operate within Siam.
<b>WESTERN ALLIES CONDITIONAL REDEPLOYMENTS</b>	
Any Japanese unit is in Kweichow or Szechwan province	Relocate the CAI N22D [t22] and CAI 14D [t27] to China. The WA can no longer voluntarily involve these units in any combat action in the IBS theater and must move them to China as soon as possible (by air transport if available). Also see [24.8].
On Turn 27 or later, Japan does not control Rangoon (8726), there is no Japanese unit in Burma or India, and Siam is not pro-Japan	Relocate OFF-MAP, if they are in play, the William Slim HQ [t19], In 23D [t19], In 26D [t23], In 25D [t27], Br 3CdoB [t27], In 50TkB [t29], In 5D [t25 or t31], and all RAF air units to India (for Operation Zipper, the invasion of Malaya).
On Turn 29 or later, both the Ledo Road and Burma Road have been built and none of their hexes are in enemy ZOC	Demobilize the US 475R [t28], US 124KR [t28], and CAI 1TkBn [t26].
On Turn 29 or later, Japan does not control Rangoon (8726) and there is no Japanese unit in Burma or India	Relocate the CAI N22D [t22], CAI N38D [t22], CAI N30D [t26], CAI 14D [t27], and CAI 50D [t27] to China. The WA can no longer voluntarily involve these units (and all US ground units) in any combat action in the IBS theater and must move them to China as soon as possible (by air transport if available). Also see [25.8].



## RANDOM EVENTS TABLE

2D6	TURNS 1-5	TURNS 6-17	TURNS 18-26	TURNS 27-END
2	Massacre	Scorched Earth Policy	Scorched Earth Policy	Scorched Earth Policy
3	Famine	Famine	Famine	Famine
4	Opium	Opium	Opium	Opium
5	Massacre	Border Closure	Rectification Movement	Mutiny
6	Natural Catastrophe	Natural Catastrophe	Natural Catastrophe	Natural Catastrophe
7	Natural Catastrophe	Natural Catastrophe	Natural Catastrophe	Natural Catastrophe
8	Scorched Earth Policy	Peasant Uprising	Peasant Uprising	Peasant Uprising
9	KMT Death	Oilfield	Oilfield	Oilfield
10	Bio-chemical Attack	Three-Alls Policy	Three-Alls Policy	Mutiny
11	KMT Death	Bio-Chemical Attack	Improved KMT Recruitment	Improved KMT Recruitment
12	Bio-Chemical Attack	KMT Death	Soviet Passage	Soviet Passage

**BIO-CHEMICAL ATTACK**

Japan employs biochemical weapons against a Chinese city.

**Effects:** Japan places the “Biochemical Attack” marker on a Chinese city of its choice. On this turn, all Japanese attacks against this city enjoy a +1 DRM on the Ground Combat Results Table. Any Japanese units entering the city hex must remain here for the remainder of the turn.

**BORDER CLOSURE**

Japan uses political pressure to reduce the amount of foreign aid to China.

**Effects:** If the Western Allies or Soviet Union are Appeasing or Supporting Japan, Japan designates one of them and forces it to close its FEP source to China (Rangoon or Alma-Ata) for the turn. Place a WA or Soviet control marker (use a CCP marker for the Soviets), respectively, in the “Border Closure” box on the map.

**FAMINE**

Inclement elements and war conspire to instigate a famine.

**Effects:** If no Natural catastrophe random event has already occurred in the game, determine the affected territory with a 2D6 roll on the Territories Table. Otherwise, roll 1D6. On a ‘1-3’ result, the territory that most recently suffered a natural catastrophe is affected; on a ‘4-6’ result, determine the affected territory with a 2D6 roll on the Territories Table.



Ground units in the affected territory cannot attack. No hex in the affected territory generates any RP. Place a “Famine” marker in the corresponding box of the mini-map.

**IMPROVED KMT RECRUITMENT**

The KMT improves its recruitment system.

**Effects:** Each supply center except Nanning (5516) generates an extra RP per turn for the remainder of the game. See Replacement Aids for details. Place a KMT control marker in the “Improved KMT Recruitment” box on the mini-map.

Treat as “No Event” if this event has already occurred in the game.

**HISTORICAL NOTE:** Nanning does not benefit from this event because the Kwangsi province had a conscription system in place since 1933.

**KMT DEATH**

The leader of a KMT clique dies of natural causes.

**Effects:** The first time this event occurs, permanently remove from play the Liu Hsiang HQ (“Sc” clique) and its corresponding HQ Chit. The second time, remove the Sung Che-Yuan HQ (“Sung” clique) and its chit.

Treat as “No Event” once this event has occurred twice in the game.

**MASSACRE**

Japanese troops perpetrate a large-scale massacre.

**Effects:** The most recently Japanese-conquered city containing Japanese unit(s) totaling at least 3 SP is sacked. Transport routes within six hexes are crowded with refugees: all roads and railroads are treated as trails for all purposes for non-Japanese units. If the sacked city is in China, all Chinese units enjoy a +1 DRM on the Ground Combat Results Table for the remainder of the turn. Place a “Massacre” marker on the involved Japanese unit(s) which must remain in the hex for the rest of the turn.

**MUTINY**

Seeing the writing on the wall, Japanese allies turn over to the Allied side.

**Effects:** The affected unit is the CnC, BDA, pro-Japan Siamese, or pro-Japan French unit nearest to a non-Japanese unit. If several units are eligible and all are near units of a single side, this side designates the affected unit; if they are near units of different sides, randomly determine which side will designate the affected unit. If stacked with an IJA or IJN unit, the unit is eliminated. If not, it surrenders [12.5].

**NATURAL CATASTROPHE**

The gods bring about a natural disaster to punish mankind's wrongdoings. War slows to a crawl.

**Effects:** On a SUMMER turn, roll 1D6. On a ‘1’ result, Severe flood occurs along the Yellow River; on a ‘2-4’ result, Severe flood occurs along the Yangtze River; on a ‘5’ result, Severe typhoon occurs in a territory (or territories) determined by rolling 1D6 on the Territories Table; on a ‘6’ result, Severe typhoon occurs in territories determined by rolling 1D6 twice on the Territories Table—roll again if the second roll is the same.

On a FALL turn, Drought/Locusts occurs in the territory determined by rolling 2D6 on the Territories Table.

On a WINTER turn, Severe snow occurs in territories determined by rolling 1D6 on the Territories Table.

See [7.2], [7.5] and the Terrain Effects Chart for the various effects. Place “Severe flood”, “Severe typhoon”, “Severe snow” or “Drought/Locusts” markers (as needed) in the corresponding boxes of the mini-map.

Treat as “No Event” on a SPRING turn (Exception: See below).

If rampant inflation or hyperinflation is in effect in China, a Natural catastrophe event within China (even on a Spring turn) causes a peasant uprising as well. If the natural catastrophe affects a single territory, a Peasant uprising random event occurs in this territory; if it affects several territories, roll 1D6 for each of them: a Peasant uprising random event oc-



curs in the territory with the highest roll (reroll between tied territories). On Spring turns, apply the Peasant uprising instructions to determine where the uprising occurs.

### OILFIELD

One of the previously unknown valuable oilfields in Chinese soil is discovered.

**Effects:** The first time this event occurs, Yumen Oilfield is discovered in western Kansu (off map). The next time this event occurs on Turns 6-17, Daching Oilfield is discovered in Manchukuo (off map).

The side controlling every road hex leading west from Lanchow (3338) to off-map Sinkiang province controls Yumen Oilfield and receives on each turn an extra CP and FEP (for the KMT or CCP) or an extra CP and RP (for Japan). Place the correct control marker in the “Yumen Oilfield” box on the map.

Daching Oilfield remains under Japanese control once discovered, and provides an extra CP and RP per turn to Japan. Place a Japanese control marker in the “Daching Oilfield” box on the map.

Treat as “No Event” once both oilfields have been discovered, or from Turn 18 on once Yumen Oilfield has been discovered.

### OPIUM

Warlords and governments draw significant financial benefits from the opium trade in China, but this two-edged sword can have deleterious effects on the military.



**Effects:** This event can occur only once to each of Japan, the KMT, and the CCP. A randomly-selected side (among those which have not yet had this event occur to them) designates any friendly/allied non-city Mountain hex with at least one river hexside as an opium production center. Place an “Opium” marker in the hex.

- During Fall turns, each “Opium” marker provides four RP to its controlling side (KMT or CCP only). Exception: If a Japanese unit is present anywhere in the territory where the marker is located, these extra RP are not received.
- KMT regular units operating in a territory with an “Opium” marker (whatever side is controlling it) have their AS and DS reduced by one (but never lower than 1). Other units are unaffected.

A side may cancel for one turn all the above effects of a given “Opium” marker by having unit(s) totaling at least 4 points of AS and DS remain in the hex for the whole turn.

