



China, Manchuria and Siberia

78. NATIONALIST CHINA

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78.1 MAJOR POWER:

78.11 NATIONALIST CHINA IS A MAJOR POWER: Nationalist China is a major power which becomes a Western Allied major power at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

78.2 TERRITORY:

78.21 EXTENT: Nationalist China consists of mainland China other than Communist China, Manchuria and Hong Kong.

78.3 RESISTANCE LEVEL:

78.31 CHINESE RESISTANCE: At the end of each Chinese player turn, the Chinese Resistance Table is consulted and the results implemented for the following game turn (61). The Chinese resistance level is zero at the start of every scenario.

78.4 ECONOMY:

78.41 BRP BASE AND LEVEL: Nationalist China has a BRP base of 40 BRPs and no growth rate. Nationalist China loses five BRPs for each Chinese objective not under Nationalist Chinese control (38.37). Unless a Chinese objective hex changes hands, the YSS BRP level for Nationalist China is 20 BRPs. The Nationalist Chinese BRP level at the start of some scenarios is less than 20 BRPs to reflect losses already incurred during the year in which the game starts.

78.42 BRP GRANTS: The Western Allies may grant BRPs to Nationalist China by a variety of routes (40.8).

78.5 THE WESTERN ALLIES:

78.51 JOINING THE WESTERN ALLIES: Nationalist China joins the Western Allied alliance faction at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

78.52 HEX CONTROL: Hexes controlled by Nationalist China are considered to be controlled by the Western Allies.

78.53 BASES: The Western Allies may use Nationalist Chinese-controlled hexes as bases for naval, air or strategic bomber missions and may use Nationalist Chinese-controlled ports for naval activities if the hexes in question are supplied from a Western Allied supply source.

78.6 FLYING TIGERS:

78.61 THE FLYING TIGERS: Chinese resistance was stiffened considerably by the presence of the American Volunteer Group (the "Flying Tigers"), commanded by retired American Army Air Corps officer Claire Chennault. This small but effective force is represented by two AAF. In some scenarios these units are part of the Nationalist Chinese at start forces. In others, they are added to the Nationalist Chinese force pool as allowable builds as permitted by the USJT level. The first Flying Tiger is added when USJT reach 20, the second when USJT reach 35.

A. BASING: The Flying Tigers may base in China, Burma and India, whether or not Japan is at war with the Western Allies.

B. SUPPLY: The Flying Tigers may be supplied from either Nationalist Chinese or Western Allied supply sources.

C. COSTS: The construction and offensive operation costs of the Flying Tigers are paid for by Nationalist China.

D. AIR NATIONALITY DRM: The Flying Tigers use the American Air Nationality DRM. Western Allied radar research results do not modify air combat between the Flying Tigers and Japanese air units bombing China.

Nationalist China pays the BRP cost of constructing, operating and replacing the Flying Tigers. If Nationalist China is under Japanese pressure, the U.S. may have to grant BRPs to China for the Flying Tigers to be used effectively.

78.62 NO SURPRISE EFFECTS: The Flying Tigers are not affected by Japanese surprise effects (51.7) and may be used to defend Western Allied hexes against the initial Japanese attack.

78.63 FLYING TIGERS MAY BE LENT: The Flying Tigers may be lent to the U.S. if the conditions in 52.62 are met.

78.7 RELATIONS WITH COMMUNIST CHINA:

78.71 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless a Chinese Resistance Table result of "+2" is in effect.

78.8 RESTRICTIONS ON NATIONALIST CHINESE FORCES:

78.81 REFERENCE: See rule 80.

78.9 SUPPLY:

78.91 NATIONALIST CHINESE SUPPLY SOURCES: Chunking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for Nationalist Chinese units.

78.92 OTHER SUPPLY SOURCES:

78.921 RUSSIAN SUPPLY SOURCES: Nationalist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan and whether or not Nationalist China has joined the Western Allies.

78.922 WESTERN ALLIED SUPPLY SOURCES: Nationalist China may draw supply from Western Allied supply sources, whether or not the Western Allies are at war with Japan.

