

Two Brush Strokes

“The Chinese use two brush strokes to write the word 'crisis.' One brush stroke stands for danger; the other for opportunity.”

John F Kennedy April 12, 1959

by **Dave Boundy**

Game Handbook



Megagame
Makers

©Dave Boundy 2025



This work is licensed under the Commons Attribution-NonCommercial-ShareAlike 4.0 International License. To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

or send a letter to

Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

In brief, this means that this license allows re-users to distribute, remix, adapt, and build upon the material in any medium or format for non-commercial purposes only, and only so long as attribution is given to the creator. If you remix, adapt, or build upon the material, you must license the modified material under identical terms.

I do not regard the collection of a game fee intended to cover costs as a commercial operation.

I encourage you to use this material, so please contact me direct (dave@boundy.uk) if you have any problems and for a .odt file that can be edited by word-processor.

This work is intended to be used for profit-free education and minor leisure activities. Any incorrect use of copyright material is unintentional: please contact me if that is the case and I shall correct the issue.

This document has been formatted to be printed as an A5 "brochure" print. Blank pages have been left, intentionally, to allow easy reading and navigation through the document when it is printed.

Publication Date: 29 October 2025

With thanks to the help, advice and playtesting from everybody that I have bored with talk of this game. In particular, members of Chestnut Lodge Wargames Group and the Streatham and Tooting Wargamers.

Version 2

modified 202508032240

file TBSHandbookVersion2.odt

Table of Contents

Introduction.....	1	<i>Railway Control.....</i>	<i>7</i>
Republican Government.....	1	<i>Foreign Affairs Control.....</i>	<i>7</i>
Foreign Powers.....	1	Turns.....	8
Communism.....	1	Schedule for the day.....	8
Contradictions and Challenges.....	1	Initial Season (Winter 1928).....	9
A Historical Background.....	1	Subsequent Seasons.....	9
Overview.....	2	Demobilisation Conference.....	10
Playing This Game.....	2	War.....	10
Outline of the Game.....	2	Winter Season.....	11
<i>Provinces and Districts.....</i>	<i>2</i>	Merge Faction.....	12
<i>Troops.....</i>	<i>4</i>	District and Province Ownership.....	12
<i>Money.....</i>	<i>4</i>	Receive Income.....	12
<i>Railways.....</i>	<i>4</i>	Pay Troops.....	12
<i>Communists.....</i>	<i>4</i>	Disband Divisions.....	13
<i>Japanese.....</i>	<i>4</i>	Invest in Railways.....	13
<i>Soviet Union.....</i>	<i>4</i>	Bandits.....	13
<i>Bandits.....</i>	<i>4</i>	Number 4 Cards.....	13
Teams.....	5	Change Railway Ownership.....	13
Factions.....	5	Make Loan Repayments.....	14
<i>Kuomintang (KMT).....</i>	<i>5</i>	Recruit New Divisions.....	14
<i>Manchuria.....</i>	<i>5</i>	CCP Divisions.....	14
<i>Shansi.....</i>	<i>5</i>	CCP Recruitment.....	14
<i>Ma.....</i>	<i>5</i>	Decide on Taxation Levels.....	14
<i>Kwangsi.....</i>	<i>5</i>	Receive Loans.....	15
<i>Guominjun.....</i>	<i>5</i>	Pay Other Teams.....	15
Szechwan.....	5	Pay Reparations.....	15
<i>Yunnan.....</i>	<i>6</i>	Troops.....	16
<i>Fukien.....</i>	<i>6</i>	Divisions.....	16
Sinkiang.....	6	<i>New Divisions.....</i>	<i>16</i>
<i>Small Factions.....</i>	<i>6</i>	<i>Generals.....</i>	<i>16</i>
<i>Independent factions.....</i>	<i>6</i>	<i>Fortifications.....</i>	<i>16</i>
Soviet Union.....	6	<i>Paying Divisions.....</i>	<i>16</i>
Japan.....	6	<i>Disbanding Divisions.....</i>	<i>17</i>
CCP.....	6	<i>Special Divisions.....</i>	<i>17</i>
Control.....	7	<i>Groups of Divisions.....</i>	<i>17</i>
<i>Game Control.....</i>	<i>7</i>	<i>Garrisons.....</i>	<i>17</i>
<i>Player Control.....</i>	<i>7</i>	Bandit Groups.....	17
<i>Map Control (3).....</i>	<i>7</i>	<i>Increase in Banditry.....</i>	<i>17</i>
<i>Bandit Control.....</i>	<i>7</i>	<i>Banner Divisions.....</i>	<i>17</i>
<i>Finance Control (2).....</i>	<i>7</i>	CCP Troops.....	18
		Chinese Republican Troops.....	18

Japanese Troops.....	18	Annex D: Faction Divisions at Start. .	32
Soviet Union Troops.....	19	Annex E: Recent History.....	34
Railways.....	20	Overthrow of the Qin.....	34
3 Stages.....	20	Emergence of the Kuomintang.....	34
Example.....	20	Chinese Communist Party.....	34
Stage Explanation.....	20	Northern Expedition.....	34
Income.....	20	Shanghai.....	35
Example.....	20	Completion of the Northern Expedition	35
Building Railways.....	21	Soviet Union.....	36
Troop Movement.....	21	Japan.....	36
Blocking.....	21	Annex F: Game Components.....	37
Investment.....	21	Map.....	37
Railway Ownership Change.....	21	Troops.....	37
Response of Others.....	21	Division Counters.....	37
Existing Railway Network.....	21	Other Troops.....	37
Foreigners and Factions.....	22	CCP Cadres.....	37
Foreigner Railways.....	22	Bandits.....	37
Faction Railways.....	22	Generals.....	38
Movement and Combat.....	23	Flags.....	38
CCP Cadres Actions:.....	23	Fortifications.....	38
Division Actions.....	24	Ownership.....	38
Movement.....	25	Dragon Markers.....	38
Move by Rail.....	25	Province Block.....	38
Movement Units.....	25	Province Ownership.....	38
Blocking Movement.....	25	Railways.....	38
Reaction.....	25	Railway investment.....	38
Bandit Actions.....	25	Completed Railways.....	39
Division Combat.....	26	Money.....	39
Division Attack Conditions.....	26	Orders.....	39
Besiege.....	26	Cadre Orders.....	39
Combat Resolution.....	26	Division Orders.....	39
Annex A: Troop Starting Position.....	28	Faction Loan Track.....	39
Annex B: Taxes Available.....	30	Annex G: Bibliography.....	40
Annex C: Railway Ownership.....	31		

Introduction

Welcome to the Megagame set during the Nationalist era in China, beginning in early 1929 after the Chinese nationalists reunified the country. This game immerses you in the complexities and challenges of that turbulent period. The quote from J F Kennedy *"The Chinese use two brush strokes to write the word 'crisis.' One brush stroke stands for danger; the other for opportunity."*, for me, encapsulates what I love about Megagames and what I find fascinating about this period.

Republican Government

The Chinese republican government faced intense political, financial, and military pressures, both internally and externally. Rebellion and invasion were constant threats. China needed a large army but couldn't afford it, and while unity was essential, the existing structures often led to chaos and disunity. Bribery was a common tactic, and subordinates frequently engaged in secret insubordination.

Foreign Powers

Foreign powers also grappled with internal conflicts. The Japanese government, despite a shared vision, was riddled with disagreements. The Soviet Union often contradicted itself, leading to actions that defied its original intentions.

Communism

Meanwhile, communism was gaining strength, navigating the complexities of needing Soviet support while diverging from Soviet directives. The Communist Party, emerging from a failed alliance with the Kuomintang, needed to build strength without risking survival.



Contradictions and Challenges

These contradictions and challenges have made for some of the most engaging Megagames I've played, and I designed this game to help you understand and experience that era.

A Historical Background

While the game is rooted in historical events, it is not a re-enactment. Feel free to explore different possibilities within the constraints of the period. The game materials provide all you need, but you can enhance your understanding with additional reading, referenced in Annex G: Bibliography on page 40. A brief outline of relevant history is available in Annex E on page 34.

Nor is the game a LARP, so deep role-play is not a requirement, but each player represents a historical figure, with background material provided. While this background may not influence game mechanics, it's intended to help any role-play and help you feel the pressures your character would have faced.

Good luck, *Dave*

Overview

Playing This Game

This is an operational and political Megagame. The game involves money and troops, making combat an inevitable part of conflict. However, the political element is particularly crucial. As Sun Tzu said, “To subdue the enemy without fighting is the acme of skill.” This game offers ample opportunities for negotiation, deception, loyalty, betrayal, diplomacy, charm, and organisation.

It's important to understand that appearances can be deceiving—someone might be trying to take advantage of you. Conversely, situations might not be as bad as they seem—there's always a way to turn a bad situation to your advantage. As Kennedy indicated, a crisis is a combination of danger and opportunity. You must decide when to tell the truth, be open and cooperative, and when to mislead, lie, and defy agreements.

Each team has its own positional and resource strengths and weaknesses. This is an asymmetric game. To assist you, each faction briefing provides an assessment of various strategies your faction could follow. While this is not an exhaustive list, it is intended to help teams start thinking about the possibilities.