Treat as “No Event” once the three sides each have had this event occur to them.

**DESIGN NOTE:** The hex with the “Opium” marker represents an opium processing center; the actual cultivating area may be more dispersed.

### PEASANT UPRISING

Driven out of their lands by war and starvation, armed bands of farmers roam the countryside. These “bandits” will side with whoever guarantees their survival.



**Effects:** If no Natural catastrophe random event has already occurred in the game, determine the affected territory with a 2D6 roll on the Territories Table. Otherwise, roll 1D6. On a ‘1-3’ result, the territory that most recently suffered a natural catastrophe is affected; on a ‘4-6’ result, determine the affected territory with a 2D6 roll on the Territories Table.

The side controlling the lowest combined SP value in the affected territory (resolve ties by a random roll) places a bandit unit [24.9] in any one hex adjacent to a road, railroad, or city in the territory.

### RECTIFICATION MOVEMENT

To establish his status as sole, undisputed leader of the CCP, Mao instates the Rectification Movement; all the CCP top-ranking commanders have to leave the frontlines to



come personally and pledge their loyalty to him. This movement sets up a precedent for the brutal political campaigns that will subsequently take place when the CCP comes to power.

**Effects:** Immediately place all the CCP HQs in Yen-an (2530) (this is an exception to the HQ stacking limit in 4.2.3) under the “Rectification Movement” marker. These HQs cannot leave the hex and the CCP receives no CP as long as Rectification movement is in effect. This event ends at the start of Turn 31, or as soon as any combat takes place in the SKN Border Area.

Treat as “No Event” if Yen-an is under enemy control or if this event has already occurred in the game.

### SCORCHED EARTH POLICY

Retreating KMT forces leave only sabotaged facilities in their wake—not necessarily at the moment expected by High Command...



**Effects:** Any road, railroad, base, factory, and bridge hexside in the KMT supply center nearest to a Japanese unit (determine randomly if several hexes are eligible) are all damaged. The supply center itself is also damaged. Place the “Scorched” marker in the hex, as well as any required “damaged bridge” markers.

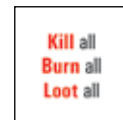
### SOVIET PASSAGE

Stalin allows Allied equipment shipments to China to transit through Russian soil.

**Effects:** The Alma-Ata FEP source is open for this turn (see Replacement Aids). Place a KMT control marker in the “Soviet Passage” box on the map.

### THREE-ALLS POLICY

“Kill all, burn all, loot all.” The Japanese implement their “Burn to Ashes” strategy, an effective, but excessive way to eliminate guerrilla activity.








**Effects:** Japanese unit(s) totaling at least 3 SP and bordering a guerrilla area of their side’s choice must remain in their hex(es) for the turn; mark them with “Kill all, Burn all, Loot all” markers. All the guerrilla bases in his area are removed from the map, and all the guerrilla units present must retreat to neighboring area(s) of their choice.

## UNIT EXAMPLES
































FRONT		BACK		FRONT		BACK		FRONT		BACK	
	HQ Activation Marker				US Trained KMT Infantry		Reduced		Reduced Strength Marker		
	KMT Leader				US Trained KMT Infantry		Eliminated		Reduced Strength Marker		
	KMT Air Unit		Unready		US Trained KMT Armor		Eliminated		Factory		Inoperative
	KMT Infantry		Reduced		US Trained KMT Commandos		Eliminated		Rail Capacity Marker		
	KMT Infantry		Eliminated		Guerilla Base Marker				Isolated		
	KMT Infantry		Expanded		Task Force Marker				Mild Inflation		
	KMT Infantry		Guerilla		Movement Mode Marker		Movement Mode		Rampant Inflation		
	KMT Artillery		Eliminated		Out of Supply Marker		Out of Supply		Alpha Force Strength Marker		
	KMT Armor		Normal		In Training Marker		Training NO Move/Attack		Domestic Equipment Point Marker		
	KMT Cavalry		Eliminated		Drop Tank Marker		Inoperative		Command Points Marker		
	KMT Cavalry		Expanded		Improved Strength Marker				Replacement Points Marker		
	KMT Cavalry		Guerilla		Improved Strength Marker (US Trained)				Foreign Equipment Point Marker		
	KMT Guerilla		Evading Marker		Improved Strength Marker				Allied Command Points Marker		
	KMT Component		Eliminated		Improved Strength Marker (US Trained)				Allied Resource Points Marker		



FRONT		BACK		FRONT		BACK		FRONT		BACK	
	KMT Control Marker Japanese Control Marker				Manchukuo Infantry				Victory Point Marker		
	KMT Faction Control Marker CCP Control Marker				Manchukuo Cavalry				HQ Activation Marker		
	HQ Activation Marker				Mengkiang Cavalry				CCP Leader		
	Japanese Leader				Indian National Army Infantry				CCP Infantry		
	LJA Air Unit				Chinese Collaborationists Infantry				CCP Guerilla		
	LJA Air Unit				Chinese Collaborationists Military Police				CCP Guerilla Base		
	Carrier Naval Unit				Burma Defense Army Patriotic Burma Force				Movement Mode		
	Fleet Naval Unit				Japanese Component				Training Marker		
	Japanese Infantry				Japanese Task Force Marker				Improved Strength Marker		
	Japanese Motorized Infantry				Movement Mode Marker				Improved Strength Marker (US Trained)		
	Japanese Cavalry				Out of Supply Marker				Reduced Strength Marker		
	Japanese Armor				Drop Tank Marker				Command Points Marker		
	Japanese Artillery				Payload Marker				Resource Points Marker		
	LIN Naval Infantry				Japanese Control Marker				Domestic Equipment Points Marker		



FRONT		BACK	FRONT		BACK	FRONT		BACK
	Foreign Equipment Point Marker			Western Allies Component			Thai Leader	
	HQ Activation Marker			Western Allies Guerrilla Base			Thai Air Unit	
	Western Allies Leader			Western Allies Task Force Marker			Thai Infantry	
	Air Unit (Land based)			Western Allies Naval Unit			Thai Cavalry	
	Naval Air Unit			Movement Mode Marker			Thai Engineers	
	Western Allies Infantry			Out of Supply Marker			HQ Activation Marker	
	Western Allies Motorized Infantry			In Training Marker			French Leader	
	Western Allies Armor			Drop Tank Marker			French Infantry	
	Western Allies Engineer			Rail Capacity Marker			French Artillery	
	Western Allies Airborne			Command Points Marker				
	Western Allies Chindits			Replacement Points Marker				
	Western Allies Special Forces			Victory Points Marker				
	Marine Infantry			Payload Marker				
	Western Allies Guerrillas			HQ Activation Marker				

<div><div>+30</div></div>	<div><div></div><div>FAMINE</div></div>	<div><div>Sea Blockade</div></div>	<div><div></div><div>Typhoon</div></div>	<div><div>Air Base</div><div></div></div>
+30 Marker	Famine Marker	Sea Blockade Marker	Typhoon Marker	Air Base Marker
<div><div>+40</div></div>	<div><div></div><div>Biochemical</div></div>	<div><div>Yangtze Capacity 20</div><div></div></div>	<div><div></div><div>Severe Typhoon</div></div>	<div><div>Air Base</div><div></div><div>DAMAGED</div></div>
+40 Marker	Biochemical Marker	Yangtze Capacity Marker	Severe Typhoon	Air Base Damaged
<div><div>+50</div></div>	<div><div>Kill all Burn all Loot all</div></div>	<div><div>Irrawaddy Capacity 6</div><div></div></div>	<div><div>Monsoon</div><div></div></div>	<div><div>Navy Base</div><div></div></div>
+50 Marker	Alls Marker	Irrawaddy Capacity Marker	Monsoon Marker	Navy Base Marker
<div><div>+100</div></div>	<div><div>Rectification</div><div></div></div>	<div><div>West Capacity 6</div><div></div></div>	<div><div>Monsoon</div><div></div><div>Severe</div></div>	<div><div>Navy Base</div><div></div><div>DAMAGED</div></div>
+100 Marker	Rectification Marker	West Capacity Marker	Severe Monsoon	Navy Base Damaged
	<div><div></div><div>Massacre</div></div>	<div><div>Sea Capacity 15</div><div></div></div>	<div><div>FLOOD</div></div>	<div><div>Air &amp; Navy Base</div><div></div></div>
	Massacre Marker	Sea Capacity Marker	Flood Marker	Air & Navy Base Marker
	<div><div></div><div>DAMAGED</div></div>	<div><div></div><div>Green Veil</div></div>	<div><div>Severe FLOOD</div></div>	<div><div>Air &amp; Navy Base</div><div></div><div>DAMAGED</div></div>
	Damaged Marker	Green Veil Marker	Severe Flood	Air & Navy Base Damaged
	<div><div></div><div>Out of Command</div></div>	<div><div>Opium</div></div>	<div><div>Snow</div></div>	<div><div>RR</div><div></div></div>
	Out of Command Marker	Opium Marker	Snow Marker	Railroad Marker
	<div><div></div><div>Game Turn</div></div>	<div><div></div><div>Disease</div></div>	<div><div>Severe Snow</div></div>	<div><div>RR</div><div></div><div>Removed Railroad</div></div>
	Game Turn Marker	Disease Marker	Severe Snow	Railroad Removed
<div><div>+10</div></div>		<div><div></div><div>Schorched</div></div>	<div><div>River Route</div><div></div><div>ENDS</div></div>	<div><div>Road</div><div></div></div>
+10 Marker		Scorched Earth Marker	River Route Ends Marker	Road Marker
<div><div>+20</div></div>		<div><div>DROUGHT</div><div></div><div>LOCUSTS</div></div>	<div><div>Altered Course</div><div></div></div>	<div><div>Bridge</div><div></div><div>DAMAGED</div></div>
+20 Marker		Drought/Locusts Marker	Altered River Course Marker	Bridge Damaged

