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CHINESE CIVIL WAR

1946-49

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1. How to Start

The PLA player places his Base Area markers in the designated hexes on the mapboard. The KMT player then deploys all his units, including combat, leaders, headquarters and supply units, in their appropriate War Zone Areas. Supply and Railway Police units may be placed in any War Zone area as desired. The KMT player assigns leaders to headquarters units.

A maximum of two "+1" leaders may be used at the start, in addition to "Ma" (Ningsia).

Leaders cannot be placed in any PLA Base Area zone of control. Following this, the PLA player deploys his combat units that are available "At Start".

He may allocate these in any manner to any base area, with the restriction that combat units must be adjacent to a Base Area, with a minimum of one combat unit to each Base Area. The PLA player starts with twenty-two 1-8 units and two 2-10 units.

Sequence of Play

Chinese Civil War is played in Game Turns, each turn representing approximately 8 weeks of real time. The first turn begins July 1946.

The KMT player moves first. Normal turns are played according to the following sequence. Each turn is divided into a Kuomintang (KMT) player-turn, and a People's Liberation Army (PLA) player-turn. Player turns are further subdivided into phases. The exact sequence is defined below.

KMT Player Turn

1. Replacement Phase. The KMT player may bring into play any replacements he is allowed, along with any supply units;
2. Movement Phase. The KMT player may move his combat units and supply units and place any air transport unit markers.
3. Combat Phase. The KMT player resolves any attacks he wishes to make, in accordance with the Combat Rules, and performs any post-combat movement.

The KMT player also carries out any Guerilla Suppression Action.

PLA Player Turn

1. Reinforcement/Replacement Phase. The PLA player may bring into play both reinforcements and replacements as allowed. He may also create new Base Areas as scheduled by the replacement rules.
2. Movement Phase. The PLA player may move his combat units and place guerilla markers.
3. Combat Phase. The PLA player may resolve

any attacks he wishes to make according to the Combat Rules and performs any post-combat movement allowed.

2. GAME LENGTH AND VICTORY CONDITIONS

Chinese Civil War consists of 16 game turns, representing the period from July 1946 to March 1949.

Various cities and towns on the map have a point value associated with them as shown in the city or town symbol. At the end of the last turn of the game, each player identifies the towns and cities in his possession and adds up the associated points. To be in possession of a town or city, a player must have been the last to have passed through it.

At the start, the PLA are in possession of Tsitsihar, Harbin, Chifeng, Kalgan and Yen-an, a total of 17 points. The KMT possess all other cities at the start, totalling 70 points for them.

The victory conditions are as follows:

PLA POINTS	CONDITION
45 or less	KMT Decisive Victory
46 to 56	KMT Tactical Victory
57 to 63	PLA Tactical Victory
64 or more	PLA Decisive Victory

3. STACKING

More than one unit may be present in a hex, providing certain restrictions are met. These restrictions are called stacking limits.

The KMT player may normally stack 2 combat units together, except in fortresses in which he may stack 4 units. KMT Headquarters and supply units may stack freely: they do not count towards stacking limits. This rule is modified by the rules for units in different War Zones or War Zone Headquarters (See War Zone Rules).

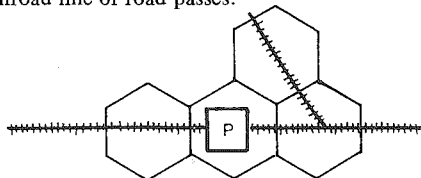
The PLA stacking limit varies as the game progresses, and depends on the mode of Warfare being used. If the mode is Unconventional Warfare only 2 units may stack in a hex; if the mode is Conventional Warfare, 3 units may stack together. (See PLA Unconventional and Conventional Warfare rules).

4. ZONES OF CONTROL

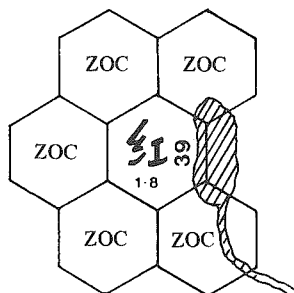
Each combat unit has a zone of control (ZOC) that extends into the six adjacent hexes to the unit and includes the hex that the unit occupies. KMT units cannot move directly from one ZOC to another. PLA units cannot move directly from one ZOC to another enemy ZOC if they are in the Conventional Warfare mode; PLA units may move directly from one ZOC to another, stopping on the first ZOC they enter if they are using Unconventional Warfare.

PLA Base Area ZOC includes the hex that the base area marker is in plus the adjacent 6 hexes. These hexes differ, however, in that KMT combat unit may not enter such base area hexes (See Base Area Rules) without combat first occurring.

An exception to the above rules are the Zones of Control of KMT Communication Police units. The ZOC of these units extends only into the adjacent hexes through which a railroad line or road passes.



Zones of Control do not extend across any water (all-blue hexside).



PLA Zones of Control are negated in a hex for the purpose of tracing KMT supply routes or of moving units along a railway by rail movement whenever a hex is occupied by a KMT unit.

PLA units can enter a hex containing a KMT unit in special cases as a result of retreating after combat (See Retreat Note in Combat Rules).

5. MOVEMENT

In his movement phase, the phasing player may move as many of his units as he wishes. Units are moved in any direction or combination of directions up to the limit of their movement factors.

A unit can move into a hex only if it has sufficient movement factors to pay the cost of moving into that hex, including effects of terrain.

PLA units may never enter a hex containing any KMT unit.

KMT units can enter a hex containing a PLA Guerrilla unit, and may end their turn stacked with PLA guerilla units. A PLA guerilla unit does not count towards KMT stacking limits. KMT units can never enter a hex containing a normal PLA combat unit, PLA guerilla units can never enter a hex containing a KMT combat unit, police units or cities of point values 3, 4 or 5. KMT units cannot enter any ZOC of a PLA Base Area except as a result of combat. (See Base Area Rules).

Special KMT Rail Movement. The KMT player may move a limited number of units by rail each turn. He may move units totalling up to and including 9 rail load factors. Supply units cost 2 load factors while all other units (including Police and Headquarters) are 1 load factor. Such units using rail travel cannot pass thru any PLA Base Area zone or combat unit or their zones of control, except in hexes occupied by another KMT unit. KMT units have unlimited movement by rail at a cost of 1 movement point for any distance travelled. Such movement may be blocked by Guerrilla units (See Guerrilla Rules). Rail movement can be combined with other forms of movement in a turn, but fractions cannot be carried over to another.

KMT Sea Movement.

The KMT player may move a limited number of units by sea each turn. He may move units totalling up to and including 4 sea load factors. Supply units cost 2 sea load factors while all other units (including Police and Headquarters) are 1 sea load factor. KMT units have unlimited movement by sea between any two ports, which a PLA unit was not the last to pass through, at a cost of 1 movement point for any distance travelled. Sea movement can be combined with other forms of movement.

Ports are indicated by an anchor sign.

KMT Air Supply.

The KMT player can use aircraft to move supply units between any two cities having point values of 3, 4 or 5 (See Supply Unit Rules). Air units are not destroyed if the city they are in is captured by PLA units.

KMT and PLA units may not normally enter any hexes in Mongolia and Korea. An exception to this rule are PLA units which may retreat after combat into these territories, with restrictions on their movement (See Combat Rules for Retreats).

Lakesides

No units may move across all-blue hexes of inland lakes.

Combined Movement

KMT units may move by any combination of land, sea and rail movement in a single turn. However, an extra cost is in some cases incurred. That is, the total number of KMT rail road factors available that turn is reduced by 1. Similarly, each time a unit *embarks*, i.e. moves by sea after having already moved by normal land or rail movement that turn, an additional cost of 1 sea load factor is incurred (thus reducing the total of sea load factors available that turn).

6. PLA BASE AREAS

PLA Base area are indicated by placing a Base Area Marker in any allowed hex. The Base Area consists of that hex and the 6 surrounding adjacent hexes.