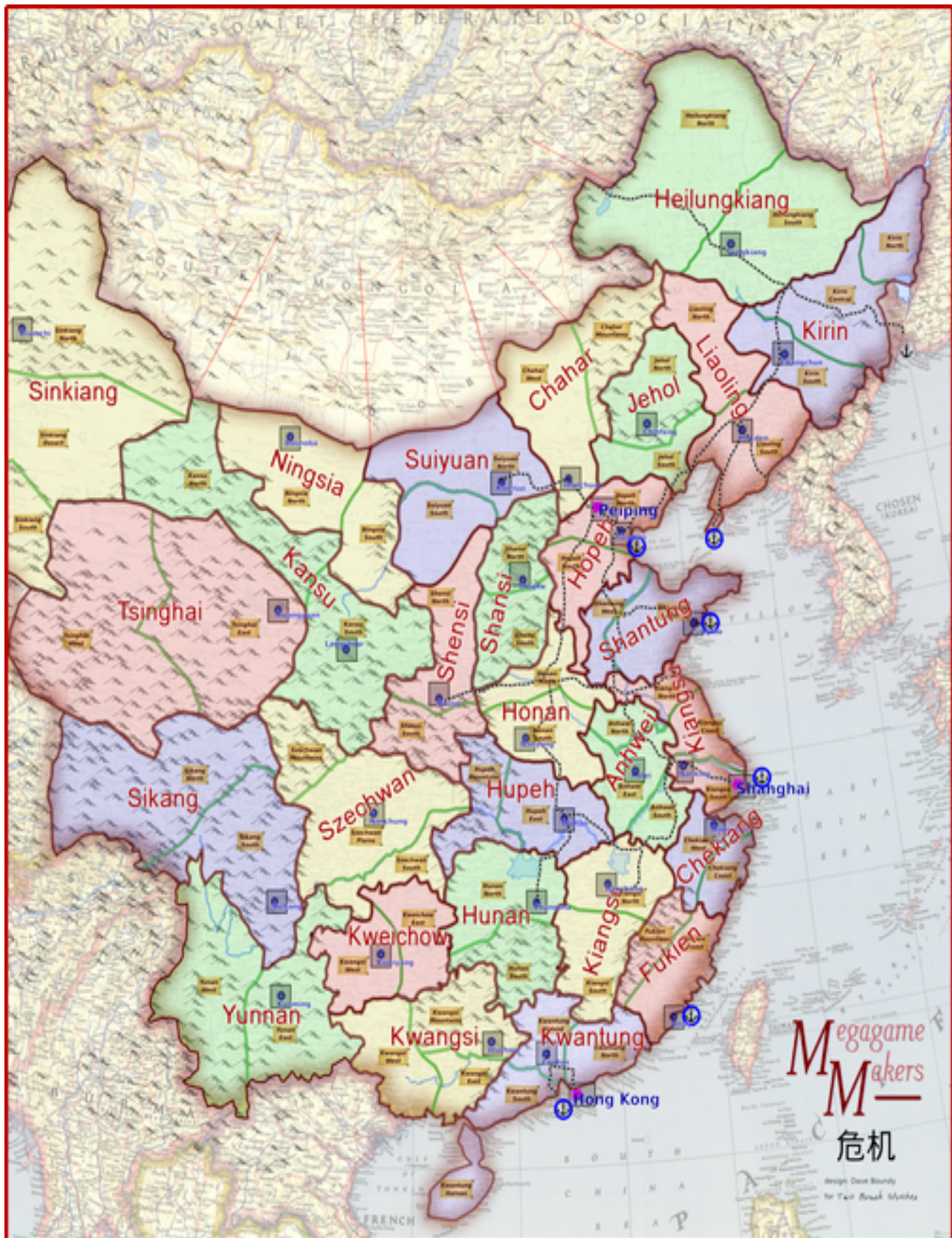
Outline of the Game

China is divided into 28 provinces, each with its own provincial government, many of which have formed into factions. As a key figure of that era, you will play a role in strengthening your position, whether as a member of a faction, a senior communist, a Soviet Union representative or a senior Japanese military or government official. This handbook provides an overview of the game and then details each aspect. Each team will receive separate background material specific to their role. At the start of the game, troops in the 28 provinces of China are generally aligned with the faction that controls the province.

Players are organised into faction teams, and there are also players representing the Chinese president, the Soviet Union, Japan, and the Chinese Communist Party (CCP). The national government is run by the Kuomintang (KMT), which is one of the factions, and is headed by Chiang Kai-shek, the president of China and leader of the KMT. Factions control groups of provinces and collect taxes from them. Any single province is considered a one-province faction. The game progresses in annual turns, with each turn divided into three seasons.

Provinces and Districts

Provinces are divided into Districts, with one District in each Province containing the provincial capital. Ownership of a District or provincial capital can change through capture. Controlling an entire Province, which requires owning all Districts in the Province as well as the provincial capital, provides a tax advantage. Districts serve as movement areas. Movement rates vary depending on whether the District is mountainous, and whether the border is mountainous or has a river. Provincial capitals and major cities are also considered movement areas. This next map shows the Provinces. Each province is split into Districts. A player map will be provided on the day of the game. The map is covered in more detail on page 37 and the full map can be seen at <https://cloud.boundy.uk/index.php/s/TwoBrushStrokesMap>



Troops

Provinces and factions have troops organised into divisions, each consisting of approximately 4,000-9,000 men. Every division is led by a general with specific qualities and loyalty. Divisions can be moved and engaged in combat. All faction troops are part of the National Republican Army (NRA), but they receive orders from their respective factions. This creates the constant possibility of rebellion against the national government.

Money

Money is measured in Yuan (¥), with one ¥ representing a significant amount of wealth. Factions obtain money through taxes, bribes, subsidies, owning railways, and loans. Taxes are collected by factions within their own provinces, and an agreed portion can be sent to the national government. Money must be spent on recruiting, equipping, and paying troops. It can be used for bribery, either within the combat system or as agreements between players or for investment in railways. The national government collects money through levies on the factions.

Railways

Money can also be spent on building railways. Railways provide income, but they also improve troop movement.

Communists

The Chinese Communist Party (CCP) recruit and operate cadres in Districts, provincial capitals and Cities. If they have sufficient cadres located in the same place, they form divisions, which then follow the same rules as other divisions. As a result of the recent “white terror” inflicted on the CCP by Chiang in Shanghai, the nationalists have purged the CCP and there is bitter war between the two.

**Japanese**

The Japanese own and operate railways in northern China. They have troops stationed to protect the railways. The Japanese army in China is very much a law to itself and there is an internal Japanese game to decide what resources are available to them. They have demonstrated a ruthless colonial ambition towards China and have definite intentions on Manchuria.

**Soviet Union**

The Russians are active across the north. They have divisions across the border of Sinkiang, where they are supporting rebellion, and they are massing across the border of Manchuria, threatening to invade because the Manchurian faction has taken over the railways which the Soviet Union believe rightfully belong to the Soviet Union.

**Bandits**

Bandits are widespread. They arise by chance but also from defeated troops and from troops who have not been paid. If bandits are not challenged by troops, then they will grow in number and become more organised, eventually becoming the equivalent of divisions and stopping the collection of taxes.

Teams

Provinces coalesced into different “factions” for common interest. Most Provinces are grouped into factions with 2,3 or 4 Provinces each, as shown in the map on *page 29*. A few provinces remain independent. The Chinese teams each represent a faction, with the independent Provinces as independent factions. Each faction sits at its own table. All of the teams are shown below.

Factions

The factions are shown in these tables. The name of the faction is followed by a table showing Province name and the names of members of that faction, along with the faction flag. The leader of the faction is shown in bold type.

Kuomintang (KMT)

Kiangsi
Kiangsu
Chekiang
Ahnwei

Chiang Kai'Shek (president of China)

Chen Tiaoyuan, Zhang Renjie, Zhu Peide, NiuYongjian
Chiang Kai-shek is both head of the KMT, and the president of China



Manchuria

Kirin
Heilungkiang
Liaoling
Jehol

Chang Xueliang, Wan Fulin, Zhai Wenxuan, Tang Yulin



Shansi

Shansi
Suiyuan
Chahar
Hopeh

Yan Xishan, Fu Zuoyi, Yang Aiyuan,
Shang Zhen



Ma

Tsinghai
Kansu
Ningsia

Ma Qi, Ma Zhongying, Ma Hongkui



Kwangsi

Kwangsi
Kwantung
Hupeh
Hunan

Li Zongren, Chen Mingshu, He Chengjun, He Jian



Guominjun

Honan
Shantung
Shensi

Feng Yuxiang, Liu Zhennian, Jing Yuexiu



Szechwan

Szechwan
Sikang

Liu Wenhui, Wu Xinghan



YunnanYunnan
Kweichow**Long Yun**, Zhou Xicheng**Fukien**

Fukien

Tsai Ting-kai

Tsai is closely associated with the Kuomintang and sits with them

Sinkiang

Sinkiang

Jin Shuren**Small Factions**

At the start of the game, two factions have just one or two provinces. As the game develops, it is possible that more factions will be reduced to this point. Factions with one or two provinces may merge with a larger faction (see page 12)

Independent factions.

Some provinces are even independent. That is to say that they are represented by a one-player team and that the single province is its own faction. (Sinkiang and Fukien at the start of the game)

It will be appreciated that playing an independent province makes life very difficult.. Each faction in the game has a number of functions to perform and a single player may therefore have to miss out on some of those actions. That might be pressure on those independent factions to merge with another.

Soviet UnionPeople's Commissar for Defence of the Soviet Union
Commander, Special Red Banner Far Eastern ArmyKliment Voroshilov
Vasily Blyukher**Japan**Commander. Kantō Army
Prime MinisterGeneral Takashi Hishikari
Wakatsuki Reijirō**CCP**Leader, People's Soviet
Head of Special Service section of the Central Committee
ChairmanMao Zedong
Zhou En'ai
Li Li-san

Control

The Control team will facilitate gameplay, interpret rules, and make decisions on anything not explicitly covered by the rules. Players should read this handbook and then make decisions and act as their historical counterparts would be able. If the rules are unclear or seem to prohibit an action, Control may clarify or adjust the rules, but always within realistic historical constraints.

Players will handle much of the game's mechanics, while Control will oversee critical functions and be available to assist as needed.

**Game Control**

will have responsibility for the overall game and for game timing.

Player Control

Available to assist any player, with special attention to new Megagamers. Also acts as deputy Game Control.

Map Control (3)

will have responsibility for movement and combat on the map. Will also handle changes in District, Province, provincial capital and city ownership.

Bandit Control

will deploy additional bandits, create, move and handle banner divisions (divisions created from bandit groups) in combat.

Finance Control (2)

will facilitate the finance aspects of the game: loans, income and expenditure. This will include spending money on troops and equipment.

Railway Control

will handle all aspects of railways, including changes in railway ownership, investing in new railways, income from railways and advice on railway movement.

Foreign Affairs Control

will oversee the Japanese and Soviet games (including representing other areas of the hierarchy of those countries); will also represent non-played countries and will deal with number 4 cards

All Control participants will also take on the responsibility of liaising with a team or group of teams. Allocation of this function will be available on the day.

The Control team's function is to ensure the game runs smoothly for everyone. They are there to facilitate and to help. Their success is measured by the enjoyment of all players, so ask for help if you are uncertain or at a loss.