## BREAKDOWN CHART

UNITS		COMPONENT UNITS		
KMT BREAKDOWNS	CAI N38 (Division) [t22]	5-5-5 Cadre	CAI 3-3-5 R	
	CAI N22 (Division) [t22]	5-5-5 Cadre	CAI 2-3-5 R	
	Chen 18 (Corps)	4-6-4 Cadre	Chen 2-2-4 D	
	Chen 6 (Corps) [e], Chen 86 (Corps) [t8]	4-5-4 Cadre 1	Chen 1-2-4 D	
	Chen 54 (Corps)	3-3-4 Cadre	Chen 2-2-4 D	Chen 2-2-4 D
	Chen 66 (Corps) [t18]	3-3-4 Cadre	Chen N38D [c]	
	Ho 74 (Corps)	5-5-4 Cadre	Ho 2-2-4 D	
	Ho 5 (Corps) [t7]	Ho 200D [t2]	Ho N22D [c]	Ho 2-2-5 D
	Ho 5 (Corps) [t26], Ho 8 (Corps) [t15]	4-6-4 Cadre	Ho 2-2-4 D	
	Ho 71 (Corps), Ho TaxP (Corps)	4-5-5 Cadre	Ho 1-2-5 D	
	Ho 2 (Corps)A, Ho N11 (Corps)	4-5-4 Cadre	Ho 2-2-4 D	
	Ho 37 (Corps) [t6], Ho 52 (Corps)	4-5-4 Cadre	Ho 1-2-4 D	
	Hu 1 (Corps)	4-5-4 Cadre	Hu 1-2-4 D	
	Tang 13 (Corps)	4-5-4 Cadre	Tang 2-2-4 D	
	Tang 29 (Corps) [t15], Tang 78 (Corps) [t27]	4-5-4 Cadre	Tang 1-2-4 D	
	Wei 14A	4-5-4 Cadre	Wei 1-2-4 D	
US BREAKDOWNS <sup>2</sup>	US 1 (Marine Division)	11-11-6 Cadre	US 4-4-6 MR	
	US 2 (Marine Division)	10-11-6 Cadre	US 4-3-6 MR	
	US 6 (Marine Division)	9-10-6 Cadre	US 4-3-6 MR	
	US 27 (Division)	6-7-6 Cadre	US 4-3-6 R	
	US 7 (Division), US 77 (Division)	6-6-6 Cadre	US 3-4-6 R	
	US 96 (Division)	6-6-6 Cadre	US 3-3-6 R	
BC BREAKDOWNS	Br 2 (Division)	5-5-5 Cadre	Br 6B [t21]	
	Br 36 (Division)	5-5-5 Cadre [t28]	Br 26B [c]	
	Br 70 (Division)	Br 14B [c]	Br 16B [c]	Br 23B [c]
	EAF 11 (Division)	4-4-5 Cadre	EAF 2-2-5 B	
	In 5 (Division) [t31], In 17 (Division)	5-6-7 Cadre	In 3-3-7 B	
	In 5 (Division) [t25]	5-6-5 Cadre	In 3-3-5 B	
	In 7 (Division)	5-5-5 Cadre	In 2-3-5 B	
	In 19 (Division)	4-4-5 Cadre	In 2-3-5 B	
	In 44 (Airborne Division)	Br 14B (Chindits)	In 50 ParB [t20]	In 77B [t22]
	In 20 (Division), In 23 (Division), In 25 (Division), In 26 (Division)	4-4-5 Cadre	In 2-2-5 B	
	WAF 81 (Division)	4-4-5 Cadre	WAF 3B [c]	
	WAF 82 (Division)	3-4-5 Cadre	WAF 2-2-5 B	
JAPAN BREAKDOWNS	3 (Tank Division)	7P-5A-6 Cadre	8Tkr [t4]	IJA 12Tkr [t9]
	5 (Division), 18 (Division) [t1]	9-9-6 Cadre	6-6-6 iB	
	18 (Division) [t23]	9-9-6 Cadre	3-3-6 iR	
	3 (Division) [t20], 13 (Division) [t23]	9-9-5 Cadre	3-3-5 iR	
	3 (Division) [t0], 13 (Division) [t1]	8-9-4 Cadre	6-6-5 iB	
	26 (Division), 27 (Division), 56 (Division)	8-8-5 Cadre	3-3-5 iR	
	6 (Division) [t14]	7-8-5 Cadre	3-3-5 iR	
	6 (Division) [t0], 9 (Division), 11 (Division), 14 (Division), 20 (Division)	7-8-4 Cadre	5-6-5 iB	
	2 (Division)	7-7-5 Cadre	2-3-5 iR	
	10 (Division), 16 (Division)	7-7-4 Cadre	5-5-5 iB	
	56 (Division)	6-6-5 Cadre	3-3-5 iR	

JAPAN BREAKDOWNS (CONTINUED)	4 (Division) [t12], 15 (Division), 17 (Division), 21 (Division), 22 (Division), 48 (Division), 51 (Division), 55 (Division)	5-6-5 Cadre	3-3-5 iR	
	101 (Division)	5-6-4 Cadre	5-6-5 iB	
	104 (Division) [t5], 106 (Division), 108 (Division) [t1], 109 (Division), 114 (Division) [t1], 116 (Division) [t3]	5-5-4 Cadre	5-5-5 iB	
	31 (Division), 33 (Division), 41 (Division), 47 (Division), 49 (Division), 53 (Division), 54 (Division), 61 (Division), 104 (Division) [t22], 108 (Division) [t28], 110 (Division) [t19], 116 (Division) [t22]	4-5-5 Cadre	3-3-5 iR	
	4 (Division) [t32], 32 (Division), 35 (Division), 36 (Division), 37 (Division), 38 (Division), 39 (Division), 41 (Division)	4-5-5 Cadre	2-3-5 iR	
	110 (Division) [t4]	4-5-4 Cadre	4-5-5 iB	
	34 (Division), 40 (Division)	4-4-5 Cadre	2-3-5 iR	
	CnC TPR [t27]	CnC TPR d1 [c]	CnC TPR d2 [c]	CnC TPR d3 [c]

Key: [t#] The unit's entry turn, where a same ID is shared by several units — [c] Component unit — [e] Expanded unit [13.3.3].

Note 1: The KMT Chen 6A cadre unit is a separate counter.

Note 2: Only available if the US amphibious landings alternate history [25.9] is in effect.

## GARRISON REQUIREMENT TABLE (GRT)

GARRISON-REQUIRED AREA, CONDITION	JAPAN	KMT	WA
Within 2 hexes outside SKN Border Area, if CCP and KMT are controlled by the same player.			
This requirement is ignored on a turn where a Japanese unit is in Shensi province, or when a CCP unit in SKN Border Area has been attacked by Japanese units.	—	Turns 0-5: KMT AS $\geq$ CCP DS in SKN	
Turns 6-17: KMT AS $\geq 2 \times$ CCP DS in SKN			
Turns 18-26: KMT AS $\geq 3 \times$ CCP DS in SKN			
Turn 27-Game end: KMT AS $\geq 4 \times$ CCP DS in SKN			
The AS of out of supply units is halved when calculating the required KMT AS.	—		
In Yunnan, if a Japanese unit is in Yunnan or Burma.	—	6 (or 1/2 of all, whichever is less) units with "UST improved" markers	—
In Yunnan, if a Japanese unit is in Indochina.	—	3 (or 1/4 of all, whichever is less) units with "UST improved" markers	—
In same hex as KMT GHQ, if Sian Forgiven alternate history [25.3] is in effect.	—	1 Central Army unit	—
In Burma / India / Siam / Indochina, if the side controls any city in the country.	3 SP of IJA / IJN ground units	—	3 SP of WA ground units
1. Within 1 hex of Shanghai (1806); 2. Along Canton (4507)-Hong Kong (4505) Railroad; 3. Within 1 hex of Tsingtao (1014), from Turn 30 on (against possible US landings).	IJA / IJN ground units with a combined DS of 15 in EACH area	—	—
In Peiping (0724), Tientsin (0722), Taiyuan (1526), Tsinan (1219), Suchow (1716), from Turn 31 on (against possible Soviet invasion).	IJA / IJN ground units with a combined DS of 5 in EACH of the supply centers	—	—
In Chengtu (4232), during Operation Matterhorn [24.8].	—	1 US-equipped fighter air unit	—
In Ledo (6041), to allow ground unit improvement via the "Hump" [21.1.3].	—	—	1 US fighter air unit

Note: Garrison requirements are checked at the end of a turn and are not cumulative (a given unit may satisfy more than one requirement). A requirement is ignored if the side has no unit able to fulfill it.