Each Base Area hex has an intrinsic defense strength of 1 combat factor. This strength is added to that of any regular combat unit in the hex. This additional strength is negated when a KMT combat unit is in the same hex. A Base Area hex can never have an intrinsic defense factor or more than 1, even if areas overlap from two or more Base Area markers. Terrain effects do not modify this intrinsic defense. (i.e. rough terrain or rivers do not add to it) Terrain effects apply as normal if, and only if, a regular combat unit is also located in the same hex. In this case the intrinsic defense strength is also affected.

To enter any Base Area hex, a KMT combat unit must attack the hex, which is defended by the intrinsic defense factor (plus any PLA combat units present). A KMT combat unit can enter a Base Area hex only as a result of advancing after combat. A PLA area hex is negated when occupied by KMT unit.

A Base Area is destroyed only if the hex containing the Base Area marker is attacked by KMT units and a DE, DR or EX, result is achieved. All Base Area hexes associated with a Base Area marker are destroyed, along with their intrinsic defense factors when the Base Area marker is destroyed.

As long as the Base Area marker exists, adjacent base areas do not have their intrinsic defense factor destroyed by KMT units advancing. The intrinsic defense factor is negated when a KMT unit occupies the Base Area hex, and reappears if the KMT unit leaves and is not replaced by another KMT unit in the same turn. Base Area markers cannot be moved.

Destroyed Base Area markers are available as replacements and can be brought back into play according to the rules for replacements.

PLA replacements and reinforcements are placed on the map during the PLA Reinforcement/Replacement Phase on Base Area markers that have been on the map before this turn. No more than one replacement combat unit and one reinforcement combat unit can be placed on any one Base Area marker in a turn (See Replacements and Reinforcements Rules).

7. FORTRESSES

Only the KMT player may use fortresses. Fortresses modify the combat factors of defending KMT units in the fortress hex and allow a different stacking limit.

Certain cities have fortresses at the start of the game: Peking, Tientsin, Taiyuan, Tsinan and Shanghai.

One defense factor is added to each KMT combat unit, but not to any Communications Police unit in a fortress hex. There is no change to attack strength.

Up to a total of four KMT combat units and/or Communications Police units may stack in a fortress hex, irrespective of their original War Zone.

KMT units in a fortress do not have to retreat when called to do so as a result of combat, either in defense or when attacking (DR or AR result).

The zone of control of a PLA unit is negated in any hex in which a fortress is located, even if the fortress is unoccupied.

One supply counter must be expended to construct a fortress. At the end of the movement phase, the supply counter must be located in the hex in which the fortress is to be built.

Fortresses can be isolated like any other combat unit. Units in a fortress are subject to all normal supply rules.

Once built, fortresses cannot be moved.

Fortresses are destroyed any time a PLA unit moves into their hexes. Once destroyed, fortresses may be constructed again by the KMT player whenever or wherever he wishes.

All units within a fortress may defend against attack, but when attacking out of a fortress hex, the KMT units are subject to all normal rules for War Zones and combat. That is, no more than two units may attack, and these must be related to the same headquarters which is also in the same geographic War Zone as the fortress;

otherwise only one unit may attack.

Fortresses are considered destroyed after capture by the PLA player.

8. SUPPLY

To be in supply, a unit must be able to trace a supply route to a supply source. A supply route is any 1 line of hexes free of enemy units or their ZOC which are not negated by a friendly unit. Friendly units negate ZOC's for purposes of tracing supply routes or attack supply distance. Such a route can pass thru desert hexes only along rail lines or roads. Such a route cannot pass through all-sea hexes for the PLA player, and must pass through a friendly port if the KMT line includes any all-sea hexes. Supply sources include:

— for the KMT:

- (1) any hex on the south edge of the board
- (2) any city hex with an aircraft unit on it (see below)
- (3) any port hex to which a route can be traced

— PLA Supply Sources are any Base Area hex a supply line can reach. Two different basic supply states are possible:

- (1) General Supply: units have a supply route to a supply source;
- (2) Isolated units do not have a supply route to a supply source.

When isolated, units can defend at full strength but are automatically eliminated after 2 player—turns in this state.

Supply affects a KMT unit's ability to attack; it does not affect movement or defense. Continuous lack of supply (being isolated) over 2 complete player-turns calculated at the start of each player-turn results in elimination. That is, the player-turn isolation occurs does not count towards this limit since the unit was not isolated at the start of the player-turn.

In order to attack, KMT units must be within 2 hexes of a supply unit, unobstructed by PLA zones of control. PLA zones of control are negated for this purpose by the presence of a friendly unit in that hex. One supply unit may create attack supply for as many attacks that are within this distance. This is termed "attack-supply". Only units in attack-supply may attack enemy combat units.

PLA units are always in attack-supply. When the KMT player attacks, the related supply unit is removed from the map. The expended unit is brought back into play on the following KMT Reinforcement/Replacement Phase. A KMT unit can be Isolated and still be in attack-supply. A supply source can be created by means of an aircraft unit. An aircraft unit can be placed on any city having 3, 4 or 5 point value to which the otherwise isolated units can trace an open line of hexes. This city then acts as a supply source for that turn only. The KMT player must expend one supply unit per turn from anywhere on the board for every air unit used this way.

PLA units are isolated if they cannot trace a supply route, of any length, free of KMT units or their ZOC to any Base Area hex. Even if isolated, PLA units are in Attack Supply.

9. SUPPLY UNITS

The KMT player uses supply units to create attack supply. Supply units are expended and removed from the board whenever attacks are made by the KMT player.

Expended supply units are brought back into play by placing them on any hex on the south edge of the board, or in Shanghai in the Reinforcement/Replacement Phase of the KMT player turn.

Supply units move according to the same rules as combat units.

Supply units can also be moved by air units, at a cost of 1 movement point for the air portion of the move. To move by this means, an aircraft unit is placed on the city which receives the supply unit — i.e., the destination city where the aircraft unit takes the supply unit. Supply units can be transported by air only from and to cities having victory point values of 3, 4 or 5. The use of an aircraft unit in this manner requires the expenditure of one supply unit per air transport unit used per turn. A supply unit can combine land movement and air movement in a turn so long as it has sufficient movement points.

An aircraft unit when assigned to any eligible city destination, is considered to create by itself a source of General Supply at that city. An aircraft unit, when carrying a supply unit to create Attack/Supply, automatically creates a state of General Supply as well. That is, when transporting a supply unit, one aircraft unit creates both General and Attack Supply. Supply units not stacked with a KMT combat unit or headquarters are automatically destroyed when in a PLA zone of control. Such destroyed supply units may be returned to play the next turn in the normal way.

A special supply unit is available for Ningsia. Once used, this unit may no longer be brought back to play. The Ningsia supply unit can be used to supply only Ningsia combat units in attack.

10. KMT WAR ZONES AND WAR ZONE HEADQUARTERS

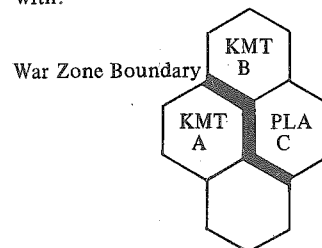
The KMT forces are assigned initially to geographic War Zones. These combat forces are always assumed to be under the command of their related War Zone Headquarters. Each War Zone Headquarters also has a "leader" counter assigned to it. The War Zones are as follows

Zone Title Geographic Area

Manchuria	Manchuria
Shansi	Shansi-Shensi
Peking	Hopeh-Chahar-Jehol
Honan	Shantung-Honah-Hopeh
Yangtze	Kiangsu-Anhwei-Honan
Changking	Shensi-Hupeh-Kansu-Honan
Szechwan	Szechwan
Nanking	South of Yantze R.
Ningsia	Ningsia

Combat units may be moved into War Zones other than the one to which they are initially assigned. When in another zone, and their associated Headquarters unit is not also located in that zone, such units cannot stack, even with other units with the same War Zone designation. The only exception to this rule is in fortresses, where no War Zone restriction applies.