While you might disagree with their rulings, the preferred approach is to question it after the game. If you feel particularly aggrieved, you may discuss it with Game Control. Please do not ask another Control member to rule on an issue that has already been addressed.

Turns

Each game turn represents a year of real time and, after the first turn, lasts for 60 minutes. The turn is split into 3 seasons and team time. Negotiation between teams can take place at any time except the 10 minutes team time.

Schedule for the day

At the start of the game, the initial season, *Winter 1928*, lasts 30 minutes and has special actions. Every year there are 2 15 minute operational seasons (early year, late year) as well as 10 minutes team time and 20 minutes for winter. The first two operational seasons are longer to allow everyone to get into practice. This means that the day's schedule will be:

- 9:00 hall opens. Setup. Arrivals at this time will be welcome if they are there to help.
- 9:30 reception opens; take name badges from the table at the entrance and find team table.
- 10:00 initial briefing; after this, the game starts
- 10:15 initial season *Winter 1928* starts; no inter-team communication except independent factions
- 10:45 normal turns start (see below). This is also when the demobilisation conference starts

the following schedule will be followed:

1929		1930		1931	
Early Year	10:45	Early Year	12:00	Early Year	13:00
Late Year	11:10	Late Year	12:15	Late Year	13:15
Team Time	11:30	Team Time	12:30	Team Time	13:30
Winter	11:40	Winter	12:40	Winter	13:40

1932		1933		1934	
Early Year	14:00	Early Year	15:00	Early Year	16:00*
Late Year	14:15	Late Year	15:15	Late Year	16:15*
Team Time	14:30	Team Time	15:30	Debrief	16:30*
Winter	14:40	Winter	15:40		

* Note: the exact finish time will depend on circumstances on the day.

Initial Season (Winter 1928)

The initial season is a special (winter) season which is 30 minutes long. Each faction will start with a war chest (the amount of ¥ in the war chest is shown in each team handbook).

Teams should all be at their tables for this period and no communication is allowed with other teams. The exception to this is any player in a single-player faction. Single-player factions sit at the same table and may communicate with each other during this period.

During this initial season only, each team should carry out any of the following actions they wish:

- Decide how they will operate (which player(s) will handle movement and combat at the map, who will handle money etc.)
- Decide on their initial plan
- Place their divisions on the maps (divisions are allocated to Provinces as in Annex A see page 28), but the team can decide into which Districts they should be placed). Troop allocation to Districts should be written before placing troops on the map.
- Place markers for Generals: each Chinese faction team has a set of general counters which must all always be deployed onto the maps with divisions (replace one division counter with a general marker, which then represents a general with his division)
- Set taxation levels for next year
- Write orders for troops, ready for early year 1929 operational season.
- For the Chinese factions (all except the CCP, Japan and the Soviet Union), send their faction leader to Nanking, to participate in the demobilisation conference (see page 10) at 10:45; non-attendance will be taken as a declaration of rebellion.

Subsequent Seasons

Subsequent years will follow this sequence:

- Operations seasons: early year, late year. During this time, only one player from each faction may be at the maps (exceptionally, 2 for CCP). If a situation develops where a faction has too many units to control, then consult with the map Control, who may relax this rule for you). Other players may conduct negotiations around the hall. The specific things to be done during each operational season are covered in the *Movement and Combat* chapter (page 23).
- Team Time: teams should be at the team table to debrief and to plan. Communication with other tables is not allowed.
- Winter: Conditions are too hard for campaigning, so there is no map activity, but a number of actions are needed. See the *Winter Season* chapter, page 11. Communication with other teams is allowed.
- Winter (CCP): the CCP has a number of recruitment actions in a year. The winter for CCP is therefore different.

Demobilisation Conference

A "National Organisation and Demobilisation Conference" will be held, gathering all Chinese faction leaders. It begins at 10:45 am and continues until the chairman decides to adjourn.

All faction leaders must attend the beginning of the conference. However, any leader may choose to leave at any point, but once they leave, they cannot return. The conference will be chaired by Chiang Kai-shek or someone appointed by him.

Independent faction players may attend if they wish, or may be at the map to carry out operations. They can obviously not be in both locations. If not at the map, then their troops will have "defend" orders.

Chiang has emphasised that although he has the final decision-making authority, he will consider the advice of all faction leaders. In truth, he has a delicate balance to achieve between fostering rebellion by insisting on too much revenue and power coming to central government, and his plans for China.

During the conference, decisions will be made regarding which divisions should be retained and who will cover the expenses for them. Given that there are more divisions in China than taxes can sustain in the long run, this is a crucial aspect to address. Additionally, the conference will determine the levels of financial contribution from factions to the national government.

Only one representative from each faction may attend the conference. Initially, this will be the faction leader. However, if similar conferences are convened later in the game, the attendee may be anyone from the faction. Written communications are allowed and non-attendees may deliver and take away any notes, but are not allowed to speak.



War

Any country can declare war on any other country. The countries involved are China (Chiang), Japan and the Soviet Union. War can be declared at any time except team time. To declare war, talk to Player Control, who will arrange an announcement. Each faction will then be asked publicly by Player Control to state their attitude (this will generally be something like "I declare for xxxx" or "I declare faction xxx to be neutral").

After war is declared, if Japan is involved, then the war faction there will be strengthened. All major ports will be closed to the declared enemy of the owner of that port (or the District containing that port).

Other effects will be up to agreement between players.

Winter Season

During winter, there are administrative functions to be gone through by each team. In summary (and in order) they are:

Function	Faction Action	Control Action
Merge faction	Announce to hall, sit with new team	
District and province ownership		Change ownership markers. If necessary, change location of province block
Receive income	Calculate tax and railways, then take money	
Pay troops	Calculate divisions payment and pay	
Disband divisions	Take troops off map	
Invest in railways	Pay money and put railway token on the map	
Allocate bandits		<ul style="list-style-type: none"> Place bandit cubes on map Form banner divisions
Publish new number 4 cards	Listen, react as necessary	Take number 4 cards from pack, announce and action as necessary
Change railway ownership	Decide to change, inform Control	Mark province card, inform previous faction
Make loan repayments	Pay money	
Recruit new divisions	Pay and take discs to map	Give discs for cash
CCP Divisions	Form/disperse CCP divisions from cadres	Exchange cubes for disks
CCP Recruitment	CCP cadres can recruit more cadres	Add cubes according to player d6 rolls.
Decide on taxation levels for next year	Mark province card	Take account of high taxation, deploying cadres and bandits, moving loan track
Take on loans	Receive money, move loan track pins	
Pay other teams	Give money to the teams	
Pay reparations	Government players only (see team handbook)	

Additionally, the Soviet Union team, the Japanese team and the CCP team have specific actions which are detailed in the handbooks for their teams.

In detail, the actions are:

Merge Faction

A faction that fully controls only two provinces or less may merge with another faction. The conditions for the merger should be settled between the players. The resulting faction should be announced at the start of a winter season. The players should then sit at the same table and merge funds and resources.

Japanese and CCP teams may not merge with each other, but may allow Chinese factions to merge with them. The Soviet Union team will not merge, preferring instead for others to merge with the CCP.

District and Province Ownership

Districts and Provinces are owned by factions, by the CCP, by Japan or by the Soviet Union. Once all Districts and the provincial capital are owned by the same team, then the Province is counted as owned by that faction. Players should consult Control if they believe that ownership has changed.

Districts may change to another faction if there is a division of the gaining faction in the District, with no disagreement from troops of any other faction. Provincial capitals are similar (only one division may be in a provincial capital). The two cities of Shanghai and Peiping are similar.

Ownership of each District, city and provincial capital is marked by a dragon token and an appropriate flag.

Railway ownership is set at game start and may be changed by the District owner. Changing railway ownership will, however, have drastic consequences as it will give an excuse for any country to invade China. Consequences will include, but are not limited to gunboats, troops, removal of loan facilities and strengthening of war factions in that country.

Receive Income

Income from provinces comes as taxation and railway income. Taxation levels are marked on the province card.

A Province owner receives taxation according to the taxation rate set in the previous winter. A railway owner receives income as shown (note that investment will increase this).

Railways give an income to the District owner where the railway is placed. The income to that District is ¥1 times the number of Districts connected by railway from that District. As an example, the map extract here shows Shensi North, which would receive ¥1 per year (it is connected just to Honan North, while Honan North is connected to Honan South, Shensi and two other Districts, so has ¥4 railway income



If a Province is not totally owned, then income only comes from occupied Districts (where the District ownership is recorded) at the rate of only ¥1 opium tax per District. Railway income is still available.

Pay Troops

Each division in the faction costs ¥2 every year. The faction can decide not to pay (or be unable to). Unpaid troops generate two bandit groups for each unpaid division in the District where they are currently stationed.

Instead of money, troops can be paid in opium. Each division can be paid with ¥1 of opium taxation available to the faction. If the faction uses opium to pay troops, then foreign bankers will trust it less, so the faction loan confidence track will be moved two further places to the right (see page 15 for more on the loan track and receiving loans).

Disband Divisions

Divisions can be disbanded in winter, after the “Pay Troops” phase, with no further penalty.

Invest in Railways

The owner of a province can invest ¥5 to connect a District to another District by building a railway. If the District already has railways, the new rail link connects to the existing network. Railways involving mountainous areas require 2 years to complete; they do not cost more, but a second token must be placed alongside the first in the year after the initial investment and token.

The District owner must record the owner of the railways within the District, typically the faction that provided the investment. The construction of the railway should begin by placing a railway token at the boundary between the two Districts.

During winter, the Control team will turn any railway token (or token with two flags if a mountainous area or river is involved) from the previous year into an operational railway. (note that this sequencing of events means that a new railway is operational for troop movement, but does not earn income until the following year).

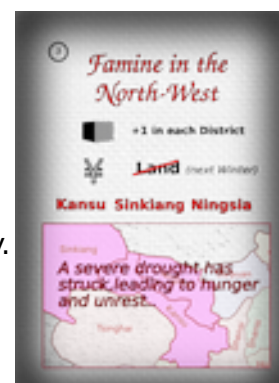
Bandits

Control will add bandit groups to the map.