TRANSPORT CAPACITY TABLE

	JAPAN	KMT	CCP	WA
Railroad Transport	24 SP per turn	18 SP per turn	—	8 SP per turn
Sea Transport (if side has at least one fleet on map)	15 SP per activation	—	—	15 SP per activation
Air Transport	Payload Capacity of each transport/heavy bomber air unit per turn			
River Transport	See [11.3.1]			

Note: Railroad, river, and sea transport capacity are halved in Turn 0.

TRANSPORT POINT REQUIREMENT TABLE

TRANSPORTED UNIT	TRANSPORT POINTS REQUIRED
Non-cavalry, non-mechanized, and non-artillery unit with 0 SP	1
Non-cavalry, non-mechanized, and non-artillery unit with 1 SP or more	Same as SP value of unit
Cavalry, mechanized, and artillery units	Twice the regular amount (e.g., a 0-SP mechanized unit requires 2 Transport Points). No air transport allowed.
Factory	2 Transport Points per DEP. No air transport allowed.

POLITICAL INCLINATION TABLES

KMT CLIQUE	LEADER	POLITICAL INCLINATION			POLITICAL AFFILIATION AT GAME START	HOME TERRITORIES
		KMT	CCP	IJA		
NW – Sung (Sung)	Sung, Che-Yuan	1	1	1	Unaffiliated	Hopeh, Chahar
NW – Ma Family (Ma)	Ma, Hung-Kuei	1	0	1	Unaffiliated	Ningsia, Kansu, Chinghai
NW – Han (Han)	Han, Fu-Chu	1	1	1	Unaffiliated	Shantung except Tsingtao
JS – Yen (Yen)	Yen, Hsi-Shan	1	1	1	Pro-CCP	Northern & Southern Shansi
JS – Fu (Fu)	Fu, Tso-Yi	1	1	1	Pro-CCP	Suiyuan
CK – Szechwan (Sc)	Liu, Hsiang	1	1	1	Pro-KMT	Szechwan
CK – Sikang (Sk)	Liu, Wen-Hui	1	1	1	Unaffiliated	Sikang
2Ks – Kwangsi (Ks)	Li, Tsung-Jen	1	0	1	Pro-KMT	Kwangsi
2Ks – Kwangtung (Kt)	Yu, Han-Mou	1	0	1	Pro-KMT	Kwangtung
Yunnan (Yn)	Lung, Yun	1	1	1	Pro-KMT	Yunnan

SIAN FORGIVEN ALTERNATE HISTORY [25.3] ONLY

NW – Shensi (Ss)	Yang, Hu-Cheng	1	2	0	Pro-KMT	Shensi
Northeastern Army (NE)	Chang, Hsueh-Liang	1	1	0	Pro-KMT	Honan or Anhwei

HISTORICAL NOTE: The Northeastern Army controlled all territories in northeastern China (Manchukuo) before the Japanese occupation in 1931.

MINOR COUNTRY	LEADER	POLITICAL INCLINATION		POLITICAL AFFILIATION AT GAME START	HOME TERRITORY
		WA	IJA		
French Indochina	Decoux, Jean	1	2	Unaffiliated	Indochina
Siam	Phibun	1	2	Unaffiliated	Siam



## OB KEYS

## OB REQUIREMENTS

OB KEYS		STATUS OF THE INVOLVED UNIT(S)				
	Original Unit(s) is on Map	Original Unit(s) is Eliminated	Some / Part of the Original Unit(s) is Eliminated	Original Unit(s) is Broken Down	Original Unit(s) have been Expanded, Improved, or Reduced	
Reorganize - 1 or more unit(s) is reorganized to a new unit. Move the original unit(s) to the nr pool. (see note 2 to 4)	The new unit arrives on the same hex of the original unit. If multiple units are involved (and they are all on map), the new unit may arrive on any 1 of the hex where these units occupy.	The new unit arrives in the replacement pool.	The new unit arrives in the replacement pool. Remove the on map original unit(s) to the replacement pool. Capacity required to replace the on map original units is added to the side now.	If all suitable components of the original unit are in the replacement pool, move them to the nr pool. The new unit arrives in the replacement pool. Otherwise, the player may chose to remove any combination of the components from the map or the replacement pool. Capacity required to replace the on map units is added to the side if the unit is arrive in the replacement pool. If all components are taken from the map, the new unit may arrive on any 1 of the hexes where these components occupy.	All improved and reduced statuses of an on map original unit are transferred to the new unit. Final strength of the new unit must be between +2 improved and -2 reduced. If the original unit was expanded above its indicated strength before reorganization, the capacity required for the expansion is added to the side now.	
Relocate - A unit is relocated to another theatre. Move the relocating unit to the nr pool. (see note 1 to 4, and note 7)	Simply move the relocating unit to the nr pool.	Equivalent capacity to replace the original unit is deducted from the side now.	Replacement capacity is deducted from the side for any units removed from the replacement pool.	Relocate equivalent components from the map. If inadequate, remove the required components from the replacement pool. Replacement capacity is deducted from the side for any units removed from the replacement pool.	Improved and expanded statuses of the relocating unit are ignored. If an on map relocating unit is currently at reduced strength, replacement capacity to revert it to the indicated strength is deducted from the side now.	
Demobilize - A unit is disbanded. Move the demobilizing unit to the nr pool. (see note 2 and 4)	Capacity required to replace the on map units is added to the side now.	Simply move the demobilizing unit to the nr pool.	N/A	If all suitable components of the demobilizing unit are in the replacement pool, move them to the nr pool. Otherwise, capacity required to replace the on map units is added to the side now.	Improved status of the demobilizing unit is ignored. Capacity required to replace the unit to its expanded / reduced strength on the map is added to the side now.	
Return - A previously relocated unit returns as an reinforcement. Move the returning unit from the nr pool to the deployment area. (see note 4)	N/A	N/A	N/A	N/A	N/A	
Death / Remove - A commander is dead, or removed from command. Permanently removes the HQ counter and the corresponding HQ chit from play. (see note 5)	N/A	N/A	N/A	N/A	N/A	

## Note:

- Relocation within the map area is optional, except for games that do not use the part of the map where a unit is relocated to. Relocation outside the map area is compulsory.
- Units in enemy ZOC cannot be involved in reorganization, relocation, or demobilization.
- The unit(s) to be reorganized, relocated, or demobilized does not have to be of the required designation (though it is recommended for historical favor). However, it must have (i) at least the same AS+DS (for tank / armored units, use the anti-personnel (P) strength as both AS and DS. For units with multiple AS or DS, always use the lower value), (ii) belongs to the same clique (for KMT side), or have the same color in the center cell of the counter (for the others), and (iii) are of the same unit type (e.g. infantry, cavalry, etc.)
- If, as a result of note 2, the unit to be reorganized, relocated, or demobilized has been moved to the nr pool, use another unit that satisfies requirements (i) to (iii) in note 2 instead.
- If, as a result of note 2 above, a returning unit is not in the nr pool, return another unit in the nr pool that have (i) the same or lower AS+DS (for tank / armored units, use the anti-personnel (P) strength as both AS and DS. For units with multiple AS or DS, always use the higher value), and satisfies requirements (ii) to (iii) in note 2 instead.
- Death of KMT commander may cause a clique to be assimilated (see rules 18.3.5)
- If a side cannot deduct from its replacement capacity because a certain value has reached zero, FEP can be substituted by DEP and DEP by RP. This is the only occasion when such conversion is allowed.

**Reorganization example:** 3 KMT units (the first improved by +2, the second improved by +1, the third an elite unit expanded from 3 to 4SP) are to be reorganized into a single unit, and these units are all on map, the new unit will be available at +2 improved status (2+1+3, but maximum improved status is 2). The extra 1RP and 1FEP to expand it is added to KMT capacity now.