KMT combat units physically located in different War Zones cannot combine combat factors together in making an attack, no matter what War zone Headquarters they are associated with.



Example: A and B cannot combine to attack C.
A or B may attack, but not both.

When units of a particular War Zone make attacks while located in a different geographical War Zone then their Headquarters, they must use the die roll without adjustment for any leadership factors, irrespective of either the leader in their original War Zone or of the War Zone in which they are located.

The KMT player may choose to abandon a War Zone completely. He can do this only if there is a PLA combat unit (not guerrilla) or Base Area in the War Zone being abandoned. In this case, the combat units of the related Headquarters, if in the same War Zone, may adjust the die roll when resolving combat if the leader has a leadership value. Units of different War Zone Headquarters still cannot stack with other War Zone units, even if their Headquarters are both in the same geographic War Zone.

Headquarters units normally have no defense value and are destroyed if the KMT combat units they are stacked with are destroyed as a result of PLA attack. If a Headquarters is not stacked with any KMT combat unit, it has an intrinsic defense factor of 1, and is destroyed only if attacked by the PLA player and the CRT results indicated such a result. Headquarters which are destroyed can be brought back into play only 2 turns later. In the following turn in which no Headquarters unit is

available for a War Zone, no units of that War Zone may combine their strengths for attack or for defense. Attacks which are made by single units follow the rules for combat and use of the CRT for a leadership value of 0.

Replacements for a particular War Zone designation can be brought on to the map at their respective War Zone Headquarters (See Replacement Rules).

When two different headquarters are in the same geographic War Zone, their related combat units may combine factors when attacking from different hexes but still may not stack together. The leader with the lowest leadership value is used to adjust the die roll of the CRT.

War Zone Headquarters can be forced to retreat into another War Zone as a result of retreating after combat. In this case, the effects of War Zone restrictions stated above are postponed until the next turn. KMT units may defend and stack as they normally would for the remainder of that player-turn.

If the War Zone Headquarters for Ningsia or Shansi leave their original War Zones, no replacements for the respective Zones may be brought back from the previously eliminated units. Similarly, if the Peking Headquarters leaves its original War Zone, the Militia units (M1, M2, M3) cannot be brought back as replacements.

Police units are not related to any War Zone; therefore all above restrictions do not apply and Police units may stack with any combat unit.

11. KMT LEADER UNITS

Each War Zone Headquarters has a "leader" unit assigned to it, and the leadership value of this counter determines which CRT will be used in attack.

Leader units can be assigned to any Headquarters the KMT player wishes.

Leader units are considered to be always associated with the Headquarters unit they are assigned to. If a Headquarters unit is destroyed, the particular leader is also destroyed and cannot be brought back into play. Some extra leader units are supplied with the game. These can be used as replacements for destroyed leader units.

Leaders affect the manner in which the KMT player uses the CRT to attack. Leader units with a leadership value of 1 add 1 to the die roll whenever combat units of that War Zone make an attack in the same War Zone as their related Headquarters.

The KMT player can change leaders in any way he wishes on turns 4 and 10. Otherwise, no leaders may change their War Zone assignment. New leaders can only be brought on to replace destroyed leaders. Such replacements must have "0" leadership value.

12. PLA GUERRILLAS

Guerrilla units are used by the PLA player to disrupt railway traffic.

Guerrilla units are placed during the PLA movement phase on any rail hex which is not in any KMT zone of control, and which is within 3 hexes of the nearest PLA combat unit or Base Area zone. Only one guerrilla unit per hex is allowed.

Guerrilla units cannot be placed in hexes containing a KMT-controlled town or city with a point value of 2, 3, 4 or 5.

The effect of the guerrilla unit on the rail line is resolved in *each* KMT movement phase when the first KMT unit using rail movement moves adjacent to the guerrilla unit. The die is rolled and if a 1, 2, 3 or 4 is obtained, the guerrilla unit is considered to be "effective" in blocking all rail movement. If a 5 or 6 is obtained, the guerrilla unit is "not effective", and rail traffic may be used normally. In both cases, the guerrilla unit remains in position, and the die may be rolled by the PLA player on subsequent turns. The only way a guerrilla unit may be removed is by the choice of the PLA player, or by successful Guerrilla Suppression Action by the KMT player (see Guerrilla Suppression Rules).

Whether or not a guerrilla unit is effective, the KMT player may move units moving by normal land movement rates through a hex containing a guerrilla unit and may also end the

movement phase in the same hex.

Guerrilla units do not have any zone of control and therefore cannot be used to isolate KMT units.

13. COMBAT

Combat occurs between opposing adjacent units during the Combat Phase at the option of the phasing player. Attacks are voluntary in the combat phase; units are never compelled to attack, and not every friendly unit capable of attacking an enemy unit need participate in an attack if one is made.

Some units other than combat units have defense combat factors under specific conditions.

- (1) PLA Base Area hexes have an intrinsic value of 1 if not occupied by a KMT unit. This value can be added to any PLA combat unit;
- (2) KMT cities with point values of 3, 4 or 5 have an intrinsic value of 1 if the KMT player was the last to pass through. This value does not apply if any regular KMT combat unit occupies the city, including Communications Police;
- (3) KMT Headquarters units have an intrinsic value of 1 when not stacked with KMT combat units.
- (4) KMT Police units and their associated combat factor may be used as combat units, subject to all normal rules for stacking and zones of control - i.e., since they are not associated with any War Zone, they may stack, but they have no zones of control themselves.

Note that PLA guerrilla units have *no* intrinsic defense value.

KMT units must be in "attack supply" before an attack is made; PLA units are always in attack supply.

Combat Procedure: Adjacent units undergo attack in the following manner:

- (a) the phasing player declares which of his units are attacking and designates the hex containing the enemy units.
- (b) the combat factors of the attacking units (which may be in separate adjacent hexes) are totaled. This forms the attack strength used in combat. KMT units cannot be combined in attack if their War Zone Headquarters is destroyed.
- (c) the combat factors of the defending units in the hex being attacked are totaled and adjusted for terrain effects. All PLA units defending a hex must be attacked as a single combined defense factor. All KMT units of the same War Zone in a single hex must be attacked as a single combined defense factor, unless their War Zone Headquarters has been destroyed. In this case, they can be attacked individually.
- (d) A ratio of attack strength of defense strength is formed and then reduced to the odds given in the Combat Results Table by dropping any fractions to favour the defender - i.e. 3.5 to 1 becomes 3 to 1.
- (e) If the KMT is attacking, the die is first rolled to determine if any senior KMT officers defect. If a result of "6" is obtained on the die roll, the attack is aborted since a defection is considered to have occurred.
- (f) For each attack occurring, a die is rolled and the result referenced to the combat Result Table. Separate CRT's are used for the PLA and KMT player attacking. For KMT units attacking in the same War Zone as their Headquarters, and having a leader with the value of 1, the die is adjusted by adding 1 to the result. For PLA units attacking in Unconventional Warfare mode, 1 is subtracted from the die roll result. The CRT is consulted and a combat result is obtained. The result is implemented immediately.
- (g) If the hex under attack is completely vacated by the defenders through retreat or elimination, the attacking units (only) may advance after combat, moving any units which participated in combat into the vacated hex, as well as headquarters or supply units. If PLA units exercise the option to retreat two hexes, the KMT attacker can still advance only one hex.

Normally, attacking units may be in different hexes as they attack the same hex. KMT units cannot attack ports from any hexes they have reached where they have not disembarked from sea movement. Disembarking occurs when

a KMT unit has reached a port unoccupied by PLA units. That is, no attack resembling amphibious assault are possible.

No defending units may be attacked more than once in a player turn.