Bandit groups in a District, left to their own devices, increase. One additional bandit group is added to every District in winter. Additionally, one bandit group should be added to Districts where there is high taxation in the Province (see page 15). Where there are more than 4 bandit groups in a District, Control will replace 5 of those groups with a division counter.

Number 4 Cards

The number 4 represents very bad luck in China, as the number sounds like the word for “death”. There is a stack of number 4 cards. Control will take a card from the stack every year. The effect of the card may be immediate or may affect activity in an operational season. Control will make announcements as necessary. Number 4 cards are always negative in effect, but are limited in geographical scope, representing the many droughts, floods and emergencies that hit China at the time. This is an example



Change Railway Ownership

The owner of a District may change the ownership of the railways in that province. However, very careful thought should be given to this action. It will antagonise the current owner and will have a series of consequences. If Japan or the Soviet Union, it will affect their internal game. If Britain or France, it will result in cancellation of the ability to borrow, removal of trade income and deployment of military resources as punishment.

Make Loan Repayments

Each faction has a loan card with 2 tracks.

Commitment shows the number of loans that have been made so far. The repayment to be made is the number of loans time ¥2. Note that this amount must be paid before new loans are received.

Faction Loan Track																	
maximum loan = 3 x provinces																	
start																	
confidence	¥15	¥12	¥10	¥9	¥8	¥7	¥6	¥6	¥5	¥5	¥4	¥4					
commitment	number of loans										1	2	3	4	5	6	7
repayment = number of loans x ¥2																	

Recruit New Divisions

Creating a new division costs ¥4. A new division can be formed in any District owned by the faction. Troops are represented by counters: cubes for cadres, and bandit groups, and discs for divisions.

To form a new division, take a new disc counter and place it on the map in the chosen District.

CCP Divisions

CCP Cadre groups of 5 can form into a regular division. More than 10 cadres in the same District naturally form divisions until there are fewer than 10. Divisions may disperse into 2 cadres per division.

CCP Recruitment

CCP cadres more cadres. In each location where recruitment is going on, roll a d6. If the result is equal to or less than the number of cadres there, recruit 1 more cadre. With more than 6 cadres, the first recruitment is certain and a second recruitment is decided on the roll of a d6 against the number of cadres more than 6. Carry on in the same way with larger numbers. Additionally, the CCP team may add 5 cadres per turn anywhere on the board (this reflects the way that senior activists travelled around organising and assisting local parties).

Decide on Taxation Levels

The owner of each province decides the taxation levels for the following winter's income. If a faction owns a province, then it has the province block on its table and should mark it with the taxation level for the following year. This is the template for a general province block:

Ownership of a District gives an income of 1 opium. Ownership of the entire province, including the provincial capital, gives the income shown in Annex B (page 30) Province ownership also allows the owning faction to decide whether taxes should be set high or low.

Taxation is divided into four different types, and each type can be set to low or high for the province. The effects of high taxation vary depending on the type of taxation. The following table shows the different types of taxation and the effects of high taxation.

				Province			
	District Owner	Railway Owner	Value				
District name	xxx	xxx	2	High tax	2	2	2
District name	xxx	xxx	2	Low tax	2	2	2
District name	xxx	xxx	2				
Capital name	xxx						

Land
Manufacture
Likin
Opium

Taxation Type	Description	Effect of high Taxation
Land	taxation according to land ownership	Add 1 bandit group to each District of the province
Manufacture	taxation of manufactured goods	Add 2 CCP cadre to the provincial capital
Likin	a peculiarly Chinese tax on transporting goods	Add 1 CCP cadre in each District of the province
Opium	illicit trade, but taxed by everyone	Move the available loan confidence track forward 1 (disapproving foreign bankers)

Receive Loans

Each faction has a loan card with 2 tracks.

Confidence shows the maximum loan available subject to the number of provinces owned. This reflects the confidence of international bankers. Only factions are eligible for loans. *Commitment* shows the number of loans that have been made so far.

Faction Loan Track

maximum loan = 3 x provinces

start

confidence ¥15 ¥12 ¥10 ¥9 ¥8 ¥7 ¥6 ¥6 ¥5 ¥5 ¥4 ¥4

commitment number of loans 1 2 3 4 5 6 7

repayment = number of loans x ¥2

When a loan is taken, both loan track markers move one space to the right. The new position indicates the repayment due at the beginning of the next winter and the amount available to borrow at the end of the next winter. If a repayment is not made in full, no new loan is available, but the track markers still move one space to the right for both tracks.

At the start of the game, a pin on the loan track indicates that ¥15 can be borrowed, which is the maximum loan amount. This maximum is also limited to three times the number of provinces fully owned.

Pay Other Teams

The national government requires funding, which primarily comes from factions. During this winter stage, you should make any payments you owe to the national government. Additionally, you should fulfil any financial agreements you have with other teams if you choose to honour them.

Pay Reparations

This rule applies only to the government team (KMT at the beginning of the game), which has a payment schedule to follow. The government team must pay ¥30 every winter. If they fail to make a payment, the unpaid amount will accumulate. Failure to make a payment will additionally result in the loan confidence marker moving 3 spaces to the right for all teams, except for the KMT, whose loan confidence marker will move 4 spaces to the right. Reparations are due to foreign governments as a result of wars that China lost.

Troops

Every team has troops. Troops are organised as divisions (approximately 4,000 to 9,000 men), as cadres (for the CCP) or as bandit groups. Cadres and bandit groups are approximately 1,000 men.

Troops can be involved in combat with other troops (see the *Movement and Combat* chapter page 23).



Divisions are represented by discs and can be grouped together to allow the same order to be given to each of a set of divisions. Every division or group of divisions should be accompanied by a faction flag.



The troops and starting location are shown in *Annex A* (page 28).

Divisions

New Divisions

A Chinese army division can be recruited in winter, in any District of a friendly Province, where there are divisions of the same faction, for ¥4. The new division must operate as a group with another division or divisions.

Generals

Each division has a general. Divisional troops are fiercely loyal to their generals, so they stay with the general whatever else happens. A general has 2 numbers associated with them: quality (affects the outcome of battle) and loyalty (affects the outcome of any bribery). Most generals have 0 quality and 0 loyalty and are not represented specially, but some generals are out of the ordinary and have scores for those two factors which vary between -3 and +3. Those generals are represented by a general marker showing loyalty(hidden) and quality. All such generals must be deployed from the start of the game.



Fortifications

Divisions may fortify themselves (see *Division Combat* page 26). Fortifications affect the defensive capability of the divisions in an army. Fortifications all start at 0 and may be built to 3 for an army staying still. Each level of fortification is represented by a fortification marker attached to a group of divisions.

Paying Divisions

Each division costs ¥2 per annum to keep in the field. This is paid in the winter season (see *Turns* chapter at page 8). A faction may choose to pay its troops in opium, rather than cash. This is limited by the amount of opium tax the faction collects (see page 12). A division paid in this way costs only ¥1 to keep in the field for a year, but the disapproval of foreign powers means that the loan confidence track is moved 2 places to the right for the faction (only once every year that applies, not for every division paid in this way).

An unpaid division will generate 2 bandit groups in the province where they are stationed. If stationed in a provincial capital or major city, then 2 bandit groups will be generated in the surrounding District.

Disbanding Divisions

Divisions can be disbanded in winter, after the "Pay Troops" phase, with no further penalty.

Special Divisions

Some factions have troops that are better trained, equipped and organised. Most Chinese faction troops are worth 5 in combat, but this table shows the exceptions:

Kuomintang	6
Soviet Union	6
Japanese	8

Note that Japanese and Soviet Union troops conform to the combat results and withdraw to friendly territory (Korea for Japan and the nearest Soviet area for the Soviets)

Groups of Divisions

Divisions are represented by coloured discs. If it is intended to give different orders for different divisions, then those divisions should be grouped separately and be accompanied by a faction flag.



Garrisons

Divisions should be placed in their respective Districts when operating in the field. Alternatively, they can be assigned as a garrison to the provincial capital, where their counter should be placed on the area marked by a grey rectangle surrounding the capital on the map. Only one division can be allocated to each provincial capital. However, Shanghai and Peiping, being large cities and ports, can hold up to three divisions each as a garrison. All troops in a large city should be from the same faction.

Bandit Groups

China was plagued by banditry. Bandit groups formed, either because they could not afford to survive any other way, or as a result of troops losing discipline (not being paid, being defeated etc.). There is one bandit group in every District at the beginning of the game. There are 2 bandit groups in each District of Sinkiang, where local issues are proving difficult.

Bandit Groups are represented by black cubes.



Increase in Banditry

Bandit groups in a District, left to their own devices, increase. One additional bandit group is added to every District in winter. Additionally, one bandit group should be added to Districts where there is high taxation in the Province (see page 15).

Banner Divisions

Each bandit group is represented by a black cube on the game map. Bandit groups remain in the same District until there are five or more, at which point they form a division called a "Banner Division" and march on the provincial capital. Acting as an equipped division under Control's orders, if they lose in combat, they disperse into bandit groups in the surrounding District at a rate of two bandit groups per division. Banner divisions are represented by black discs.

At the start of the game, there are 3 banner divisions, in eastern Shantung, headed by a special general (Zhang Zongchang – the “Dogmeat General”) who has named the force the “Red Spears Banner”. He is a +3 combat general, so the force has a total combat value of 18.

CCP Troops

Chinese Communist Party (CCP) Cadres are represented by red cubes. Cadres may be ejected from a provincial capital or City as a result of division orders, but it is not possible to eject all cadres and one will always be left.

Cadres can be increased where there are existing cadres by recruitment. This is an action in any operational season. See the *Movement and Combat chapter at page 23*.

If there are 5 or more cadres in a given District, they can be formed into a division which acts as any other division. Each division costs ¥1 (for equipment etc.) A force of 10 or more cadres must give this order for at least some of its cadres (sufficient to reduce below 10). This can take place in any operational season and is a cadre action (see the *Movement and Combat chapter at page 23*). If money is not available to equip the division, then the cadres are lost and removed from the map. The division does not get any further action until the next season. CCP divisions are represented by red discs.

Any CCP division lost in combat will disperse into cadres (at the rate of 2 cadres per division).

Chinese Republican Troops

The armies of China are in the middle of a top-to-bottom reorganisation by the ruling Kuomintang. This means that all troops are under the notional command of Chiang Kai-shek, but he will issue orders via factions.