## OB Design Note:

- Units represented are down to brigade level for KMT and CCP, battalion level for Japan, and regiment level for WA.
- All unit IDs are real IDs used by historical units, based on many years of research from English, Japanese, and Chinese sources.
- Units that are important, but individually too small to be represented, are combined, e.g. the 7 BDA battalions formed historically are grouped into 3 generic regiments in the game.
- For CCP units, only units that were not expanded from existing units are modeled by generic units that come into play through guerrilla recruitment, or the conversion procedure.
- For CnC Units, only units originally recruited by collaboratorist officers are represented. CnC units that were originally units of KMT / CCP side are modeled by the surrender mechanism.
- Units are given specific deployment hex if they are available on the first turn of the game, or they are built for the defense of the hex. Otherwise, they are given a region / territory / area for their deployment.



## KMT FACTION AND CLIQUE CARD

### CENTRAL ARMY FACTION 中央軍 (CA)

The history of the Central Army (CA) dates back to the foundation of the Whampoa Military Academy, before the Northern Expedition. Many Central Army units received various levels of German training before 1937. The Central Army had effective control over all Chinese territories not controlled by Japan, the CCP, or the unassimilated cliques. There was a lot of friction among the CA, especially between Ho and Chen, the two big contenders, which lead to rampant inefficiency.

- Ho Ying-Chin clique 何應欽系 (Ho): Chiang Kai-Shek's right-hand man during the Northern Expedition, Ho lost the trust of Chiang after the Sian Incident and gradually saw his influence eroded and overshadowed by Chen during the war. Though holding position with little real power during the war, Ho was still able to manifest his influence through the many people among his clique.
- Chen Chang clique 土木系 (Chen): Chen was captured along Chiang during the Sian Incident and became Chiang's most trusted person thereafter. The Chen clique was also known as the "Earth-Wood clique" after the Chinese characters of its 11th (十一) Division and 18th (十八) Army.
- Hu Tsung-Nan clique 胡宗南系 (Hu): Hu was nicknamed the "Northwestern King" for his responsibility to oversee the CCP in the SKN border area. However, his HQ was infiltrated by numerous communist moles.
- Tang En-Po clique 湯恩伯系 (Tang): Strongly anticommunist, Tang was called "one of the four evils" — along with floods, droughts, and locusts — by the peasants of Honan.
- Wei Li-Huang clique 衛立煌系 (Wei): Once the bodyguard of Dr. Sun Yat-Sen (founding father of the republic), Wei was sympathetic to the communist cause, even sending supplies to CCP units during the war.
- Youth Army 青年軍 (YoA): Formed near the end of the war, the US-equipped 201st to 209th Divisions were the Central Army equivalent of the Waffen-SS, unquestioningly loyal to only Chiang Kai-Shek and his son Chiang Ching-Kuo.
- Chinese Army in India 駐印軍 (CAI): These were the Chinese units initially under Stilwell's command in India and Burma. They were the best trained and equipped units of the entire KMT army.

### NORTHWESTERN ARMY FACTION 西北軍 (NW)

The once powerful Northwestern Army was broken up after the 1930 Central Plain civil war, reorganized and divided among its commanders. Their political affiliations varied, but most felt alienated under Chiang. The Northwestern Army became famous for its use of broadswords and cavalry during the war.

- Sung Che-Yuan clique 宋哲元系 (Sung): Sung became a national hero for defending the Great Wall against Japan in 1933. His 29th Army was the only unit permitted under the treaty with Japan to garrison the Peiping and Tientsin area. Sung's reputation was shattered when he attempted to concede to the Japanese after the Marco Polo Bridge Incident.
- Han Fu-Chu clique 韓復榘系 (Han): Having defected to Chiang from the NW Army during the civil war in 1930, Han received Shantung as a reward. His stance in the Sian Incident made him an enemy of Chiang. Han was executed in early 1938 for purposely avoiding combat against the Japanese.
- Ma Family clique 馬家軍 (Ma): The Ma family belonged to the Hui Muslim minority, which had been dominating the Kansu, Ningsia, and Chinghai provinces for generations. Their army was infamous for its brutality towards enemy prisoners.
- Shensi clique 陝系 (Ss): The Shensi Army participated in the 1936 kidnapping of Chiang in Sian. Its leader, Yang Hu-Cheng, was exiled after the incident. When he returned during the war with Japan, he was imprisoned, and later murdered before the KMT fled to Taiwan in 1949.

### JINSUI (SHANSI-SUIYUAN) FACTION 晉綏軍 (JS)

The JinSui Army was known for its arsenal of copied Japanese artillery and good defensive performances. Under Yen, both provinces maintained relative peace while the rest of China was torn apart by civil war.

- Yen Hsi-Shan clique 閻錫山系 (Yen): Known as "Model Governor" for his skill in balancing relations with every side (including the Japanese), Yen ruled Shansi from the end of the Ching dynasty to 1949, when the Communists finally ousted him.
- Fu Tso-Yi clique 傅作義系 (Fu): A reputed commander under Yen, Fu defeated the Japanese-supported invasion of Suiyuan by the Mengkiang Army in 1936. Fu became independent of Yen during the war of resistance, and ended up surrendering to the CCP in Peiping in 1949.

### 2 KWANGS (KWANGTUNG-KWANGSI) FACTION 粵桂軍 (2KS)

After a failed coup in 1936, Kwangtung and Kwangsi finally became more cooperative with the central government. Many of their units had been trained by the Japanese, and they had the best-trained army, air force, and navy outside the Central Army.

- Kwangsi clique 桂系 (Ks): Despite Li Tsung-Jen's brilliant command in the battle of Taierchwang, Chiang never trusted the Kwangsi clique. Li became president of the Republic of China in 1949, only to find out that power was still in the hands of Chiang and the Central Army commanders.
- Kwangtung clique 粵系 (Kt): Yu Han-Mou, a commander of the Kwangtung clique, was the first to defect to Chiang when Kwangsi and Kwangtung revolted in 1936. He was later criticized for his inability to hold Canton against the Japanese invasion.

### CHWANKANG (SZECHWAN-SIKANG) FACTION 川康軍 (CK)

Szechwan endured a 17-year civil war that ended only in 1933; the southwestern part of Szechwan later split and became the new Sikang province. Units of this faction were in general undisciplined, poorly equipped, and included many opium addicts, though they occasionally fought with extreme bravery.

- Szechwan clique 川系 (Sc): Liu Hsiang unified Szechwan in 1933. He was among the first warlord to send his units against the Japanese. By August 1945, Szechwan had contributed over 2.5 million men to the war. Liu died not long after war broke out with Japan.
- Sikang clique 西康系 (Sk): Liu Wen-Hui was a distant uncle of Liu Hsiang, yet that did not prevent them from fighting each other. Defeated, he retreated to Sikang. Sikang never sent a single man to fight the Japanese, nor allowed an outside army to enter its territory.

**NORTHEASTERN ARMY CLIQUE 東北軍 (NE)**

- The NE Army lost its financial base after Japan invaded Manchuria in 1931. Chang Hsueh-Liang, the Young Marshal of the NE Army, kidnapped the Generalissimo during the Sian Incident in the hope of uniting the country. Without the expected support from the Comintern, though, he could only release Chiang. Under house arrest for over 50 years, Chang died in 2001 at the age of 100.

**YUNNAN ARMY CLIQUE 滇軍 (YN)**

- Being a remote province with a large ethnic population, Yunnan enjoyed relative independence. Using opium as an important source of income, the Yunnan army was quite well trained, adopting French equipment and doctrine. War in Burma brought the Central Army in, which ultimately led to the removal of its leader, Lung Yun, in 1945.

**VARIOUS ASSIMILATED CLIQUES 旁系 (VA)**

Most of these cliques were ex-warlord armies that are related only because, by 1937, they all had been assimilated by the Central Army. Also included are units originally from the NW Army, NE Army, Kwangtung, Kwangsi, Yen, and Yunnan cliques, but that had already pledged loyalty to Chiang. These units were often less-well considered, and received second-rate treatment from the government.

- Hunan clique 湘系: Hunan had originally been affiliated with the Kwangsi clique during the warlord period. Ho Jian and his army defected to Chiang in 1929, after Kwangsi lost the civil war against the CA. Ho became fiercely anticommunist when his father was humiliated by the CCP.
- Kweichow clique 黔系: Hsueh Yueh led the CA into Kweichow while chasing the communists during the Long March, thus assimilating the province. Kweichow's 25th Army was later reorganized by Chiang.
- League of Five Provinces 五省聯軍: The once powerful "League of Five Provinces" of Sun Chuan-Fang was defeated in 1927 by the KMT during the Northern Expedition. The remnants of this army constitutes this clique, together with local militia groups from Kiangsu, Chekiang, Fukien, Kiangsi, and Anhwei.
- Northern Militia 華北地方武裝: This clique represents various local militia groups from Northern China which shared a similar language and culture, distinctively different from those of the south.

## KMT/CCP REPLACEMENT AIDS

### TURN 0

On Turn 0, the KMT automatically receives 9 RP, 12 DEP, and 8 FEP. The CCP only receives 1 RP, provided it makes a successful Comintern roll.