PLA artillery cannot be used for attack on 2 consecutive turns. At the end of the player turn in which they participate in an attack, the PLA player will turn over the relevant artillery units. At the end of every player turn, the PLA player will place all artillery units already inverted back to face upwards. Inverted artillery units can move and defend normally.

Explanation of CRT Results

1. Ae - Attacker eliminated.
2. ½Ae - At least one-half of the combat strength of the attacking forces is eliminated.
3. Ar - Attacker retreat. All attacking units retreat in the direction away from the defending units (See note on retreats below).
4. Ex - Exchange. The side with the least number of combat factors loses all his units, and the attacker loses units with at least as many *defense* factors as the other player as lost in defense factors. These factors are adjusted for terrain effects.
5. ½Ex - Partial Exchange. Both sides lose units totalling at least one-half the total defense factors of the defender, adjusted for terrain.
6. Dr - Defender retreat. All defending units are retreated in the direction away from the attacker (see note on retreats below). The intrinsic defense factor in a PLA Base hex is considered negated when this result is achieved by an attacking KMT unit. (This is not true when Ar is received by PLA combat units attacking out of a Base Area hex).
7. De - Defender eliminated. All defending units are eliminated. These units may later be returned as replacements according to the replacement rules.
8. S - Defender surrenders. All defending units surrender. (KMT only). Each KMT unit is immediately replaced by a 1-8 PLA combat unit.
9. NH - Nothing Happens.

Note on Retreats

The KMT and PLA players will normally retreat all units referred to one hex away from the opposing units. The owning player will retreat his own units, including any headquarters or supply units. Retreating units can displace friendly units which are not in an enemy zone of control by moving any adjacent units back one hex. Such displacement cannot occur if there are alternate hexes into which the unit can retreat, or if the unit to be displaced is in an enemy zone of control.

Units cannot normally be retreated in violation of stacking limits, into all-sea hexes, or into an enemy zone of control which does not also have a friendly unit in it. If a unit being displaced would violate any of these restrictions, it cannot be displaced; instead, the original retreating unit is eliminated. If a KMT unit must violate these conditions, it is eliminated.

If the PLA player is faced with this violation when required to retreat one hex, he has the option of retreating 2 hexes, again subject to restrictions in the second hex. This is an exception for the normal rule for movement since the PLA player, in retreating 2 hexes, is allowed to move over KMT units occupying adjacent hexes or through an adjacent KMT zone of control.

Retreat cannot be made across all-blue lake hexesides.

KMT and PLA units which retreat onto other friendly units without violating stacking limits do not add their strength to that hex if it is subsequently attacked. However, results of any such subsequent attack apply to all units located in the hex being attacked.

A KMT unit can be retreated onto a friendly unit of another War Zone, but must move off in the next movement phase or it is automatically eliminated.

KMT units forced to retreat into Mongolia or Korea are eliminated. PLA units can retreat

into Mongolia or Korea, but cannot move into any other hexes in these territories. Such PLA units can trace supply routes through Mongolian or Korean hexes. They cannot be attacked by KMT units when in Mongolia or Korea. PLA units cannot attack when they are in Mongolia or Korea.

No attacks can be made across all-blue lake hexsides.

14. GUERRILLA SUPPRESSION

Guerrilla suppression takes place during the KMT Combat Phase. It is carried out by placing one or more Police units and/or combat units onto or adjacent to a guerrilla unit. For purposes of guerrilla suppression, a Police unit is considered to have a suppression factor of one-half. Combat units are considered to have a suppression factor equal to their combat factor. KMT units which attack regular PLA combat units in that turn cannot carry out guerrilla suppression as well.

Neither attack supply nor general supply is required to carry out Guerrilla Suppression. That is, isolated units can carry out guerrilla suppression and no supply units are expended.

To resolve the action, the following procedure is used for each guerrilla unit:

- Add together the suppression values of all KMT units adjacent to the guerrilla unit; (Note: KMT units adjacent to more than one guerrilla unit may use their suppression value in resolving suppression action on each guerrilla unit)
- Roll the die and reference the Guerrilla Suppression Table. Apply the result immediately. KMT units do not move during or after this action even if the guerrilla unit is removed.

GUERRILLA SUPPRESSION TABLE

KMT Suppression Value		½	1	1½	2
Die-roll:	1	*	*	*	*
	2	*	*	*	R
	3	*	*	R	R
	4	*	R	R	R
	5	R	R	R	R
	6	R	R	R	R

R - guerrilla unit removed
* - no effect

KMT units with suppression value of equal to or greater than 2-1/2 automatically remove the guerrilla unit.

15. REPLACEMENTS AND REINFORCEMENTS

During the Reinforcement/Replacements Phase, the phasing player receives additional units either as replacements and/or reinforcements. Replacements are units previously destroyed in combat, and eligible to be brought back into play.

The KMT player may bring back units totalling up to 6 attack factors per turn. Communications Police units are considered to have one-half attack factor for this purpose. Combat units may be taken back onto the map-board at either War Zone Headquarters or at any friendly inland city or town in the same War Zone as their Headquarters. Police units can be taken back at any friendly city or town on the map. In addition, the fourth "1" KMT leader is available for play on Turn 4.

The PLA player may bring onto the map units totalling a varying amount of combat factors: a total of 5 combat factors per turn up to and including Turn 5; a total of 6 combat factors per turn from Turn 6 to Turn 11 inclusive; and 8 combat factors per turn from Turn 12 onward. This total includes both units recovered from the pile of previously destroyed units (replacements), unallocated 1-8 units (reinforcements), and new 2-10 units (reinforcements). No more than half the defense factors brought on each turn can be 2-10 units. At least 3 of the total combat factors must be taken in the Northeast War Zone (Manchuria).

If the Northeast War Zone is lost by the PLA, the 3 PLA combat factors per

turn are also lost and must be subtracted from the replacement/reinforcement rate given above. Replacements/reinforcements are brought on at Base Area markers, with a maximum of 2 units allowed per marker. Stacking units with already existing units in a hex can be exceeded as long as units are moved off in the Movement Phase to satisfy the limit.

Replacement factors for both KMT and PLA which are not taken in any turn cannot be accumulated.

In addition, the PLA player receives a 2-10 immediately that he captures any 4- or 5-point value city for the first time, in that city. He is considered to have captured the city by advancing onto it after combat. PLA units obtained in this manner cannot participate in any attacks during that combat phase. Also, the PLA player gets two 4-1-6 artillery units on Turn 10, placed on any Base Area marker, with only one artillery unit allowed per marker, and also subject to the restrictions stated above. PLA artillery units, once eliminated, cannot be returned as replacements.

Finally, the PLA player receives replacement Base Area markers, one each on Turns 4, 8 and 12.

On the turn the new Base Area is brought back, all Base Area zones of that marker have their intrinsic defense factors, but no combat unit replacement or reinforcement can be taken at that Base Area until the next turn. Base Area markers coming on as replacements must be placed in a hex in which there is also a PLA combat unit or its Zone of Control normally. An exception occurs when the number of KMT combat units in any War Zone has fallen below its garrison limit. In this latter case, a Base Area marker may be placed anywhere in that War Zone. The garrison limits are: 0 combat or police units for Ningsia and Southwest (i.e. Base Areas are never possible here), and 3 combat or police units for all other War Zones. New Base Area markers need not be placed on the board on their turn of availability, but can be placed any turn thereafter. A Base Area marker is available on the first PLA player-turn that a War Zone garrison limit is violated by the KMT player. This Base Area marker is in addition to those received as normal replacements.

The KMT player may replace destroyed leaders with "O" value leaders as long as these are available. All leaders become available on Turn 4, and may be brought on to replace any leaders presently assigned to headquarters. Leaders may be reassigned to War Zone Headquarters again on Turn 10.

If the War Zone Headquarters for Ningsia or Shansi leave their original War Zones, no respective replacements may be brought back on for these particular War Zones.