Kuomintang divisions are dark blue discs for divisions.

Other Chinese faction troops use green discs.

Japanese Troops

Japanese divisions are represented by white discs. Japanese troops do not respond to bribes and never change loyalty. Unlike Chinese factions, they have no special generals. The loyalty of Japanese divisions to Japan is not in question and their quality is factored into their value for combat.

If operating in or adjacent to a District which has at least 3 divisions of Japanese troops, then they are able to call on air support adding +1 to their combat strength for each division.

Japanese troops can only attack if they are in a District which can trace a line of occupied Districts (Districts with at least one division of Japanese troops – the District does not need to be owned by the Japanese) back to Korea or to a friendly major port (Shanghai, Tientsin, Hong Kong/Canton, Tsingtao, Amoy, Dairen). Ports are always friendly unless a state of war exists (see page 10) and the port is owned by the enemy or in a District which is owned by an enemy.



Soviet Union Troops

All Soviet Union troops do not respond to bribes, and never change loyalty. Unlike Chinese factions, they have no special generals; the quality of their generals and troops is included in their combat value. When operating adjacent to the Manchurian border, they can call on air support, adding +1 to their combat strength per division. Soviet Union divisions are represented by purple discs.



Railways

Railways reflected economic activity in China of this time. They had been built largely using foreign investment and provided income to the investors. In this game, all investment is represented by investment in railways.

All railway activity occurs at a District level and is not affected by province ownership.

3 Stages

Railway operation in the game is carried out in 3 stages – *income*, *build* and *invest*. All railway activity is carried out in the winter and, once built, railways are available for troop movement. In order, the sequence of events is:

- *income*: any railway, that has been previously built, provides income.
- *build*: any maturing investment is built by railway control
 - once built, the railway is then available for troop movement
- *invest*: payment is made to invest in a new railway by purchasing a railway token and placing it on the map with a faction flag.

Example

If we track a new railway from investment in 1929:

- winter 1929
 - invest ¥5 in a new railway
- winter 1930
 - operation: the new railway is not yet built, so no income is available from it
 - build: railway Control will replace the railway investment token with a railway line
- operations seasons 1931: the new railway is available for troop movement
- winter 1931
 - operation: the new railway provides income

Stage Explanation

Income

Income from railways comprises an annual amount of ¥1 for each District connected to one other District. If District A becomes connected to District B, then normally railway income for each District is increased by 1 (the income for a District is the number of Districts it is directly connected to). The exception is if the new railway duplicates an existing railway. In this case, no extra income is available, although the troop carrying ability is enhanced.

Example

In this example, you can see that Shantung West is connected to Shantung East, Hopeh South and Anhwei North. This gives an income of ¥3.



Building Railways

Railway Control will replace a railway token with a line representing the railway. This will automatically be joined to any existing railway network in the District. If two non-mountainous Districts are being joined and a river is not crossed, then the build will occur when the token has just one flag. If however the boundary has a dotted line (representing difficult terrain such as mountains and rivers), then at build time, the railway Control will add a second flag to the investment. When there are two flags present and build is being carried out, the railway will then be built. (There is no extra cost – mountains etc. add time, not cost).

Troop Movement

Once the railway is built, then it is available to be used for troops to be carried by the railway. Troop movement is calculated as movement units. The number of movement units is calculated as the number of Districts moved, multiplied by the number of divisions being moved. A railway can transport 20 movement units. That is, it can transport 20 divisions 1 District, 10 divisions 2 Districts, 5 divisions 4 Districts and so on. This is the allowance for each faction. Multiple factions may use the same track (this is obviously a simplification).



Blocking

Troop movement can be blocked. A force of at least 3 divisions can block movement into a particular District. Movement then stops at the previous District.

Investment

Any faction can invest in a railway to join any 2 Districts, with the permission of the District owners. It would normally be one of the two Districts that makes the investment. The cost is ¥5 The cost purchases a railway token which should be placed on the boundary between Districts on the main map.

Railway Ownership Change

At the beginning of the game, there is a dispute between Manchuria and the Soviet Union because Manchuria took over railways previously operated by the Soviets. As the game progresses, it follows that other factions may take over railways from other factions. A District owner can take over the operation of any railway in their District, but if they do, then they should take over all railways of that faction. This is the sole prerogative of the District owner.

Response of Others

Very careful consideration must be given before taking over railway income. The response of Japan will be provided by the Japanese team. The response of any faction will be provided by that faction team. The response of the French and British team is pre-programmed and will be extreme, involving the withdrawal of loan facilities and the probable use of the Royal Navy and of international troops.

Existing Railway Network

At the beginning of the game, Manchuria is the only faction with income from railways. Japan and the Soviet Union have internal games which account for railway ownership and the income for Britain and France is outside the game.

Foreigners and Factions

What we shall do, therefore, is to account for railways as two types: foreigner railways and faction railways.

Foreigner Railways

The income from foreigner railways is just assumed to go straight to the foreign governments. At the start of the game, this is all railway income for Japan, Britain and France. Japan and the Soviet Union deal with railway income as part of their internal game. France and Britain are represented in this, as with everything, by the Control team.

Faction Railways

Faction income, in contrast, is given to the faction owning the District. Any faction investing in a railway that connects into that District should ensure that they have the District owner's permission and agree terms of payment. Payment would often be ¥1 per annum for each of the two Districts connected. The District owner should collect the railway income for their District, then pass on the agreed amount to the faction that invested. Breaking of any such agreement is, of course, highly dishonourable, but game rules do not enforce honesty and integrity!

Movement and Combat

Each operational season (early year and late year), CCP cadres will act first, followed by regular divisions.

Map Control will go through the possible actions in strict sequence. It is important to follow the sequence, so please listen for your action(s) and only carry out the action at the correct time.

Note that the central map area is presented in 3 sections. Players at the maps should be prepared to operate across the sections which will be on different tables.

CCP Cadres Actions:

CCP actions should be written on a provided order sheet and carried out immediately at the map.

Cadre Actions	
Actions	Notes
<input type="checkbox"/> 1. Move	
<input type="checkbox"/> 2. City Takeover	
<input type="checkbox"/> 3. Guerilla Operations	

Cadres in a District should be treated as one group unless given *Move* orders, when a group of cadres may be treated separately.

Note that cadre actions occur before division actions, so it is possible that a cadre will move into a District where there is a division that would ideally like to purge that cadre. The division may, however, only purge the cadre if it has been given purge cadre orders.

Action	Description
Move	Cadres can move 2 Districts, even if they are mountainous or across a river. The exception to this is a movement into or from a provincial capital or city, which must be to/from the surrounding District or by rail
City Takeover	If a provincial capital or City has at least 5 or more cadres and the number is at least 5 times the number of divisions in the garrison, then the garrison is ejected to the surrounding District. The cadres form a regular division.
Guerilla Operations	Any cadre group in a District (not provincial capital or City) conducting guerilla operations will inflict damage on one division(loser's choice). The division will not be able to act for this season as a result (any order will be changed to "Defend" for that division). One cadre from the group is lost, but the remaining cadre group then has the choice of moving to an adjacent District, whether or not it is mountainous or across a river, or staying in the attacked District

Division Actions

Division actions must be written on provided order sheets prior to the start of the season, so are adjudicated in order. Control will move to the next action type if there is delay.

Each group has one action each operational season. Divisions in a District should all be given the same action, operating as a group, unless the action involves movement (*attack then move 1*, *move up to 2* or *move by rail*) when the divisions may be grouped in any way the player chooses and ordered separately. If the action is an attack then move 1, the division groups must attack separately. The action choices are:

Division Group	
Action	Notes
<input type="checkbox"/> 1. Bandit Suppression	
<input type="checkbox"/> 2. Purge Cadres	
<input type="checkbox"/> 3. Attack then Move 1	
<input type="checkbox"/> 4. Enhanced Attack	
<input type="checkbox"/> 5. Move 2	
<input type="checkbox"/> 6. Besiege	
<input type="checkbox"/> 7. Move by Rail	
<input type="checkbox"/> 8. Fortify	
<input type="checkbox"/> 9. Defend	

Action	Description
Bandit Suppression	Each group of 3 divisions in a District will remove 1 bandit group in a season. A general has no effect.
Purge Cadres	Each group of 3 divisions in a District or City can remove 1 cadre per season. The garrison of a provincial capital can purge 1 cadre on a roll of 5 or 6 on a d6. A general has no effect
Enhanced Attack	An attack is carried out with adroit manoeuvring, so bonuses are applied to a normal attack. Resolve as below. No movement.
Attack then move 1	Resolve attack as below, then, if successful, move 1 (not allowed into provincial capital or city)
Move up to 2	Move 1 or move 2 (cannot move 2 into provincial capital or city)
Besiege	Applies to a group of divisions in a District surrounding the besieged provincial capital or City.
Move by Rail	Move on a connected rail network.
Reaction	<i>This phase cannot be ordered, but any force which is twice the size of a force moving into the area, or which anyway has at least 4 divisions, may carry out an immediate attack on the moving force. Resolve as below as an ordinary attack (page 23)</i>
Fortify	Add 1 fortification point to the group of divisions only if no other actions chosen. Fortifications reduced by 1 point if any division moves, attacks or the group is changed (division(s) added or removed). There are a maximum of 3 fortification points.
Defend	A group of divisions may take no action and is ready to defend itself. If attacked, any unit will immediately switch to "defend". This is the default order, if no order is given.

The actions are resolved in order. Actions must all be noted before the start of resolution. The actions should not be vague: an attack must have a stated target, a move must have a stated destination etc.

Movement

Districts, provincial capitals and large cities are movement areas. Move 1 would allow a group of divisions to move into the neighbouring District or to move into a provincial capital or city within that District. Move 2 is a movement of 2 movement areas. There are, however, factors which hinder movement:

- **Geography:** if a force has to cross mountains, cross into mountains or cross a river (or a combination of these), then movement is reduced by 1. Borders that will cause hindrance are marked with a dotted central line. It will then be clear which movement will cause issues (e.g. movement from mountains to plains will not, whereas the reverse will)
- **Opposition Troops:** If a force is opposed by a force that is at least twice its size or that is at least 4 divisions, then movement is reduced by 1 (i.e. an ordered movement of 2 becomes a move 1 while an ordered movement of 1 is cancelled. If the move still succeeds, then the resident force may cancel all further orders and attack (a normal attack, without subsequent movement) even if it has already carried out orders. This reaction attack is carried out in the Reaction phase, after movement by rail.
- **Korea is one movement area, part of Japan.** Japan may move to and from Korea as allowed by Japan's action cards), but others may only cross into Korea to mount an attack following a declaration of war.