78.923 COMMUNIST CHINESE SUPPLY SOURCES: Nationalist China may draw supply from Yenian and Nationalist Chinese supply sources under Communist Chinese control only if the Chinese Resistance level from the last turn was "+2" or more.

78.93 SUPPLY LINES: Nationalist Chinese supply lines may be traced through hexes controlled by Russia, Communist China or the Western Allies, but not through hexes controlled by Japan.

78.94 PARTISANS DO NOT REQUIRE SUPPLY: Nationalist Chinese partisans do not require supply (11.51).

78.95 ISOLATED UNITS: Nationalist Chinese ground units in China are never eliminated for lack of supply (30.542D).



79. COMMUNIST CHINA

- 79.1 MINOR COUNTRY
- 79.2 TERRITORY
- 79.3 OFFENSIVE OPERATIONS
- 79.4 UNIT CONSTRUCTION
- 79.5 BRP COSTS
- 79.6 SUPPLY
- 79.7 CONQUEST AND HEX CONTROL
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- 79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES

79.1 MINOR COUNTRY:

79.11 COMMUNIST CHINA IS A MINOR COUNTRY: Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia.

79.12 TIMING OF PLAYER TURN: Communist China moves at the same time as Nationalist China.

79.2 TERRITORY:

79.21 EXTENT: Communist China consists of that part of China north of hex row M and west of the scenario start line.

79.3 OFFENSIVE OPERATIONS:

79.31 OFFENSIVE OPERATIONS: Communist China may undertake offensive operations and/or attrition attacks against Japan regardless of whether Nationalist China or any other Allied major power conducts offensive operations or makes attrition attacks on the Asian front, subject to the following exceptions:

A. If Communist China is a Russian minor ally, Communist Chinese and Russian actions must conform.

B. If the Chinese resistance level at the end of the previous turn was +2 or greater and Communist China is not a Russian minor ally, Communist China's actions must conform with Nationalist China's actions.

79.4 UNIT CONSTRUCTION:

79.41 INFANTRY: Communist China may construct two infantry factors (one 2-2 infantry unit or two 1-2 infantry units) each turn. Communist Chinese infantry units may be constructed in any hex in China controlled by Communist China or Russia at the start of the Chinese turn which is supplied and not in a Japanese ZoC.

79.42 PARTISANS: Communist China may construct one partisan each turn. Communist Chinese partisans may be constructed in any Japanese-controlled hex in China.

79.43 CONSTRUCTION PROHIBITED: Communist Chinese units may not be constructed in Nationalist Chinese-controlled hexes, Manchuria or Hong Kong.

79.5 BRP COSTS:

79.51 OFFENSIVE OPERATIONS: Russia pays the BRP cost for all Communist Chinese offensive operations.

79.52 UNIT CONSTRUCTION: There is no cost for Communist Chinese unit construction if Communist China or Russia controls Yen-an. Otherwise Russia pays the cost of Communist Chinese unit construction.

79.53 PACIFIC SCENARIOS: In Pacific theater scenarios, there is no BRP cost for Communist Chinese offensive operations or unit construction, regardless of the status of Yen-an.

79.6 SUPPLY:

79.61 COMMUNIST CHINESE SUPPLY SOURCES: Yen-an is a limited supply source for Communist Chinese units. Communist China may draw supply from Chinese objectives which it controls.

79.62 OTHER SUPPLY SOURCES:

79.621 RUSSIAN SUPPLY SOURCES: Communist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan.

79.622 WESTERN ALLIED SUPPLY SOURCES: Communist China may draw supply from Western Allied supply sources unless Communist China is a Russian minor ally.

79.623 NATIONALIST CHINESE SUPPLY SOURCES: Communist China may draw supply from Nationalist Chinese supply sources only if the current Chinese Resistance level is "+2" or greater.

79.63 SUPPLY LINES: Communist Chinese supply lines may be traced through hexes controlled by Russia, Nationalist China or the Western Allies, but not through hexes controlled by Japan.