SUPPLY CENTERS	A	T	NT	F	SB	IR
Chengteh (0324)	2	1				+1
Tientsin (0722)	3	2	1			+1
Peiping (1024)	4	2	1			+1
Tsinan (1219)	3	2	1			+1
Taiyuan (1526)	3	2	1			+1
Suchow (1716)	3					+1
Shanghai (1806)	5				1	+1
Nanking (1910)	3					+1
Hangkow (2816)	4			2		+1
Sian (2828)	2					+1
Nanchang (3011)	2			1		+1
Lanchow (3038)	2	1				+1
Hengyang (3814)	3					+1
Chengtu (4232)	3	2	1			+1
Chungking (4127)	4	2	1			+1
Canton (4507)	4	2	1		1	+1
Nanning (5216)	4	3	2			
Kunming (5627)	3	2	1			+1
PORT CITIES						SB    NSB
Tsingtao (1014)					1	2
Ningpo (2005)					1	2
Amoy (3502)					1	2
Swatow (4003)					1	2
OPIUM INCOME (Fall turns only)						
COMINTERN AID (CCP only, on a '6' result on 1D6 roll)						1
FOREIGN LOANS (KMT only)						
Germany (2D6 roll result)						
Soviet Union (2D6 roll result)						
Western Allies (2D6 roll result)						

<b>Total RP</b> after Negotiation Phase	
---	--

<b>RP LOSS TO DESERTION AND CORRUPTION</b> (KMT only) (30% under rampant inflation, 60% under hyperinflation)	—
<b>CP CONVERSION</b> (KMT only)	+
<b>TRANSFERS FROM OTHER SIDES</b> (CCP only)	+

<b>NET RP AVAILABLE</b> for Replacement and Construction Phase	
--	--

### DEP AVAILABLE

The number of DEP received by the KMT or CCP during the Admin Phase is the sum of the DEP values of all the operative factories under its control.

### FEP AVAILABLE (CCP)

During the Admin Phase, the CCP receives 1 FEP if it controls Yumen Oilfield. (This is the only source of FEP for the CCP.)

### RP AVAILABLE

The KMT and CCP receive RP from the following sources:

**Supply Centers and Port Cities**—A side receive RP from each one of these hexes under its control during the Admin Phase. The exact number, listed on the left, depend on the hex's status:

**A** (assimilated): A supply center located in the home territory of a clique assimilated by the side or (KMT only) in a territory not being the home territory of a clique listed on the Political Inclination Table. (The Ss and NE cliques are considered to be part of the Table only if the Sian Forgiven alternate history [25.3] is in effect.)

**T** (threatened): A supply center located in the home territory of a threatened clique [19.0] favoring the side.

**NT** (not threatened): A supply center located in the home territory of a non-threatened clique favoring the side.

**F** (flooded): Hangkow and Nanchang generate a reduced number of RP when flooded, or NO RP when severe flood effects apply.

**SB** (sea blockade): A supply center/port under sea blockade.

**NSB** (no sea blockade): A port not under sea blockade.

**DESIGN NOTE:** In both cases right above, the clique controlling the home territory where the port is located has no relevance, as even a pro-Japan local commander would not stop tax-generating trade through its port.

**IR** (improved recruitment): The RP the KMT receives from each supply center (except Nanning) is increased by 1 RP if the Improved KMT Recruitment random event has occurred in the game.

**Opium Income**—During the Admin Phase of Fall turns only, a side receives 4 RP from each "Opium" marker under its control. See Random Events Table for more details.

**Foreign Aid and Loans**—During the Admin Phase, the CCP may receive 1 RP from the Comintern [13.3.4]. At the end of the Negotiation Phase, the KMT receives an extra 2D6 RP from each major power supporting it [18.2].

**RP Loss to Desertion and Corruption**—During the China Isolation Phase, the number of KMT RP on the Record Track is reduced if inflation is in effect in China [20.2].

**CP Conversion**—At the start of the Replacement and Construction Phase, the KMT may convert any number of CP to 3 RP each [13.6].

**Transfers from Other Sides**—At the start of the Replacement and Construction Phase, the CCP may receive any number of RP from the KMT or Japan [13.3.4].

### FEP AVAILABLE (KMT)

During the Admin Phase, the KMT receives a number of FEP determined by the links between China and the world. This number is the highest amount possible corresponding to a valid condition among the following:

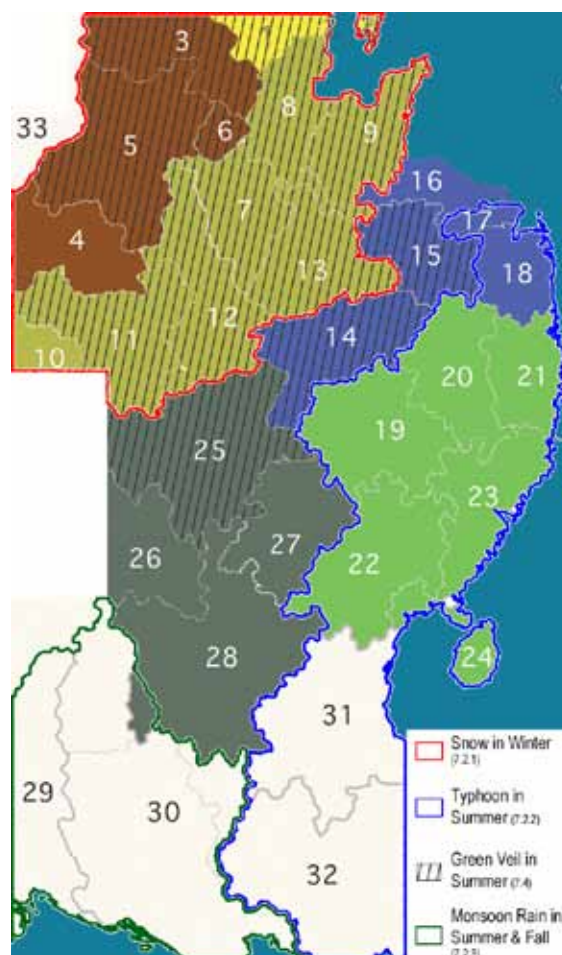
- The KMT controls at least one unblockaded port that is also a supply center (i.e., Canton or Shanghai): **15 FEP**
- The KMT controls any RAILROAD linking a friendly Chinese supply center to: (1) a friendly, unblockaded Chinese port; or (2) an open FEP source: **11 FEP**
- The KMT controls any ROAD linking a friendly Chinese supply center to: (1) a friendly, unblockaded Chinese port; or (2) an open FEP source: **7 FEP**
- The KMT controls a series of adjacent hexes free of enemy ZOC linking a friendly Chinese supply center to: (1) a friendly, unblockaded Chinese port; or (2) an open FEP source: **3 FEP**

This amount can be increased in the following circumstances:

- The KMT controls Yumen Oilfield [13.4]: **+1 FEP**
- The Ledo Road has been built, is under friendly/allied control, and links to a friendly Chinese supply center via transport routes under KMT control: **+1 FEP**.

## TERRITORIES TABLE

REGION	TERRITORY	RANDOM EVENT SELECTION (1D6-1D6)	SEVERE SNOW (1D6)	SEVERE TYPHOON (1D6)
Manchukuo	1. Jehol 熱河	1-1	4, 5, 6	
	2. Liaoning 遼寧 <sup>1</sup>	1-2	4, 5, 6	
Inner Mongolia	3. Chahar 察哈爾	1-3	1, 2, 3, 6	
	4. Ningsia 寧夏	1-4	1, 2, 3, 6	
	5. Suiyuan 綏遠	1-5	1, 2, 3, 6	
	6. Northern Shansi 山西北 <sup>2</sup>	1-6	1, 2, 3, 6	
Northern China	7. Southern Shansi 山西南	2-1	6	
	8. Hopeh 河北	2-2	5, 6	
	9. Shantung 山東	2-3	6	
	10. Chinghai 青海	2-4	5, 6	
	11. Kansu 甘肅	2-5	5, 6	
	12. Shensi 陝西	2-6	5, 6	
	13. Honan 河南	3-1	6	
Central China	14. Hupeh 湖北	3-2		
	15. Anhwei 安徽	3-3		
	16. Northern Kiangsu 江蘇北 <sup>3</sup>	3-4		
	17. Southern Kiangsu 江蘇南	3-5		1
	18. Chekiang 浙江	3-6		2
Southern China	19. Hunan 湖南	4-1		
	20. Kiangsi 江西	4-2		
	21. Fukien 福建	4-3		3
	22. Kwangsi 廣西	4-4		
	23. Kwangtung 廣東	4-5		4
	24. Hainan 海南 <sup>4</sup>	4-6		4
Southwestern China	25. Szechwan 四川	5-1, 5-2, 5-3		
	26. Sikang 西康 <sup>5</sup>	5-4		
	27. Kweichow 貴州	5-5		
	28. Yunnan 雲南 <sup>6</sup>	5-6		
Outside China	29. Northeastern India	6-1, 6-2		
	30. Burma	6-3		
	31. Siam	6-4		5
	32. Indochina	6-5, 6-6		6
	33. Mongolia <sup>7</sup>			



## Notes

1. Port Arthur and the Liaotung Peninsula were historically part of the Japanese Kwantung Leased Territory concession. They are considered part of the Liaoning province in the game.
2. Northern Shansi refers to the part of the Shansi province north of the Great Wall.
3. Northern Kiangsu refers to the part of the Kiangsu province north of the Yangtze River.
4. Hainan Island was historically part of Kwangtung. It is considered a separate territory in the game.
5. Historically, the Sikang province did not exist until 1939.
6. Monsoon Rain affects hexes west of the Salween River only.
7. Mongolia is out of play.