Move by Rail

Movement Units

Divisions may be moved on any connected rail network subject to restrictions: a movement unit is the number of divisions being moved multiplied by the number of District boundaries crossed. Any movement is limited to 20 movement units. A group failing to move will stop in the District prior to the failure District.



Blocking Movement

Movement through a District can be blocked by a District owner with at least 3 divisions in a District. When the movement is announced, the representative of the faction owning the District should say "block at [District name]".

Reaction

After movement is resolved, a force in a District may be faced with an invading force. This phase cannot be ordered, but any force which is twice the size of a force moving into the area, or which anyway has at least 4 divisions, may carry out an immediate attack on the moving force. Resolve as below as an ordinary attack (page 23).

Bandit Actions

After all other activity, Control will move bandit divisions. Bandit divisions will move on the provincial capital and then besiege any garrison. It will avoid combat if possible before reaching the provincial capital. If a bandit division is on its own, then it has no chance of success at the siege and must wait until another bandit division joins it. (see Besiege rules on page 26)

Division Combat

Division Attack Conditions

Targets of an attack must be all the enemy faction troops in the District. One or more factions can be attacked and the attacked will fight as one force. Other non-attacked factions in the District may immediately declare themselves as added to the target.

If a force is attacked, then all subsequent actions for that force are cancelled and the force defends itself. If forces mutually attack, then the larger force is counted as the attacker. If they are equal, then the players should roll dice to decide. If there is a chain of attacks, they should be decided from the last battle of the chain, working backwards.

Besiege

Only possible for a force outnumbering the besieged force. Roll the number of d6 that is the difference in the number of divisions between besieged and besieger. On a 1, the besieger loses one division. On a 6, the besieged loses one division (i.e. loses the garrison if a provincial capital). After the garrison is destroyed, the provincial capital or city may be moved into during the following operational season and ownership can then change at the winter season

The presence of special generals has no effect in sieges.

Combat Resolution

Attacks are resolved:

1. defender decides to retreat to an adjacent District or to accept combat. Any retreat results in an immediate addition of 1 bandit group to both the original District and the District where the force retreats.
2. any unopposed retreat move succeeds. Any opposed move results in combat. The defender can opt either to stay and fight or to move to the adjacent District and fight.
3. for any combat:

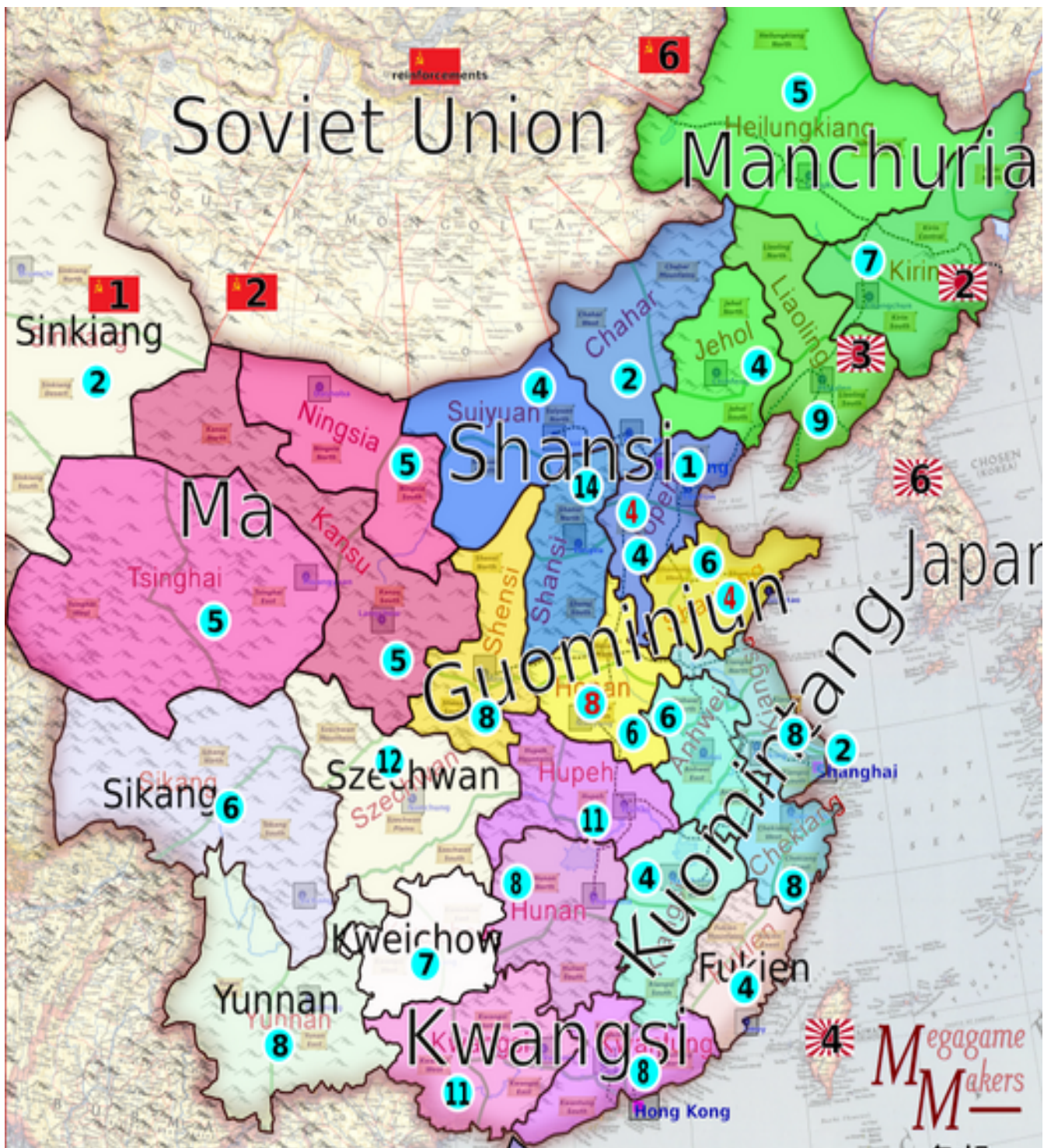
announce bribes simultaneously a faction may offer a bribe to any enemy division	The maximum bribe for any division is ¥4. Bribes are spent whether or not they succeed. Successful bribes result in that division and that general switching sides.
bribes adjudicated: (only if a bribe is offered)	each divisional general in both forces has a loyalty factor (-3 to +3). Add a d6 roll to the amount of the bribe in ¥ and subtract the loyalty factor of the general. If the adjusted roll exceeds 6, the general will change sides, with his troops in short: $d6 - loyalty + bribe$ if greater than 6, division switches sides

<p>For each side, add troop strength points from the number of divisions</p> <p>1 division =</p> <table><tr><td>Japan</td><td>8</td></tr><tr><td>Soviet Union</td><td>6</td></tr><tr><td>Kuomintang</td><td>6</td></tr><tr><td>others</td><td>5</td></tr></table> <p>plus a d6 roll</p> <p>plus combat modifiers from this table</p>	Japan	8	Soviet Union	6	Kuomintang	6	others	5	<table><tr><td>Soviet Air</td><td>Operating adjacent to Manchuria border with Soviet Union</td><td>+1 per division</td></tr><tr><td>Japanese Air</td><td>Operating in or adjacent to 3 Japanese divisions</td><td>+1 per division</td></tr><tr><td>Enhanced attack</td><td>Divisions may spend the season carrying out an attack</td><td>+1 per division</td></tr><tr><td>Generals</td><td>Add any combat bonuses (can be negative) for the generals involved (bonus is given for every 5 or part of 5 divisions)</td><td>Read from counters</td></tr><tr><td>Fortifications</td><td>Add any fortification scores for any part group of 5 defending divisions</td><td>Number of fortification markers for every part group of 5 defending divisions</td></tr></table>	Soviet Air	Operating adjacent to Manchuria border with Soviet Union	+1 per division	Japanese Air	Operating in or adjacent to 3 Japanese divisions	+1 per division	Enhanced attack	Divisions may spend the season carrying out an attack	+1 per division	Generals	Add any combat bonuses (can be negative) for the generals involved (bonus is given for every 5 or part of 5 divisions)	Read from counters	Fortifications	Add any fortification scores for any part group of 5 defending divisions	Number of fortification markers for every part group of 5 defending divisions
	Japan	8																						
	Soviet Union	6																						
	Kuomintang	6																						
	others	5																						
Soviet Air	Operating adjacent to Manchuria border with Soviet Union	+1 per division																						
Japanese Air	Operating in or adjacent to 3 Japanese divisions	+1 per division																						
Enhanced attack	Divisions may spend the season carrying out an attack	+1 per division																						
Generals	Add any combat bonuses (can be negative) for the generals involved (bonus is given for every 5 or part of 5 divisions)	Read from counters																						
Fortifications	Add any fortification scores for any part group of 5 defending divisions	Number of fortification markers for every part group of 5 defending divisions																						
<p>Calculate total and consult the table</p>	<table><tr><th>Win By</th><th>Bandits</th><th>Action</th><th>Division Losses</th></tr><tr><td>Less than 11</td><td>Increase by 1</td><td>Stay in position</td><td rowspan="3">Both sides will suffer losses during combat. To calculate the number of divisions lost for each side: <ol style="list-style-type: none">1. Take the opponent's total strength points (after modifiers).2. Divide that number by 2.3. Divide the result by the basic (unmodified) strength of the strongest division on your side.4. Round down to get the number of divisions lost.</td></tr><tr><td>11 to 20</td><td>Increase by 2</td><td rowspan="2">Loser forced out to adjacent District (loser's choice)</td></tr><tr><td>More than 20</td><td>Increase by 3</td></tr></table>	Win By	Bandits	Action	Division Losses	Less than 11	Increase by 1	Stay in position	Both sides will suffer losses during combat. To calculate the number of divisions lost for each side: <ol style="list-style-type: none">1. Take the opponent's total strength points (after modifiers).2. Divide that number by 2.3. Divide the result by the basic (unmodified) strength of the strongest division on your side.4. Round down to get the number of divisions lost.	11 to 20	Increase by 2	Loser forced out to adjacent District (loser's choice)	More than 20	Increase by 3										
	Win By	Bandits	Action	Division Losses																				
	Less than 11	Increase by 1	Stay in position	Both sides will suffer losses during combat. To calculate the number of divisions lost for each side: <ol style="list-style-type: none">1. Take the opponent's total strength points (after modifiers).2. Divide that number by 2.3. Divide the result by the basic (unmodified) strength of the strongest division on your side.4. Round down to get the number of divisions lost.																				
	11 to 20	Increase by 2	Loser forced out to adjacent District (loser's choice)																					
More than 20	Increase by 3																							