79.64 PARTISANS DO NOT REQUIRE SUPPLY: Communist Chinese partisans do not require supply (11.51).

79.65 ISOLATED UNITS: Communist Chinese ground units are never eliminated for lack of supply (30.542D).

79.7 CONQUEST AND HEX CONTROL:

79.71 COMMUNIST CHINA MAY NOT BE CONQUERED: Japanese capture of Yen-an does not result in the conquest of Communist China. Communist China never surrenders.

79.72 EFFECT OF JAPANESE CAPTURE OF YENAN:

A. If Yen-an is captured by the Japanese, Russia must pay for Communist Chinese offensive attacks and unit construction (79.52).

B. In all scenarios, Yen-an is considered an objective for victory determination purposes.

79.73 HEX CONTROL: For victory determination purposes, hexes controlled by Communist China are considered to be controlled by Russia. If Communist China is a Russian minor ally in a Global War game, Russia receives five BRPs for each Chinese objective controlled by Communist China. Prior to Communist Chinese activation as a Russian minor ally, no one receives the BRPs for Chinese objectives under Communist Chinese control.

79.8 RELATIONS WITH NATIONALIST CHINA:

79.81 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless the Chinese Resistance level is "+2" or greater.

79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES:

79.91 REFERENCE: See rule 80.



80. RESTRICTIONS ON CHINESE FORCES

- 80.1 CHINESE WAR EFFORT
- 80.2 ATTACKS AT LESS THAN 1:1 ODDS
- 80.3 GEOGRAPHICAL RESTRICTIONS
- 80.4 ADVERSE NATIONALIST CHINESE DMs

80.1 CHINESE WAR EFFORT:

80.11 RATIONALE FOR RESTRICTIONS: The Chinese war effort was hampered by Nationalist Chinese corruption, a Communist Chinese shortage of heavy weapons, and political and military infighting between Nationalist and Communist Chinese forces, which both spent considerable time and energy positioning themselves for a showdown after the war. These divisions accrued to Japan's benefit. These weaknesses are reflected in the following restrictions, which apply to the activities of both Nationalist and Communist Chinese forces.

80.2 ATTACKS AT LESS THAN 1:1 ODDS:

80.21 PROHIBITED: Nationalist and Communist Chinese units, including partisans, may not carry out or assist in ground attacks at less than 1:1 odds (EXCEPTION: The Flying Tigers may participate in ground attacks by Western Allies units at less than 1:1 odds).

80.3 GEOGRAPHICAL RESTRICTIONS:

80.31 NATIONALIST CHINA:

A. GROUND UNITS:

- Until the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may not move or make attrition and offensive attacks outside China.
- Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less.

B. FLYING TIGERS: Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front.

C. CHINESE AIRBASE PLACEMENT: The Chinese airbase may not be placed outside of China.

80.32 COMMUNIST CHINA: Communist Chinese ground units may not move outside China or make attrition and offensive attacks against Japanese units outside China.

80.4 ADVERSE NATIONALIST CHINESE

DMs:

80.41 Nationalist Chinese ground units incur a -1 DM if attacked in the following circumstances:

- A. If the Chinese Resistance level is "0" or lower and they are outside China.
- B. If the Chinese Resistance level is "-3" or lower, regardless of location.



81. MANCHURIA, SIBERIA AND THE URALS BOX

- 81.1 MANCHURIA
- 81.2 CAPITALS
- 81.3 MANCHURIAN GARRISON
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- 81.5 DECLARATIONS OF WAR
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- 81.7 AXIS FORCES ADJACENT TO THE URALS BOX

81.1 MANCHURIA:

81.11 STATUS OF MANCHURIA (MANCHUKUO): The Japanese conquest of Manchuria began in 1931 and was more or less completed in 1933. The Japanese establishment of the puppet state of Manchukuo was not recognized by many countries. While Manchuria legally may have remained part of China, for game purposes it is considered a Japanese colony worth 20 BRPs and is not considered part of China for any purposes.