16. PLA UNCONVENTIONAL AND CONVENTIONAL WARFARE

The PLA player uses two different warfare modes (doctrines) at different times in the game. Starting on Turn 1, he will use Unconventional Warfare. Between Turns 7 and 11 he may choose to begin Conventional Warfare. Once he chooses Conventional Warfare, all PLA units on the board must use this doctrine and may not use Unconventional Warfare again. He must begin using Conventional Warfare on Turn 12, if he has not yet chosen to do so.

These warfare modes affect stacking, movement in KMT zones of control, and the use of the CRT for the PLA.

In Unconventional Warfare, the following rules apply:

- The PLA can stack only 2 units in the same hex;
- PLA units can move directly from one KMT ZOC into another, but must stop in the first new ZOC entered;
- The PLA player resolves combat using the standard CRT, but subtracts 1 from the die when referencing the CRT. Die values of less than 1 are considered to be 1.

In Conventional Warfare, the following rules apply:

- The PLA can stack 3 units in the same hex;
- PLA units cannot move directly from one enemy ZOC to another. They must

first exit the ZOC they are in, going to a hex which is not an enemy ZOC;

- The die rolls are not modified when referencing the CRT.

THE ARMIES

The KMT armies can be classified into three groups:

(1) The Central Army (Chung-yang-chun) under the direct authority of Chiang Kia-shek. Most of the officers were graduates of the Whampoa Military Academy or Central Military Academies. The officers and men were regularly paid and received priorities in terms of supplies and equipment, having most of the armor and artillery. The elite of this group comprised the 39 divisions trained and equipped by the US during the war with Japan.

(2) Provincial troops raised from the outlying provinces. Officers were not from the higher social classes and many were political appointees. Corruption was rife, morale was low and equipment poor.

(3) Allied troops of the provincial warlords. The most significant of these were the troops of Yen Hsi-shan in Shansi and the Muslim cavalry of Ma Pu-fang in Tsinghai and Ma Hung-k'uei in Ningsia.

The basic tactical unit was the division having a standard paper organization of about 10,000 men, although the actual strength was closer to 5,000. Three divisions usually made up a corps, the basic strategic unit. In June 1946, the KMT had a total strength of 248 divisions of which 193 were employed against the PLA.

Some confusion in the records results from a reorganization of KMT units south of the Yellow River starting in May 1946. What had been corps became reorganized divisions, and former divisions became brigades, each with 3 (sometimes only 2) regiments. This reorganization was carried out in stages so that part of the forces north of the Yellow River were reorganized. When using "reorganized divisions", an army of 3 divisions was roughly the equivalent of a US corps in infantry strength and of an US division in artillery strength. A KMT "Group Army" consisted of a variable number of armies which could vary from the approximate strength of a large US corps to a US field army.

Total combat troops numbered about 2,000,000 men, while others in special arms, communications police and peace preservation corps numbered about 1,200,000. Non-combatants in "rear" areas numbered about another 1,000,000.

The PLA

The PLA forces were formally divided into three significant groups:

(1) Regular forces.

These were the main mobile forces coming directly under the main military headquarters. The "column" was the main tactical organization comprising 2 light divisions (or brigades), each consisting of 3 or 4 regiments of 1500 men each. Equipment was obtained either from disarmed Japanese troops or captured from the Nationalists. Several columns plus special brigades combined to form "Liberation Armies". In July 1946 the PLA had 28 columns made up from 118 brigades, each brigade of 3 regiments totalling less than 5000 men. Expansion of the PLA from various causes took place throughout the Civil War, such that by March 1948 it was made up of 10 armies comprising 50 columns of regulars, or 156 brigades each brigade averaging close to 8000 men. By July 1948 the PLA were able to organize their forces into 5 main armies: the Yenan, Central Plains, Each China, Northeast and North China Liberation Armies. These were reformed again in October 1948 into the 1st, 2nd, 3rd, 4th and 5th Field Armies respectively.

(2) The Guerrillas

Were another significant force. These were full-time soldiers, but they served in theory only in the locality of their home base. Their actions were coordinated with those of the regular army, and they have sometimes been called "irregulars".

(3) The Militia

(min-ping) was a "home guard" formed from peasants to whom land had been given when

PLA ATTACKING – COMBAT RESULTS TABLE

	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	Ae	½Ae	NH	Ex	Ex	Ex	Dr
2	Ar	NH	Ex	Ex	Ex	Dr	De
3	Ar	NH	Ex	Dr	Dr	Dr	De
4	NH	½Ex	Ex	Dr	Dr	De	Ds
5	Ex	½Ex	Dr	Dr	De	Ds	Ds
6	Ex	Dr	Dr	De	Ds	Ds	Ds

COMBAT RESULTS TABLE – KMT ATTACKING

	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	Ae	½Ae	½Ae	NH	NH	Ex	Dr
2	Ae	½Ae	NH	Ex	Dr	Dr	Dr
3	Ae	NH	Ex	Ex	Dr	Dr	Dr
4	Ar	½Ex	Ex	Dr	Dr	Dr	De
5	Ar	½Ex	Ex	Dr	Dr	De	De
6	Ex	½Ex	Dr	Dr	De	De	De
7	Ex	Dr	Dr	De	De	De	De

Attacks at less than 1-2 are not allowed:
Attacks at greater than 6-1 at resolved at 6-1

Base Areas were established. Their main task was defense of their own village, but another important function was to provide Labor, messengers, sentries and guides whenever the regular army operated in their area. Once the KMT entered the Base Area, the Militia were to assist the regular army generally by interference and destructive guerrilla tactics. Usually they concentrated their attacks on the second-line Nationalist organizations such as the Peace Preservation Corps and Communications Police. They specialized in mining, tunnelling, demolitions sabotage and intelligence operations. A third major function of the Militia was as the source of replacements for the irregular forces. A three-tier system was established by which the Militia provided recruits for guerrillas, while guerrillas provided both replacements and additional reinforcements for expansion of the regular forces. The Militia remained strictly under control of the local Soviet governments who selected the draftees for the irregular forces requirements. In June 1946 the strength of the PLA included 612,000 regulars, 665,000 guerrillas and 2,688,000 militia. By June 1949 these strengths had increased, despite losses, to 2,100,000 regulars, 1,900,000 guerrillas.

KMT WAR ZONES

The Nationalist field armies were controlled through regional commands known as "War Zones". A War Zone comprised the geographical area that lay within a major theatre of operations. In 1945 there were 12 War Zones. During the Civil War, the major groupings involved in the conflict were the Northeast (i.e., Manchuria), North China, Kwangsi, Northwest, Szechwan and Yunnan and Southern (based on Shanghai). In addition there were the warlord areas of Ningxia, Shansi and Tsinghai. Within each War Zone, the commander usually had complete authority, except when a crisis took place; at such times, Chiang Kai-shek would often take personal command and give direct orders to the troops. Some of the more competent independent commanders would resist such interference,

but they in turn would not be allotted the supplies they needed.

In the second year of the war, after the PLA began to gain the initiative, the Nationalists decided to amalgamate some pacification areas, as the War Zones came to be known, and to organize new "mobile army corps" each having under its command from 5 or 6, to as many as 12 or 13 brigades. Some of the more competent commanders had long proposed a unified command for Nationalist forces in the 5 provinces between the Yellow River and Yangtze River to more effectively combat the PLA forces. It appeared this was about to happen when a headquarters was set up at Hankow to command troops in the Central China area, but Chiang Kai-shek chose not to give too much power to a single command, and set up another headquarters at Hsuechow.

PLA BASE AREAS

The key to political development by the Chinese Communists was the secure control of geographic areas where Communist governments could be established to carry out social and economic policies that they advocated. These areas were the Base Areas. However, while the objective of military strategy was to preserve and expand such geographical areas, it was also flexible. They did not seek permanent occupation of any specific piece of territory, but wanted eventual control of the "Maximum" amount of territory. The preservation of the army was the predominating goal since it was felt to be harder to replace an army than to replace a Base Area.