## EXPANDED SEQUENCE OF PLAY

The Expanded Sequence of Play presents all the steps occurring during a single turn. These must be repeated each turn in the indicated order until the end of the game. Numbers in [brackets] are rule references.

### 1.0 – PRE-OPERATION SEGMENT

#### 1.1 – EVENTS PHASE [7.0]

[NO RANDOM EVENT ROLLS ON TURN 0, ON FIRST TURN OF OPERATIONAL SCENARIOS, OR DURING MINI SCENARIOS.]

- A. Fixed Events: Any fixed events listed for the current turn on the General Events Chart automatically occur.
- B. Alternate Histories (OPTIONAL): Any alternate histories listed for the current turn on the General Events Chart occur if all the players agree or if the die roll winner [25.0] decides so.
- C. Remove the random event markers (Exception: Rectification Movement) placed during the previous turn.
- D. Random Events: Roll 2D6 on the Random Events Table to determine which random event takes place.
- E. Conditional Events: If the requirements for a conditional event (see Conditional Events Chart) are met and this event has not yet occurred during the game, it takes place immediately.

#### 1.2 – REINFORCEMENT PHASE

[NO REINFORCEMENT PHASE ON FIRST TURN OF CAMPAIGN AND SCENARIO GAMES.]

- A. All the sides deploy their reinforcements [14.2] and apply all the relocations, reorganizations, etc. required by their OB for the current turn. Any reinforcement unit(s) may have its arrival voluntarily delayed until a later turn. Eligible KMT and CCP reinforcements may be converted to guerrilla units [16.3].
- B. HQs may be voluntarily removed [9.3.1, 9.3.3].

#### 1.3 – ADMIN PHASE

- A. Record Track Update: Record on the Record Track (note the Turn 0 special rules [6.0] have an impact on most of these):
  1. Replacement Points (RP), Domestic Equipment Points (DEP), and Foreign Equipment Points (FEP):
    - Japan and WA receive the number of RP listed for the turn on the General Events Chart.
    - KMT and CCP receive the numbers of RP, DEP, and FEP calculated with the Replacement Aids, based on the current on-map situation.
  2. Command Points (CP):
    - Japan and WA receive a number of CP equal to the amount of RP they received for the turn, unless otherwise modified.
    - CCP receives 6 CP, unless it has less than 3 HQ on map. In this case, it receives a number of CP equal to twice its number of on-map HQ.
    - KMT receives 13 CP every turn, unless reduced by inflation [20.0].
  3. Railroad Transport Points: Japan, KMT and WA receive the number of railroad Transport Points listed on the Transport Capacity Table.
  4. River Transport Points: The three markers are reset to their maximum values [11.3.1].
- B. On-Map Marker Update: Remove “Damaged” and “movement mode” markers from the map and update the “Disease” markers

[7.6].

- C. Air Unit and Fleet Status Update: Unready air units and fleets of all sides become ready. Inoperative air units and fleets of all sides become unready. Reequip air units with new aircraft models [17.4]; on-map units reequipping become unready.

### 1.4 – NEGOTIATION PHASE

[NO NEGOTIATION PHASE DURING MINI SCENARIOS.]

- A. Peace Talks [18.1]: Japan may initiate peace talks with the KMT and/or CCP, and vice versa.
- B. Relations with Major Powers [18.2]: Japan and the KMT (and CCP if [25.2] is in effect) may spend CP to attempt to influence their relations with the major powers. The KMT (and CCP if [25.2] is in effect) may receive extra RP from the major powers supporting it.
- C. Relations with KMT cliques and Minor Countries [18.3]: Japan, the KMT, and the CCP may spend CP to attempt to influence their relations with threatened KMT cliques. Japan and the WA may spend CP to attempt to influence their relations with French Indochina (from Turn 12) and/or Siam (from Turn 18).

### 1.5 – CHINA ISOLATION PHASE

[NO CHINA ISOLATION PHASE DURING MINI SCENARIOS.]

- A. Check China’s connection status [20.1].
- B. Determine and apply the effects of inflation, if any [20.2]. Inflation might be controlled [20.3].

### 1.6 – FACTORY PHASE

[NO FACTORY PHASE DURING MINI SCENARIOS.]

- A. The KMT and CCP may move any of their factories [22.1]. Moving factories are flipped to their inoperative side, or stay on this side if they were inoperative at the start of the phase [22.2].
- B. Inoperative factories which are in a transport route and do not move are flipped back to their operative side.

### 1.7 – GUERRILLA PHASE

At any time during the Guerrilla Phase, CCP and KMT guerrilla units may be converted to regular units. Additionally, the CCP may create generic regular units from guerrilla units [16.4].

- A. Guerrilla Recruitment: New guerrilla units may be recruited [16.2].
- B. Guerrilla Activation: All guerrilla units and WA Chindit [24.1] units may be activated, whether in command or not. The WA, CCP, and then KMT must complete their activations in this order.
  1. Movement: All the activated units of the side may move. They may also sabotage roads, railroads and bridges [8.4], and bases [17.1.3]. Guerrilla units may set up guerrilla bases [16.1] and enter evasion mode if eligible [16.6.1]. Guerrilla units may have to be revealed [16.6.1]. Enemy guerrilla bases may be removed from map [16.1].
  2. Combat:
    - a. Attack Declaration: The activate side declares all its ground attacks. Attacking guerrilla units must be revealed [16.6.1].
    - b. Ground Combat Resolution: Resolve combats in the order of the active side’s choice. Each combat follows the sequence below:
      - i. Combat Results Determination: Calculate the combat ratio. Both sides roll 1D6 die and apply any DRM to their result. Compute the DR Diff., determine the combat results and apply them [12.3]. Eligible units suffering

losses may be broken down [15.1].

- ii. Retreat Movement: The side suffering a Retreat result must perform Combat Retreat [12.4.1].
- iii. Occupation Movement: Any of the attacking ground units may enter the attacked hex, if no units remain in it [12.4.2].

## 1.8 – STRATEGIC WARFARE PHASE

[NO STRATEGIC WARFARE PHASE DURING MINI SCENARIOS.]

- A. Offensive Mission Declaration: Each side announces all strategic bombing [17.5.5] and fighter escort [17.5.4] missions performed by its air units, and all bombardment missions [17.5.5] performed by its fleets. Japanese fleets may declare sea blockade missions [17.5.8].
- B. Defensive Mission Declaration: Each side announces all air and sea interdiction missions [17.5.7] performed by its air units.
- C. See the Air/Naval Combat box to resolve the various air and fleet missions.

## 2.0 – OPERATION SEGMENT

### 2.1 – HQ CHIT POOL SETUP

- A. The chits of all the on-map HQs are placed on the rows of the Activation Track corresponding to their Command Quality [9.4.2].

### 2.2 – HQ ACTIVATION PHASE [9.4.2]

- A. Each side with at least 2 remaining CP and one HQ chit on the '1, 2, or 3 Activations left' rows announces (Japan first, then WA, CCP, KMT) whether it wants to participate in the activation roll. A side having just completed its third consecutive activation cannot take part in the roll. If no side chooses to roll the die, the Operation Segment ends immediately; proceed to 3.0.
- B. Each participating side rolls 1D6 (apply a 1 DRM to the side which just had one HQ activated, or a 2 DRM to the side which just had two HQs activated consecutively). The side with the highest result (reroll ties) becomes the Phasing Side and spends 2 CP to activate one of its eligible HQs. Move the chit of the activated HQ down one row on the Activation Track. The activated HQ may activate a friendly, lower-hierarchy HQ within its Command Radius [9.4.2].
- C. Sea Transport Points: If the Phasing Side has a fleet on map, its Sea Transport Point marker is reset to '15' on the Record Track [11.3.1].

### 2.3 – REDEPLOYMENT PHASE

- A. The Phasing Side may redeploy any or all of its ready air units and fleets [17.5.1].
- B. The Phasing Side may redeploy its currently activated HQ, as well as any higher-hierarchy HQ which activated it [9.2.1].
- C. The Phasing Side must redeploy all the HQ of friendly threatened cliques which are not in their home territory [19.0].