81.2 CAPITALS:

81.21 HARBIN AND MUKDEN: Harbin and Mukden are both considered capitals of Manchuria. Each is a key economic area worth 10 BRPs.

81.3 MANCHURIAN GARRISON:

81.31 MANCHURIAN GARRISON: Japan begins all scenarios with 45 BRPs of units (two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF) in Manchuria. The exact unit types indicated must be present.

81.32 USE OF MANCHURIAN UNITS: Manchurian garrison units may be used without penalty, although a reduction in the size of the Manchurian garrison, including the inversion of Japanese army air units in Manchuria after their use and subsequent redeployment, permits Russia to withdraw comparable units from its Siberian garrison (81.42C) and may allow a Russian declaration of war on Japan (81.51B). The ZoC of Japanese armor units in Manchuria extends beyond the borders of Manchuria into Chinese and Korean territory.

81.33 PACIFIC SCENARIOS: In Pacific scenarios, Japan may remove 15 BRPs of units from Manchuria for use elsewhere in Summer 1941 or the turn in which war breaks out between Britain and Japan, whichever comes first. The remaining units must remain in Manchuria to defend against a Russian attack.

81.4 SIBERIAN GARRISON:

81.41 SIBERIAN GARRISON: Russia begins all scenarios with 45 BRPs of units (two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF) in Siberia. The Siberian garrison may be placed in Siberia, Mongolia and Tannu Tuva.

81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison until the Allied redeployment phase after at least one of the following conditions is met:

A. WAR WITH GERMANY: Russia and Germany are at war.

B. OIL EMBARGO AGAINST JAPAN: The U.S. has imposed an oil embargo on Japan.

C. JAPANESE REDUCTION OF MANCHURIAN GARRISON: Japan reduces the size of its Manchurian garrison, which it may do at any time. The size of the Japanese Manchurian garrison is determined at the start of the Russian player turn.

- Russia may then transfer equivalent forces of the same type from Siberia to Europe, subject to the minimum Siberian garrison requirement of 30 BRPs of units, including one Russian three-factor armor unit (81.43).
- Armor fractions are rounded in favor of Russia: if Japan has fewer than six armor factors in Manchuria, a Russian 3-3 armor unit may be transferred to Europe.
- The substitution of one type of Japanese unit for another is insufficient; Japan must have five uninverted AAF, six factors of armor and 18 factors of infantry in Manchuria at the end of its turn to prevent Russia from transferring forces from Siberia to Europe. Specialized units and uninverted land-based NAS are counted when determining the BRP value of the Manchurian garrison, but do not prevent Russia from transferring forces from Siberia to Europe.

EXAMPLE: In Spring 1941, Japan reduces the size of its Manchurian garrison by three infantry factors. Russia may transfer three infantry factors, of any type, to Europe. If Japan had removed one, two or three armor factors from its Manchurian garrison, Russia could transfer a 3-5 armor unit to Europe.

81.43 MINIMUM GARRISON REQUIREMENT: Until Russia and Japan have gone to war, Russia may not reduce the Siberian garrison to less than 30 BRPs of units and must keep one Russian three-factor armor unit in Siberia.

81.5 DECLARATIONS OF WAR:

81.51 RESTRICTIONS:

A. JAPANESE DECLARATION OF WAR ON RUSSIA: There are no restrictions on when Japan may declare war on Russia.

B. RUSSIAN DECLARATION OF WAR ON JAPAN: Russia may declare war on Japan only if the BRP value of the Russian units adjacent to or one hex away from Manchuria or Japanese-controlled hexes in northern China is at least twice the BRP value of the Manchurian garrison. Siberian garrison units which do not meet this requirement are not counted. This restriction does not apply if:

- The BRP value of the Manchurian garrison is less than 30 BRPs; or
- Germany has surrendered.

81.52 DETERMINING GARRISON SIZES: The sizes of the Siberian and Manchurian garrisons are calculated whenever Russia wishes to declare war on Japan. Inverted air units, carrier-based naval air units and naval units are not counted when determining the BRP value of the Siberian and Manchurian garrisons.