As early as the late 1930's, the Communists had selected three remote areas in Shansi Province for their major bases: the Wut'ai Mountains dominating the central plains, the Taihang range in the southeast part of that province, and the northwest region. First, the Red Army succeeded in establishing "border governments" in two of these areas. The next step in their methodical approach was to establish these as "guerrilla areas" to mobilize the mass of peasants. Finally, when the political and military conditions had been successfully

developed, they could be transformed into Base Areas.

One of the first goals was to make each Base Area self-sufficient, especially in food. Mutual aid teams and other co-operative efforts were introduced to achieve some degree of industrialization. The North West Border Region established an arsenal to manufacture mines, grenades and ammunition, and eventually was able to produce electrical parts and radios.

When the Japanese occupied North and Central China in the Second World War, the Communists used the opportunity to expand their political influence in these areas. By the end of 1944, there were 14 Red Base Areas of some size and stability, each having its own armed force. The main centre continued to be the North West Border Region, with its capital at Yen-an, but there were also four bases in North China, eight in Central China, and one on Hainan Island. With the defeat of Japan, the Communists moved rapidly to consolidate and expand these areas before the Kuomintang forces could take over again. In August 1945, Mao Tse-tung controlled 1,000,000 square kilometres containing over 100,000,000 people in 19 large Base Areas. It was at this stage that Civil War had to occur to resolve the confrontation

THE KMT LEADERS

The KMT military leaders could be divided into two types: those that were competent and those that were not. The second type predominated. The following observations are largely taken from Lie:

Chiang Kai-shek's main goal was to maintain his personal power over the military. He he relied on generals who either had taught at or who had graduated from, the Whampoa Military Academy in the early years during his rise to power, and who had personally supported him. This was the "Whampoa clique".

In 1946 and 1947, the Whampoa clique considered that the war had been won and they became busy dividing the spoils. With Chiang's support they replaced competent generals in the more significant War Zones and took them over themselves. Soon there was incredible confusion in the command structure because of the uncertainty, lack of competence and lack of continuity.

Two of the better leaders were Pai Chung-hsi and Li Tsung-jen. These had been leaders of the Kwangsi Army, a provincial army with a bold fighting tradition and rated next to the Central Army as a fighting force. Because of his military skill, Pai was a candidate to the vital post of Chief of Staff of the Nationalist armies in 1948, but was not reluctant to oppose Chiang in policy disagreements. Therefore, he was bypassed in the appointment and instead given a minor field command.

Li Tsung-jen distinguished himself in the early days of the Sino-Japanese War as the field commander who achieved the first great Chinese victory against the Japanese at the Battle of Tai-erh-chuang. Li dared to run as candidate for vice-president in 1948 against the wishes of Chiang Kai-shek and fell from favor.

Fu Tso-yi, Governor of Suiyuan and commander of the 12th War Zone (North China) gained the confidence of the local people sufficiently to raise a 100,000 man "personal" militia. The regular army units under his command were considered fine units made up of experienced troops. However, because of his independence of attitude, the War Ministry refused to cooperate with sufficient supplies to allow him to conduct any large-scale all-out campaign.

Ch'en Ch'eng was appointed Chief of the Supreme Staff in 1945 and attempted to apply needed reforms to the military, but was sabotaged by jealous opponents. He was considered a man of great personal integrity, a severe commander, even though a ranking member of the Whampoa clique. Ch'en assumed command of the Northeast (Manchurian) War Zone during a crisis in the autumn of 1947. He immediately commenced to purge his armies of incompetents, raising the indignation of Manchurian representatives at the Nationalist capital, Nanking. When the military situation was not immediately corrected, he was recalled.

While other leaders at different levels were

very competent, none were given any opportunity to use their abilities. Other War Zone leaders were described as follows: Tu Yu-ming was "incompetent"; Ku Chu-t'ung had "no conspicuous ability"; Liu Chih was "a man of no particular ability"; Yen Hsi-shan "cooperated little, if any, with adjoining War Zones";

THE EVENTS

The basic strategy of events of the period has been well described by Chassin: "In China from earliest times, kingdoms based in Shensi always attempted to apply what the classics called the 'horizontal plan': the conquest of a strip of land which, following the course of the Yellow River, would extend eastward from Shensi to the sea. The states of the south, on the other hand, always sought to apply the 'vertical plan', which called for the formation of a north-south bulwark capable of confining their enemies to the west." In the Civil War, the Communists attempted to achieve the horizontal plan while the Nationalists concentrated on the vertical plan; perhaps this indicates that geopolitical facts are timeless.

Chu Teh, the Commander-in-Chief of the PLA, has divided the strategy of the "Third Revolutionary War" into two stages, based on Mao Tse-tung's military concepts: the initial stage was the Nationalists' strategic offensive and the PLA's strategic defensive from July 1946 to June 1947; followed by the stage of the PLA's passing over to the strategic offensive starting in July 1947.

The formal outbreak of war occurred in July 1946 as peace negotiations broke down. The Nationalists had two goals, around which the war revolved for the next two and a half years: to drive the Reds out of Manchuria and to clear the rail lines in Central China. Manchuria was a key province due to its abundant resources and factories, and Chiang felt he must clear the Reds out to avoid "losing face". While he was attempting to do this, the Reds threatened Manchuria sufficiently to siphon off Nationalist forces from Central China, thereby allowing them to grow in strength in the latter area, especially in the Shan base and Shantung base areas.

Initially the Nationalists made some impressive gains. They pushed ahead in Manchuria with their best armies to establish a bridgehead over the Sungari River. Kalgan, the second capital of the Reds, was captured. In south China, the PLA were pressed so hard that they abandoned the Hupeh-Honah Base to escape into Shensi Province. In the west a force of 15 brigades was assembled under Hu Tsung-nan to capture Yen-an, the centre of Mao Tse-tung's government. It was entered on March 19 1947, and Chiang proclaimed to the world that a great victory had been achieved.