Annex A: Troop Starting Position

<i>Province</i>	<i>Owning Faction</i>	<i>Chinese divisions</i>	<i>Soviet divisions</i>	<i>Japanese divisions</i>	<i>CCP cadres (Districts)</i>	<i>CCP cadres (provincial capitals)</i>
Anwei	KMT	6			3	
Chahar	SHANSI	2				
Chekiang	KMT	8			3	
Fukien	FUKIEN	4				
Heilungkiang	MANCHURIA	5			1	2
Honan	GUOMINJUN	6 (+8 Kwangsi)				
Hopeh	SHANSI	4(+4 Guominjun)			3	3
Hunan	KWANGSI	8			2 regular divisions+6 cadres*	
Hupei	KWANGSI	11			2	4
Jehol	MANCHURIA	4				
Kansu	MA	5				
Kiangsi	KMT	4				
Kiangsu	KMT	8				
Kirin	MANCHURIA	7		2	1	2
Kwangsi	KWANGSI	11				
Kwangtung	KWANGSI	8				4
Kweichow	YUNNAN	7			2	
Liaoning	MANCHURIA	9		3	1	2
Ningsia	MA	5				
Shantung	GUOMINJUN	6 (+4 KMT)				
Shansi	SHANSI	14				
Shensi	GUOMINJUN	8			2	1
Sikang	SZECHWAN	6				
Sinkiang	SINKIANG	2	1		2	1
Suiyuan	SHANSI	4				
Szechwan	SZECHWAN	12			1	
Tsinghai	MA	5			1	
Yunnan	YUNNAN	8				
Japan	JAPAN			No limit		
Soviet Union	SOVIET RUSSIA		No limit			
Korea	JAPAN			6		
Soviet east	SOVIET UNION		6			
Soviet west	SOVIET UNION		2			
Taiwan	JAPAN			4		
Peiping	SHANSI	1				2
Shanghai	KMT	3				2
TOTAL		185	9	15	28 cadres plus 2 divisions	23

This map shows the overall starting Provinces for divisions. Each team may allocate the divisions to Districts as they wish.



Troops in a province belong to that faction, except for Soviet and Japanese troops. The other exceptions are shown in a red font and show the presence of "foreign" faction troops. The CCP is not shown.

Annex B: Taxes Available

Taxation available, in ¥uan, is:

Province	Low Tax Rate				High Tax Rate			
	Land	Manufacture	Likin	Opium	Land	Manufacture	Likin	Opium
Anwhei	2	1	2	3	4	2	3	3
Chahar	2	2	3	3	3	3	3	4
Chekiang	2	2	2	2	3	3	3	3
Fukien	1	2	1	2	2	2	2	2
Heilungkiang	2	3	2	3	3	4	4	5
Honan	3	2	2	2	4	3	3	2
Hopeh	3	2	2	2	4	3	3	2
Hunan	2	2	2	2	4	3	3	3
Hupei	2	1	2	2	4	2	3	3
Jehol	3	2	3	4	4	3	4	6
Kansu	2	1	1	2	3	2	2	3
Kiangsi	2	1	2	2	3	2	3	3
Kiangsu	3	2	2	3	4	3	3	3
Kirin	3	2	3	4	4	3	4	5
Kwangsi	2	1	2	3	3	2	3	3
Kwangtung	4	3	3	3	5	4	4	3
Kweichow	1	1	2	3	2	2	3	4
Liaoning	2	1	2	2	4	2	3	2
Ningsia	1	1	1	2	2	2	2	3
Shangtung	3	2	1	2	4	3	2	3
Shansi	2	1	2	2	3	2	3	3
Shensi	2	1	2	2	3	2	2	3
Sikang	2	1	1	3	3	2	2	4
Sinkiang	1	1	1	3	2	2	2	8
Suiyuan	2	1	2	2	3	2	3	3
Szechwan	3	1	2	8	5	2	3	13
Tsinghai	1	1	1	2	2	2	2	3
Yunnan	2	1	2	5	3	2	3	9
Peiping		2				3		
Shanghai		4				5		
TOTAL	67	50	57	79	105	84	87	116

Annex C: Railway Ownership

Railway ownership has generally belonged to one of the great powers, who have invested their money. Very recently (at the end of 1928), the Manchurian faction has taken over ownership of the Heilungkiang and Kirin railways from the Soviet Union.

<i>Province</i>	<i>District</i>	<i>Owner until recently</i>	<i>New owner</i>	<i>Current value</i>
Heilungkiang	North	Soviet Union	Manchuria	1
	South	Soviet Union	Manchuria	2
Kirin	Central	Soviet Union	Manchuria	2
	South	Soviet Union	Manchuria	2
Liaoling	South	Japan	Japan	2
Jehol	South	Japan	Japan	2
Chahar	West	Japan	Japan	2
Suiyuan	North	Japan	Japan	1
Hopeh	North	Japan	Japan	3
	South	Japan	Japan	3
Shantung	West	Japan	Japan	3
	East	Japan	Japan	2
Honan	North	Japan	Japan	4
	South	Japan	Japan	2
Kiangsu	North	France	France	3
	South	France	France	2
Ahnwei	North	France	France	2
	East	France	France	2
	South	France	France	2
Hupei	East	France	France	3
Hunan	North	France	France	1
Kiangsi	North	France	France	2
Kwantung	Inland	Britain	Britain	1
	North	Britain	Britain	1
	South	Britain	Britain	1

Annex D: Faction Divisions at Start

Kuomintang

Anwhei	6
Chekiang	8
Kiangsi	4
Kiangsu	8
Shanghai	3
<i>Shantung</i>	<i>4</i>
Total	33

In Guominjun province

Kwangsi

Hunan	8
Hupei	11
Kwangsi	11
Kwangtung	8
<i>Honan</i>	<i>8</i>
Total	46

In Guominjun province

Ma

Kansu	5
Ningsia	5
Tsinghai	5
Total	15

Manchuria

Heilungkiang	5
Jehol	4
Kirin	7
Liaoning	9
Total	25

Japan

Kirin	2
Liaoning	3
Total	5

Soviet Union

Sinkiang	1
Soviet East	6
Soviet West	2
Total	9

Fukien

Fukien	4
--------	---

Sinkiang

Sinkiang	2
----------	---

Szechwan

Sikang	6
Szechwan	12

Yunnan

Yunnan	8
Kweichow	7

Shansi

Chahar	2
Hopeh	4
Shansi	14
Suiyuan	4
Peiping	1
Total	25

Guominjun

Honar	6
Shangtung	6
Shensi	8
<i>Shansi</i>	<i>4</i>
Total	24

In Shansi province

CCP	Cadres(District)	Cadres(Urban)
Anwhei	3	
Chekiang	3	
Heilungkiang	1	2
Hopeh	3	3
Hunan	6 +2 divisions	
Hupei	2	4
Kirin	1	2
Kwangtung		4
Kweichow	2	
Liaoling	1	2
Shensi	2	1
Sinkiang	2	1
Szechwan	1	
Tsinghai	1	
Peiping		2
Shanghai		2
Total	28+2 division	23

Annex E: Recent History

Overthrow of the Qin

After the rebellions that overthrew the Qin dynasty, China was divided into areas controlled by warlords. A warlord is a ruler who maintains power through military force. These warlords initially emerged from the units and generals of existing armies and formed factions around different leaders for survival. This structure suited China's agrarian economy, where 95% of economic activity was rural, and most citizens identified more with their local community than with a larger national identity.



Emergence of the Kuomintang



At this time, China had a nominal central government based in Peking. However, the southern faction, led by Sun Yat-sen, proved to be more effective and built a prosperous economy. Sun, who shared values with Soviet Union leaders, organised this faction and cooperated with the Soviet Union. This faction, known as the Kuomintang (KMT), established an opposing government in Canton in the south.

Chinese Communist Party

The Chinese Communist Party (CCP) was formed in 1921 in Shanghai, with support from the Soviet Union. Communism was a global doctrine with worldwide aspirations, so the Soviet Union saw the CCP as a branch of the broader communist movement under the Comintern (the communist international organization). The Comintern instructed the CCP to cooperate with and eventually integrate into the Kuomintang under Sun Yat-sen. The plan was for the CCP to take control from within. This cooperation allowed the combined KMT/CCP to receive arms, money, and advisors from the Soviet Union.



Northern Expedition

Sun Yat-sen died as plans were being made for the "Northern Expedition," a military campaign by the KMT to reunify all of China. The goal was to absorb or defeat the warlord armies. The new head of the KMT army, Chiang Kai-shek, accomplished this through a combination of combat, bribery, and negotiation. As the KMT army moved north, it absorbed warlord armies into what became the National Republican Army (NRA), but the warlords remained in charge of their own troops while acknowledging Chiang's authority. The Northern Expedition was carried out with three "route armies" progressing along western, central, and eastern routes. In 1927, Chiang, leading the eastern route army, diverted to Shanghai due to its importance as a trading and manufacturing centre and its status as a hotbed of communist activity.





Shanghai

Chiang concluded that the CCP and left-wing elements needed to be purged from the KMT, even at the cost of losing Soviet support. He perceived a threat of internal conflict and understood the CCP's potential to take over the KMT. Using his connections with the infamous "Green Gang" in Shanghai, Chiang unleashed terror and violence on the CCP and supporting workers, purging them from the KMT.