81.53 BRP COST: A Japanese and Russian declaration of war on the other costs 35 BRPs.

81.6 THE URALS BOX:

81.61 THE URALS BOX: The Urals box represents that part of Russia which does not appear on either mapboard.

81.62 BASING: The Urals box has an unlimited basing capacity for Russian air units.

81.63 ENTERING THE URALS BOX: Russian units may enter the Urals box only as set out below, through the following hexes:

A. EUROPE: Any hex in Russia on the eastern edge of the European mapboard (A62-Z53).

B. PACIFIC: Any hex in Russia (A23 to F18) or Communist China (initially G18 to L15) on the western edge of the Pacific mapboard.

81.631 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving through one of the hexes listed in 81.63A and B.

B. AIR UNITS: By staging through one of the hexes listed in 81.63A and B.

81.632 DURING THE COMBAT PHASE:

A. ARMOR UNITS: By exploitation movement through one of the hexes listed in 81.63A and B.

81.633 DURING THE REDEPLOYMENT PHASE:

A. By TR or SR through one of the hexes listed in 81.63A and B.

81.634 AXIS UNITS PROHIBITED: European Axis and Japanese units may not enter the Urals box (EXCEPTION: Bombing - 26.462).

81.64 AIR OPERATIONS: The only offensive air operations permitted into the Urals box are Axis and Japanese bombing. Air combat between Axis or Japanese air units which are bombing the Urals box and Russian air units in the Urals box is resolved normally. For offensive operation purposes, the Urals box is considered part of the eastern front (Axis bombing) or the Asian front (Japanese bombing). Air attacks against Russian air units in the Urals box are prohibited.

81.641 BOMBING EFFECTS: For every three BRPs lost as a result of Axis or Japanese bombing or flying bomb attacks against the Urals box, the Russian construction limit is reduced by one BRP. For every one BRP lost as a result of Axis or Japanese rocket attacks against the Urals box, the Russian construction limit is reduced by one BRP. The maximum reduction in the Russian construction limit each turn is 15 BRPs.

81.65 LEAVING THE URALS BOX: Russian units in the Urals box may move, stage or redeploy onto the board. Russian ground units moving out of the Urals box may enter vacant enemy-controlled hexes listed in 81.63A and B on the edge of the mapboard, provided this does not result in there being fewer Russian ground factors in the Urals box than there are European Axis and Japanese ground factors adjacent to the Urals box in the hexes listed in 81.63A and B.

81.66 AIR MISSIONS: Axis air units may not fly missions into the Urals box (EXCEPTION: Bombing - 26.462). Russian air units in the Urals box may not fly missions onto the mapboard.

81.67 GROUND ATTACKS: Ground attacks from the Urals box onto the mapboard, or from the mapboard into the Urals box, are prohibited.

81.68 ATTRITION: The Urals box and all adjacent European attrition zones are considered to be a single attrition zone. Similarly, the Urals box and all adjacent Pacific attrition zones are considered to be a single attrition zone. Axis and Japanese ground units adjacent to the Urals box may attrition, and be attritioned by, Russian ground units in the Urals box. Hex results achieved in attrition combat solely against the Urals box have no effect, nor can Russian ground units capture hexes by attrition advance from the Urals box. No offensive operations involving ground units are permitted in the Urals box.

81.7 AXIS FORCES ADJACENT TO THE URALS BOX:

81.71 RUSSIAN BRPs: For each European Axis or Japanese ground factor adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of the Axis combat phase, Russia loses one BRP, up to a maximum of 15 BRPs per turn, provided Russia is at war with the European Axis or Japan, as the case may be.

81.72 RUSSIAN CONSTRUCTION: For every three Russian BRPs lost because of European Axis or Japanese ground factors adjacent to the Urals box, the Russian construction limit is reduced by one BRP, up to a maximum of 15 BRPs.

The limits on the effects of bombing and rocketing the Urals box and having Axis units adjacent to it are cumulative. The Russian construction limit may be reduced no more than 15 BRPs per turn from all three causes.