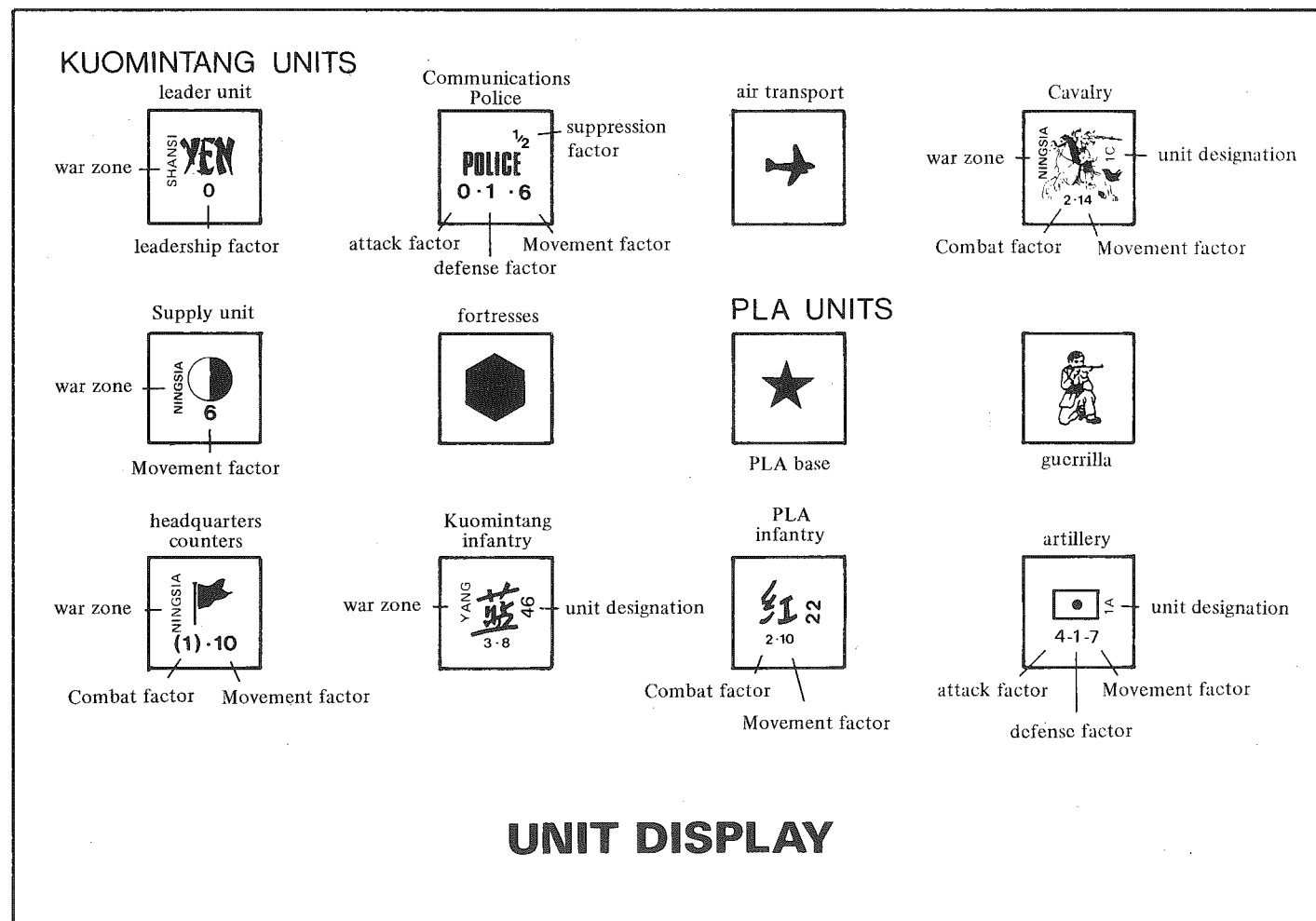
But this was the high water mark. The Yen-an victory was in reality a sterile one, since the Communists, always flexible, had merely abandoned Yen-an to transfer their principal base of manoeuvre into Shansi. In Manchuria, Lin Piao launched 5 successive limited diversionary offensives which ultimately forced the Nationalists back into their main bases of Mukden, Changchun, and Kirin, with only precarious rail links between them. A bitter struggle developed in Shantung as the Nationalists massed three group armies with a total of 13 reorganized divisions to destroy this important base area. The Red Commander here, Chen Yi, showed brilliant tactical ability as he constantly gave way to frontal attacks only to reappear on the Nationalists' flanks and rear. In the west, the PLA moved to cut the rail links to Taiyuan, linking two base areas in the process, by the early summer of 1947.

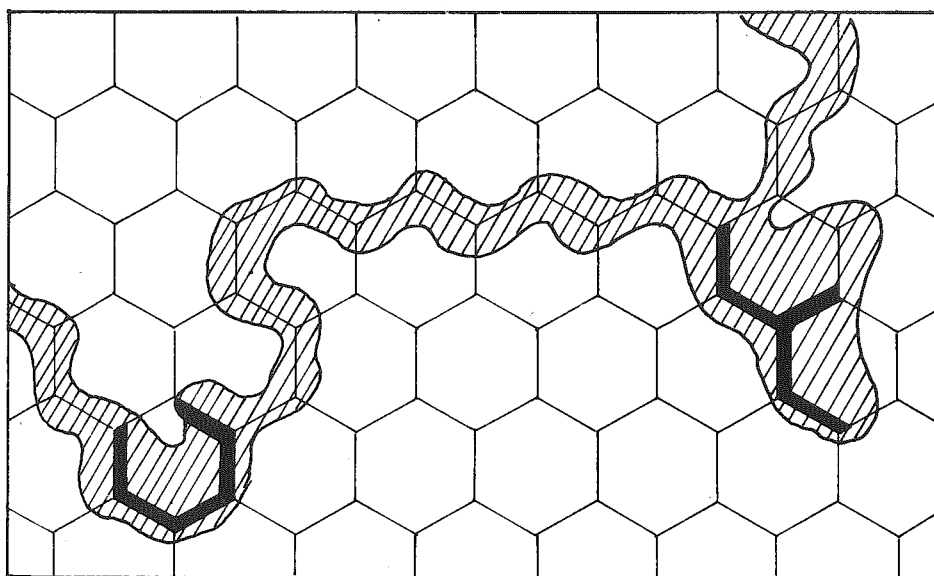
In the late summer of 1947, the PLA was strong enough to move onto the offensive, as the second phase developed. In the south they could now begin working to achieve the horizontal plan. The biggest move in this plan occurred in July-August when PLA troops crossed southwards to set up new base areas in the southern part of Central China. The PLA then massed 18 columns and by clever manoeuvring siezed Kaifeng. This was a serious blow to the Nationalists as it was the first provincial capital to be taken by the Reds. The KMT moved in from all sides and a great battle took place, forcing the PLA to withdraw. However, it was a moral victory for the PLA as they proved themselves tactically superior to the KMT.

Meanwhile, in the west, a PLA army of 12 columns made a daring raid towards Szechwan, "the Nationalists' holy of holies". To counter this, the Nationalists evacuated Yen-an. The Battle of Paoki forced the PLA back with heavy losses; however, they had regained Shensi by the manoeuvre.

These events led to the period September 1948 to January 1949 when four decisive campaigns were fought and won by the PLA, causing the collapse of the Nationalist armies. First, Chen Yi threw 14 columns against the fortress city and provincial capital of Tsinan, garrisoned by 100,000 Nationalists. Using "human wave" assault tactics, the Reds captured Tsinan and all its supplies. This was a mere prelude to the greater Nationalist disaster in Manchuria. In a series of decisive battles, the KMT forces with a total of 7 armies of 400,000 men were cut to pieces and destroyed by Lin Piao who had massed a PLA force of 600,000 men. This event was again overshadowed by the decisive battles called the Hwai-Hai Campaign by the Reds, or "Chiang Kai-shek's Waterloo" by one historian. Around the Central China base of Suchow, the KMT had massed 10 field armies in 4 group armies totalling 600,000 men. The main PLA liberation armies of Chen Yi, Liu Po-cheng, and Chen Keng, also totaling 600,000 men, moved in on this KMT force from all sides. Chiang ordered another group army and an additional field army to move up from the south to relieve the Suchow force. By the time all fighting was finished on 10 January 1949, the entire Nationalist force had been wiped out - killed or captured. Now Lin Piao moved down on North China from Manchuria, while the central PLA armies were free to move on it from the south. After an initial PLA attack on Tientsin, Fu Tso-yi realized the hopelessness of his situation and surrendered his 250,000 men, averting needless bloodshed.

The War had basically been decided by this time. After a short respite, the PLA massed all their forces and attacked across the Yangtze River on 20 April. By December 27 all provinces of the Chinese mainland had been occupied and the surviving Nationalist forces had fled to Formosa.





Lake Hexsides: clarification

There are 2 impassable lake hexsides west of Changchun; 2 north-east of Suchow; 1 in each of the lakes immediately north-east of Nanking; and 2 in the lake north of Hankow. The impassable lake hexsides in the major lakes in the Nanking war zone are illustrated. There is also 1 impassable hexside in the small lake to the east of these major lakes.

Note: partial hexes

Partial hexes are playable no matter how small they are. A retreat into Mongolia by the PLA player takes him off the hex grid altogether. His unit then remains in place, and when later reentering the map must do so by an adjacent hex.

Play balance

In order to adjust play balance, say between unequal players, the following rules modifications are suggested:—

To strengthen the PLA player

1. Drop the stacking restriction during unconventional warfare.
2. Do not subtract 1 from the die-roll when attacking during the unconventional warfare phase.