A subsequent purge of left-wing forces within the KMT allowed Chiang to consolidate power and become the head of the newly formed Republic of China, effectively a KMT-led coalition of different factions and forces. From this point, Chiang became a dictator.

Completion of the Northern Expedition

By the time of the events in Shanghai, it was clear that the KMT would achieve its goal of reuniting China through bribe-oiled agreements and, where necessary, conquest. The remaining factions decided to cooperate. The largely Muslim Ma faction had already agreed to join the new republic. The Shansi faction, known for backing the winner, joined the KMT led National Republican Army. The Guominjun was brought over by promises of land in Shantung Province. Finally, the new leader of the

Manchurian faction, whose father had been murdered by Japanese activists, pledged allegiance to the new government.

Soviet Union

The Soviet Union had strategic interests in China, particularly the railway crossing Chinese territory from Russia to Vladivostok. The Manchurian faction leader took control of this railway, supported by the Chinese government, which led to the Soviet Union massing troops and boats on the border and initiating small-scale raids.

Sinkiang, a province in the far north-west of China, had a diverse population, with a majority of Uighurs and a substantial Turkestan minority, as well as many with ties to Russia. The warlord of Sinkiang was independent and dealing with a Muslim rebellion, represented by several bandit groups. This area was also of interest to the Soviet Union, which had several divisions on the border.

Japan

Japan emerged from the Meiji Restoration, a period of modernization and opening to the world, with high confidence and ambitions. Transitioning from a liberal, trade-based society to a more militaristic one, Japan's attitudes towards China hardened. Having annexed Korea, Japan saw advantages in investing in China and extending its territory into Manchuria. It issued the "21 Demands" to test Chinese resolve and enhance its presence in China, gaining considerable power and influence.

Japan owned substantial railways in China and sent troops to guard them. These troops became the vanguard of the Kantō army based in Manchuria. Many officers believed Japan should take China by force, starting with Manchuria.



Annex F: Game Components

This is an overview of all the game pieces. A brief explanation is given for each one, but please read the appropriate chapter(s) in the game handbook for more information.

Map

There will be a large central map of China, presented in 3 parts (Manchuria, North Western China covering Sinkiang, Ma, Yunnan and Szechwan lands and eastern China. Each province is named, in one colour, and is split into Districts by boundaries in green. Where mountains and rivers affect movement, then a dotted line is shown central to the boundary. Soviet movement in the Soviet Union is ordered by movement areas adjacent to the border with China. Soviet troops are deployed into one of those areas when they become available. Japanese troops are available from China (the current troops deployed as railway guards), from Korea, from Taiwan and from Japan itself. The internal Japanese game determines which are made available. It should be noted that Japanese troops may retreat and regroup in one of those three areas.



All troop movement takes place on the large central maps, which also acts as the definitive record of ownership. Teams will have smaller maps available on team tables for planning purposes.

Troops

Division Counters

Troop counters (discs) represent divisions. The counter colour shows the troop type: combat strength

Japanese	white	8
Soviet Union	purple	6
KMT	dark blue	6
Bandit (bandit)	black	5
CCP	red	5
Chinese faction	green	5



Division counters have a marker showing their faction

Other Troops

CCP Cadres

CCP cadres are represented by red cubes.

Bandits

Bandit groups are black cubes. Bandit divisions (known as banner divisions) are black discs.

Generals

Each division has a general. Troops are extremely loyal to their divisional general. Most divisions have “average” generals, rating 0 on combat and 0 on loyalty. Those generals are part of the normal division counter. Some generals are out-of-the-ordinary and have their combat ability marked on a “general counter” (which represents the general and his division). They also have a loyalty factor which is hidden. To achieve this, the general counter is folded card in a small stand. The combat value is printed on the visible side of the card and the loyalty value on the inner side until it is necessary to view the loyalty, then the general card is taken from the holder.



1

Flags

Divisions may be grouped together within a District or may be split into different groups within a District (in order to give separate orders to them). When groups are split in this way, they should be accompanied by a faction flag. Faction flags are provided with cork bases to hold them upright.



Fortifications

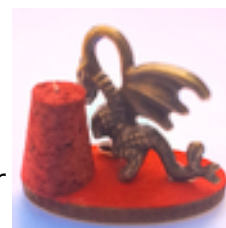
Each division group may be fortified at up to 3 levels. Each level of fortification is represented by a barbed wire marker.



Ownership

Dragon Markers

District, city and provincial capital ownership is shown by dragon markers. Each miniature dragon is mounted on a red oval, accompanied by a faction base, also in red. A faction flag can then be placed on the ownership marker, which is placed on the District label or on the city/provincial capital area.



Province Block

Each province has a foamboard block showing ownership of the Districts, ownership of railways in each District and showing the tax rates to be applied if the province is fully owned by a faction. Province blocks are held by any faction that fully controls the province and are held by province Control for any other province.

				Province					
		District Owner	Railway Owner Value			Land	Manufacture	Likin	Opium
District name	xxx	xxx	2	High tax	Low tax	2	2	2	2
District name	xxx	xxx	2			2	2	2	2
District name	xxx	xxx	2			2	2		
Capital name	xxx					2	2		

Province Ownership



When each District of a province and the provincial capital are owned by the same faction, then the dragon markers are replaced by a dragon head marker placed on the provincial capital.

Railways

Railway investment

Railway investment is shown by a train silhouette mounted on a dark green rectangular counter. The investing faction is shown by a flag placed on the token. The token is placed on the border between the two Districts where the new railway line is

to be built. The token has room for two faction flags, allowing a second build year if crossing a river or mountains

Completed Railways

In the following year, the investment marker is removed and replaced with a railway track marker (black and white line).

Money



Money is measured in Yuan (¥). Coins represent ¥1 each. Metal cards (representing ingots) have different denominations of currency on them and are in different colours. Denominations available are ¥5, ¥10, ¥20 and ¥50.



Orders

Orders are given by marking order sheets. Each sheet has areas: 1 division group or cadre group should use one area on the sheet. Each group can be given one, and only one, order. Lists of orders are given in each order block, so just tick the order that you are giving. If the order has several interpretations (e.g. where a "Move" is ordered), then make a note next to the order sheet area. Order sheets are provided in transparent dry-marker jackets, so just use a (provided) dry marker pen and then erase it after moves have been adjudicated.

Cadre Orders

Orders are marked on a transparent envelope covering a number of blocks like this. Each block should be allocated to a cadre group and marked with one action

Cadre Actions	
Actions	Notes
<input type="checkbox"/> 1. Move	
<input type="checkbox"/> 2. City Takeover	
<input type="checkbox"/> 3. Guerilla Operations	

Division Orders

Division orders are also marked on a transparent envelope covering a number of blocks like this. Each block should be allocated to a division group and marked with one action.

Division Group	
Action	Notes
<input type="checkbox"/> 1. Bandit Suppression	
<input type="checkbox"/> 2. Purge Cadres	
<input type="checkbox"/> 3. Attack then Move 1	
<input type="checkbox"/> 4. Enhanced Attack	
<input type="checkbox"/> 5. Move 2	
<input type="checkbox"/> 6. Besiege	
<input type="checkbox"/> 7. Move by Rail	
<input type="checkbox"/> 8. Fortify	
<input type="checkbox"/> 9. Defend	

Faction Loan Track

Each faction has a foamboard loan track which keeps track of the financial viability of a faction. There are, in fact, two tracks: the confidence track, showing the highest amount to be borrowed and the commitment track, showing the number of loans taken.

Faction Loan Track	
maximum loan = 3 x provinces	<input type="text"/>
start	
confidence	¥15 ¥12 ¥10 ¥9 ¥8 ¥7 ¥6 ¥6 ¥5 ¥5 ¥4 ¥4
commitment number of loans	1 2 3 4 5 6 7
repayment = number of loans x ¥2	<input type="text"/>

Annex G: Bibliography

This is a list of some of the books that were referenced during development of this game. It is not an exhaustive list of books about this period, but might help get you into the subject if it interests you.

<i>The Japanese Empire</i>	<i>S C M Paine</i>	978-1-107-67616-9
<i>The 1929 Sino-Soviet War</i>	<i>M M Walker</i>	978-0-7006-3620-2
<i>Penguin History of Modern China</i>	<i>J Fenby</i>	978-0-141-02009-9
<i>The Rise of Modern China</i>	<i>I C Y Hsu</i>	978-0-195-05867-4
<i>The Nationalist Era in China 1927-1949 (first two essays)</i>	<i>L Eastman and J Ch'En</i>	978-0-521-38591-1
<i>Warlord Politics</i>	<i>L W Pye</i>	<i>Praegar publishers</i>
<i>China in Disintegration</i>	<i>J E Sheridan</i>	<i>Free Press</i>
<i>China's Wars</i>	<i>P Jowlett</i>	978-1-78200-407-3
<i>The Bitter Peace</i>	<i>P Jowlett</i>	978-1-4456-5192-7
<i>A History of the Chinese Communist Party 1921-1949</i>	<i>J Guillerma</i>	978-0-4161-4710-0
<i>Cambridge History of China volume 13</i>	<i>J K Fairbank</i>	<i>Cambridge University Press</i>
<i>Forging Leninism in China</i>	<i>J Fewsmith</i>	978-1-316-51356-9
<i>The Tanaka Memorial</i>	<i>Leon Trotsky</i>	https://www.marxists.org/archive/trotsky/1940/01/tanaka.htm

There are also a lot of items on the internet that are helpful. Some of them are misleading because the period is interesting enough to have spawned a number of wargame and almost fantasy sites, so I shall give just a few of them and stick mainly to wikipedia:

https://en.wikipedia.org/wiki/Nanjing_decade

https://en.wikipedia.org/wiki/Chinese_Communist_Revolution

[https://en.wikipedia.org/wiki/Sino-Soviet_conflict_\(1929\)](https://en.wikipedia.org/wiki/Sino-Soviet_conflict_(1929))

https://en.wikipedia.org/wiki/Kwantung_Army

https://en.wikipedia.org/wiki/Japanese_invasion_of_Manchuria

https://www.worldstatesmen.org/China_prov.html

“The Chinese use two brush strokes to write the word 'crisis.' One brush stroke stands for danger; the other for opportunity.”

John F Kennedy April 12, 1959