### 2.4 – MOVEMENT PHASE

- A. Unit Activation: All the friendly/allied ground units (including guerrilla, but not other HQs) of the Phasing Side over which the activated HQ has command [9.5.3] and which are within its Command Radius [9.5.1] become activated. The activated HQ may also muster out-of-command units [9.4.4]. Activating a unit with at least one SP in Chengchow (2322) allows the Phasing Side to destroy the Yellow River dike [7.3].
- B. Bandit Recruitment: The Phasing Side may attempt to recruit on-map bandit units [24.9].
- C. Guerrilla Conversion: CCP and eligible KMT regular units acti-

vated by a HQ with full command over them may be converted to guerrilla units [16.3].

- D. Unit Breakdown: Eligible activated units may be broken down [15.1].
- E. Movement: The following activities can be performed in any order of the players' choice:
  - None, some, or all of the activated ground units (NOT the activated HQ) may move up to their full MA. The activated units may be placed in Movement mode [11.2.2]. Available railroad [11.3.2], river [11.3.3], sea [11.3.4], or air transport [11.3.5] may be used if allowed and desired; the Phasing Side announces any air freight mission [17.5.2] or fighter escort mission [17.5.4] performed by its air units, and any sea or river transport escort mission [17.5.3] performed by its fleets, as it resolves them; enemy air units may declare air interdiction or sea interdiction missions [17.5.7].
  - Armor and mechanized infantry units may attempt to overrun [11.2.3] enemy-occupied hexes; offensive and defensive ground support may be used [see 2.5.D, below].
  - Roads, railroads and bridges [8.4], and bases [17.1.3] may be sabotaged. Activated engineer units may perform construction activities [24.10].
  - Guerrilla units may set up guerrilla bases [16.1] and enter evasion mode if eligible [16.6.1]. Guerrilla units may have to be revealed [16.6.1]. Enemy guerrilla bases may be removed from map [16.1].
  - During a Japanese activation, a Japanese unit may force all the units of a pro-Japan clique in its ZOC to perform a combat retreat [18.3.5]. IJA or IJN ground units may disband any non-IJA, non-IJN Japanese units in their hex [24.6].
  - After Turn 30, non-IJA, non-IJN Japanese units not stacked with an IJA or IJN unit and within enemy ZOC during an enemy activation surrender [12.5].
- F. HQ Movement: The activated HQ may move [9.2.2].
- G. KMT Army Expansion: From Turn 6 on, the KMT may combine eligible Army units with units of the same clique to expand them [13.3.3].
- H. Unit Reassembling: Eligible component units may be reassembled back into their original unit [15.2].

## 2.5 – COMBAT PHASE

- A. Sweeps: The Phasing Side may perform anti-guerrilla sweeps to attack evading guerrilla units and anti-bandit sweeps against bandit units [24.9] it did not attempt to recruit during the Movement Phase. Resolve sweeps in the order of the Phasing Side's choice. Each sweep follows the sequence below [16.6.2]:
  1. Setup: The Phasing Side designates the sweeping units.
  2. Sweep: The Phasing Side assigns the guerrilla/bandit units in the area to its sweeping units and rolls 1D6 for each targeted guerrilla/bandit unit to locate it. Reveal located guerrilla units. Non-targeted guerrilla units in the area may then declare they assist in the defense of located units.
  3. Combat: Each located guerrilla/bandit unit is attacked on the Ground Combat Results Table. Apply the combat results. There is no occupation movement.
- B. Attack Declaration: The Phasing Side declares all its ground attacks. Attacking guerrilla units must be revealed [16.6.1].
- C. Defensive Reserve Movement: Eligible enemy units may perform Defensive Reserve Movement [11.2.4].
- D. Ground Support Declaration: The Phasing Side announces all offensive ground support missions [17.5.6] and fighter escort missions [17.5.4] performed by its air units and fleets. Enemy



air units and fleets may then declare defensive ground support missions and fighter escort missions. Finally, the Phasing Side and attacked side announces any air and sea interdiction missions [17.5.7] performed by their air units. See the Air/Naval Combat box to resolve the various air and fleet missions.

- E. **Attack Adjustment:** The Phasing Side may cancel any of its attacks or rearrange them, either by adding activated units adjacent to the attacked hex or having the declared attacking units target another adjacent hex [11.2.4].
- F. **Ground Combat Resolution:** Resolve combats in the order of the Phasing Side's choice. Each combat follows the sequence below:
  1. **Combat Results Determination:** Calculate the combat ratio. Both sides roll 1D6 die and apply any DRM to their result. Surviving air units and fleets on offensive or defensive ground support missions [17.5.6] contribute their Surface AS to the combat; artillery may also contribute to ground support [24.3]. Compute the DR Diff, determine the combat results and apply them [12.3]. Eligible units suffering losses may be broken down [15.1].
  2. **Retreat Movement:** The side suffering a Retreat result must perform Combat Retreat [12.4.1].
  3. **Occupation Movement:** Any of the attacking ground units may enter the attacked hex, if no units remain in it [12.4.2].

## 2.6 – REPEAT STEPS 2.2 TO 2.5

The Operation Segment ends if all the sides choose to not perform an activation roll, if no side can activate a HQ, or if the only side that could activate a HQ has just been the Phasing Side for the third time in a row. Proceed to 3.0.

## 3.0 – POST-OPERATION SEGMENT

### 3.1 – SUPPLY PHASE

- A. Check supply for all units and accordingly place/remove “Out of Supply” markers [10.2]. Eliminate units judged to be out of supply while in a Desert hex.
- B. Unsupported guerrilla units must be revealed [16.6.1].

### 3.2 – REPLACEMENT AND CONSTRUCTION PHASE

- A. Japan and the KMT may convert any remaining CP to RP [13.6]. They may then transfer any of their RP to the CCP [13.3.4].
- B. Eligible units in the Replacement Pool may be broken down [15.1]. Eligible component units in the Replacement Pool may be reassembled back into their original unit [15.2].
- C. Each side spends its RP, DEP, and FEP to replace any of its eliminated units [13.0] or inoperative air units [15.0] and deploy them [14.2]. Place training markers [21.3] on newly-replaced Chinese elite units [13.3.1]. Place reduced markers on Chinese elite and standard units replaced at reduced strength [13.3.1].
- D. Spend the required DEP or FEP to remove reduced markers from on-map Chinese elite and standard units [13.3.1].
- E. The KMT may expand its eligible Army units from Turn 6 on [13.3.3].

- F. Each side may repair bridges [8.3]; build transport routes [8.3] and bases [17.1.2], and other constructions; remove railroads [8.4.3].

### 3.3 – TRAINING PHASE

- A. Remove training markers—and any accompanying reduced marker [21.2]—from all ground units (except Chinese elite units replaced in the immediately preceding Replacement and Construction Phase). These units change to their improved status.
- B. Place training markers [21.3] on ground units entering the improvement process [21.0] and BC units receiving Chindit training [24.1]. Spend DEP and/or FEP as required.

### 3.4 – END OF TURN PHASE

- A. Update the VP markers on the Record Track [2.1] (Campaign Games only), and check whether any side meets the requirement of an Immediate Victory [2.2.1] or Immediate Defeat [2.3].
- B. Advance the Turn marker to the next box of the Record Track.

## AIR/NAVAL COMBAT

Air/naval combat can occur in various phases. When this is the case, perform the relevant steps below in the specified order:

1. **Fighters vs. Fighters:** Fighter air units (except units on air-to-surface missions) target and fire at each others [17.7.1].
2. **Fighters vs. Non-Fighters:** Surviving fighter air units (except units on air-to-surface missions) target and fire at any enemy non-fighter air units. All surviving fighter air units (except units on air-to-surface missions) are then returned to their airbases or cities [17.7.2].
3. **Bombers vs. Fleets:** Surviving bomber air units on sea interdiction missions target enemy fleets. Air units on strategic bombing missions targeting a hex with a naval base may engage enemy fleets in the base. Attacked fleets may only fire at bomber air units targeting them [17.7.3].
4. **Air Freight and Strategic Bombing Missions:** Air freight [17.5.2] and strategic bombing missions [17.5.5] are now completed, and air units are returned to their airbases or cities.
5. **Fleets vs. Fleets:** All surviving fleets can now target and fire at each other [17.7.5].
6. **Bombardment Missions:** All surviving fleets on bombardment missions [17.5.5] complete their mission and are then returned to their naval base or port.
7. **Ground Support Missions:** All surviving air units and fleets on ground support missions remain in their hex until the resolution of the ground combat they are supporting. They are then returned to their cities, airbases, ports, or naval bases.
8. If their carrier group has been eliminated while they were on a mission, carrier-based air units are eliminated at the time they should be returned to base.

Eligible air units may attempt to disengage from air-to-air combat at any time [17.7].