To strengthen the KMT player

1. KMT units can move direct from one PLA ZOC to another, provided the latter is negated by another KMT unit being in the hex.

2. Only 1 hex per PLA base blocks KMT supply (i.e. the hex the base marker is on).

Clarifications

- Q. When are guerrillas placed?
A. *At the end of the PLA movement phase.*
- Q. When is attack supply judged?
A. *At the moment of attack.*
- Q. Does the KMT player throw for defection before attempting guerrilla suppression?
A. *No.*
- Q. Do fortresses add 1 to leader defense factors?
A. *No.*
- Q. When certain Zone HQ's leave their zone, their replacements are limited. Are these restrictions lifted if the HQ returns to the zone?
A. *Yes.*
- Q. Do PLA base areas (7 hexes each) block KMT supply?
A. *Yes.*
- Q. Can a KMT unit move from one PLA ZOC to another if the second is occupied by another KMT unit?
A. *No.*

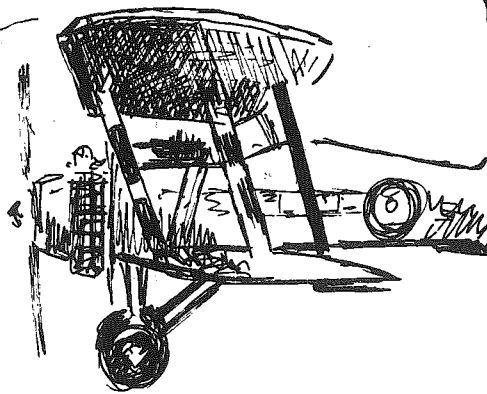
Game Credits

design: Bob Fowler
playtesting: Jim Hind, Chris Hunt, Keith Poulter, and the members of the Carleton University Wargame Club, Ottawa.
graphics: David Green.
the producers wish to express their thanks for assistance with Chinese Characters to the Embassy of the Peoples Republic of China, Portland Place, London, England.



ACES HIGH

1914-18



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Firing your guns requires two pair of dice, first to establish the number of hits on the target, then to determine the effect of those hits. Should you hit his engine, one last die roll can send him spinning down in flames to a crash landing in the trenches. Potentially, the humblest novice can despatch the Baron himself as he breathes his last — if the dice are right. No-one is ever completely safe.

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PLA UNITS

								红 23 2-10	红 24 2-10
红 23 2-10	红 24 2-10	红 25 2-10	红 26 2-10	红 27 2-10	红 28 2-10	红 29 2-10	红 30 2-10	红 31 2-10	红 32 2-10

红 10 2-10	红 11 2-10	红 12 2-10	红 13 2-10	红 14 2-10	红 15 2-10	红 16 2-10	红 17 2-10	红 18 2-10	红 19 2-10
红 20 2-10	红 21 2-10	红 22 2-10	红 23 1-8	红 24 1-8	红 25 1-8	红 26 1-8	红 27 1-8	红 28 1-8	红 29 1-8

红 46 1-8	红 47 1-8	红 48 1-8	红 49 1-8	红 50 1-8	红 51 1-8	红 52 1-8	红 53 1-8	红 54 1-8	红 55 1-8
红 30 1-8	红 31 1-8	红 32 1-8	红 33 1-8	红 34 1-8	红 35 1-8	红 36 1-8	红 37 1-8	红 38 1-8	红 39 1-8

红 40 1-8	红 41 1-8	红 42 1-8	红 43 1-8	红 44 1-8	红 45 1-8	红 46 1-8	红 47 1-8	红 48 1-8	红 49 4-1-7
 2A 4-1-7							SHANSI 蓝 15 2-7	SHANSI 蓝 25 2-7	SZEC. 蓝 104 2-7

KUOMINTANG UNITS

POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6
POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6	POLICE 1/2 0-1-6				

CHU 0	KU 0	NINGSHI MA +1	LIU 0	WEI 0	FU +1	TANG 0	TU 0	SHANSI YEN 0	PAI +1
CHEN +1	HU 0	NANK (1) 10	NINGSHI 6	6	6	6	6	6	MAN. (1) 10

PEKING 蓝 10 (1) 10	SHANSI 蓝 10 (1) 10	NINGSHI 蓝 10 (1) 10	HONAN 蓝 10 (1) 10	YANG 蓝 10 (1) 10	SZEC. 蓝 10 (1) 10	MAN. 蓝 N1 4-10	MAN. 蓝 N2 4-10	PEKING 蓝 N6 4-10	YANG 蓝 N7 4-10
MAN. 蓝 52 3-8	MAN. 蓝 71 3-8	PEKING 蓝 35 3-8	PEKING 蓝 62 3-8	PEKING 蓝 94 3-8	NINGSHI 蓝 1C 2-14	NINGSHI 蓝 2C 2-14	NINGSHI 蓝 3C 2-14	CHUN. 蓝 (1) 10	PEKING 蓝 61 2-7

HONAN 蓝 14 3-8	HONAN 蓝 63 3-8	HONAN 蓝 8 3-8	HONAN 蓝 32 3-8	HONAN 蓝 7 3-8	HONAN 蓝 48 3-8	YANG 蓝 46 3-8	PEKING 蓝 1M 2-6	PEKING 蓝 2M 2-6	PEKING 蓝 3M 2-6
SHANSI 蓝 35 2-7	SHANSI 蓝 45 2-7	SHANSI 蓝 55 2-7	YANG 蓝 5 2-7	YANG 蓝 21 2-7	SZEC. 蓝 53 2-7	SZEC. 蓝 84 2-7	SZEC. 蓝 3 2-7	SZEC. 蓝 6 2-7	SZEC. 蓝 13 2-7

NANKING 蓝 10 2-7	NANKING 蓝 11 2-7	HONAN 蓝 60 2-7	HONAN 蓝 69 2-7	HONAN 蓝 12 2-7	HONAN 蓝 73 2-7	HONAN 蓝 25 2-7	HONAN 蓝 29 2-7	HONAN 蓝 31 2-7	HONAN 蓝 49 2-7
HONAN 蓝 74 2-7	HONAN 蓝 99 2-7	YANG 蓝 105 1-6	SZEC. 蓝 106 1-6	SZEC. 蓝 107 1-6	CHUN. 蓝 108 1-6	CHUN. 蓝 109 1-6	NANKING 蓝 110 1-6	NANKING 蓝 111 1-6	NANKING 蓝 112 1-6



中国内战

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KEY
L - KMT Leaders may be reallocated (except for Shansi & Ningxia)
B - PLA Base areas available
A - PLA Artillery units available
U/C - PLA player may choose to commence Conventional Warfare

TERRAIN EFFECTS CHART

TERRAIN SYMBOL										
MOVEMENT COST	1 MP	2 MP	1 MP*	1 MP to leave hex	KMT: 1 MP to cross PLA: 6 MP to cross	2 MP	1 MP	PLA: No movement KMT: 1 MP between any two ports	1 MP	1 MP for each time entrained, unlimited movement*
COMBAT EFFECT	No effect	Adds 1 combat factor to defending stack	As in Rough Terrain	No effect	Adds 1 combat factor to defending stack if all attackers across river	No effect	KMT: 4-, 5-point cities have intrinsic defense of 1 C.F. when no KMT unit	None	KMT: Adds 1 C.F. to each defending combat unit, 4 units can stack	Other terrain

* This rate applies only when moving across a hexside across which the relevant road or railway also crosses.

TURN RECORD CHART

1	2	3	4	5	6	7	8
JULY 1, 1946	SEPT 1, 1946	NOV 1, 1946	JAN 1, 1947	MAR 1, 1947	MAY 1, 1947	JULY 1, 1947	SEPT 1, 1947
16	15	14	13	12	11	10	9
JAN 1, 1949	NOV 1, 1948	SEPT 1, 1948	JULY 1, 1948	MAY 1, 1948	MAR 1, 1948	JAN 1, 1948	NOV 1, 1947