

# CHINA'S WAR

## 1937-41

COIN Series, Volume XIII



## RULES OF PLAY

### TABLE OF CONTENTS

---

|                             |    |                            |    |
|-----------------------------|----|----------------------------|----|
| 1.0 INTRODUCTION .....      | 2  | 6.0 PROPAGANDA ROUND ..... | 14 |
| 2.0 SEQUENCE OF PLAY .....  | 6  | 7.0 VICTORY .....          | 15 |
| 3.0 OPERATIONS .....        | 8  | SETUP AND SCENARIOS .....  | 17 |
| 4.0 SPECIAL ACTIVITIES..... | 11 | KEY TERMS INDEX .....      | 22 |
| 5.0 EVENTS .....            | 13 |                            |    |

## 1.0 INTRODUCTION

*China's War 1937-41* is a 1- to 4-player board game depicting the first four years of the Second Sino-Japanese War (known in China as the “War of Resistance”, and in Japan as “the China Incident”). Each player takes the role of a Faction seeking to attack or defend the Republic of China: the aggressive Japanese (JPN), the harried Chinese Nationalist Government (NAT), the revolutionary Communist Party of China (CPC), or the regionally-based, fractious Warlords (WLD). Using military, political, and economic actions and exploiting various events, players build and maneuver forces to influence or control the population, extract resources, or otherwise achieve their Faction’s aims. A deck of cards regulates turn order, events, victory checks, and other processes. A separate Non-Player rulebook enables solitaire, two-player, or three-player games.

*China's War* is Volume XIII in the COIN Series of games that uses similar rules to cover a variety of modern and premodern insurgencies.

This rule book lists and defines key game terms in an index on pages 22-23. The most important game functions are summarized on several aid sheets. Game setup is explained on pages 17-21 of this rule book.

### 1.1 General Course of Play

*China's War*—unlike many card-assisted war games—does not use hands of cards. Instead, cards are played from the deck one at a time, with one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose between the card’s Event or one of a menu of Operations and Special Activities. Executing an Event or Operation normally carries the penalty of rendering that Faction Ineligible to do so on the next card. Propaganda cards mixed in with the Event cards provide periodic opportunities for instant wins and for activities such as collecting resources and influencing popular sympathies.

### 1.2 Components

A complete set of *China's War* includes (a spare of each wooden piece is also included):

- A 22”x34” mounted game board (1.3)
- A deck of 52 Event cards (5.0)
- A deck of 24 Non-Player cards (8.1.1)
- 144 khaki, white, blue, orange, and red wooden forces pieces, some marked with a symbol on one end (1.4; see “Available Forces” on page 4 for a complete listing)
- Eight wooden cylinders (two khaki, two blue, two orange, two red), marked with a symbol on one end (1.8, 2.2)
- Six black and six white pawns (3.1.1)
- One countersheet
- Four Faction player aid foldouts (3.0, 4.0, 7.0)
- Two Assault Procedure/Propaganda Round aid sheets (3.2.5, 6.0)
- Two Non-Player aid foldouts (8.1.1)
- Four 6-sided dice—one khaki, one blue, one orange, one red
- A background Playbook
- A Non-Player Rules booklet
- This Rules of Play booklet

### 1.3 The Map

The map shows most of the country of China divided into various types of spaces, as well as parts of neighboring countries.

**1.3.1 Map Spaces.** Map spaces include rural Provinces, Lines of Communication (LoCs) that are either Railroads or Rivers, and Foreign Countries. All spaces—including LoCs—can hold forces. Towns, named black dots that form the intersections between LoCs, are not spaces and cannot hold forces (1.3.4).

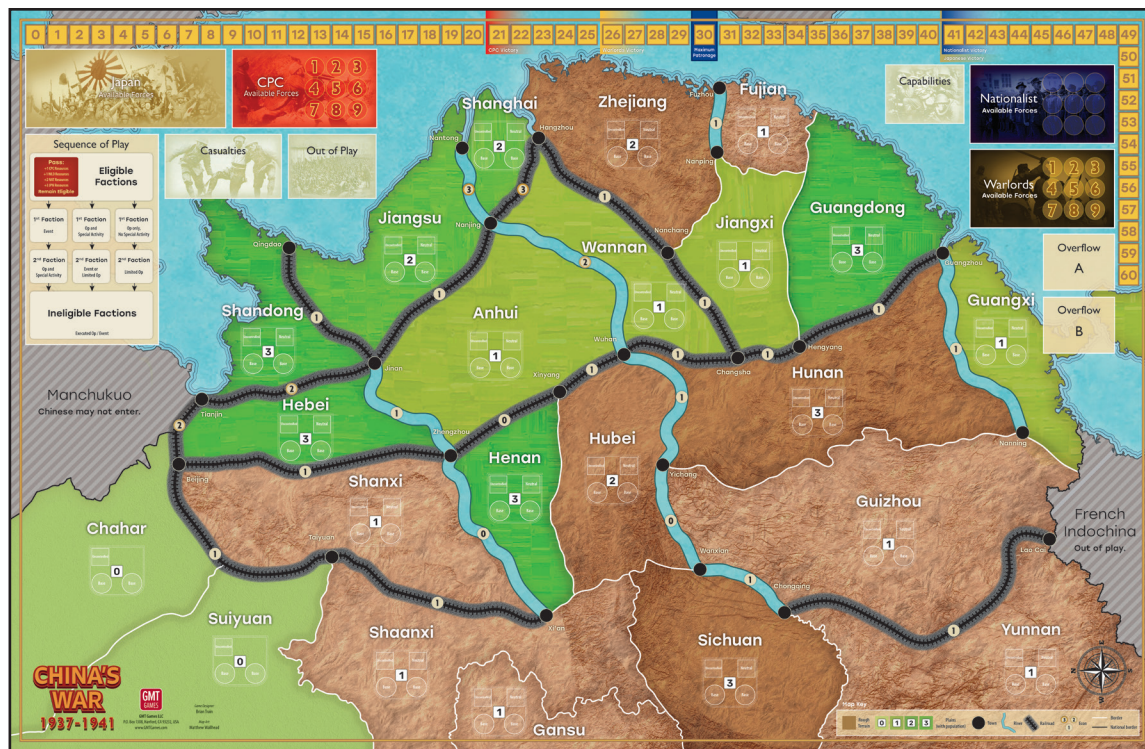
**1.3.2 Provinces.** Each Province shows a Population Value (Pop) of 0 to 3 that affects victory via Support for or Opposition to the Nationalist Government (1.6) or Control (1.7), and some Chinese actions.

**DESIGN NOTE:** Each Population point represents about 10 million Chinese civilians.

Provinces are further distinguished as Rough, Plains, or Coastal, affecting Sweep (3.2.4) and Assault (3.2.5) Operations and the Deploy (4.2.1) Special Activity. Rough and Plains Provinces are denoted by color and texture on the map; a Coastal Province is any Province touched by the sea, even at a Town (1.3.4).

**PLAY NOTE:** This means that Hebei, Wannan, and Hunan are all Coastal Provinces.





**1.3.3 LoCs.** Each Line of Communication (LoC) shows an Economic Value (Econ) of 0 to 3 that affects Japanese and Nationalist Resource earnings (1.8, 6.2) and the Japanese victory total (7.0). There are two kinds of LoCs: Railroads (black lines) and Rivers (blue lines). The Japanese player seeks to occupy as much as possible of the LoC network across China, signifying control and exploitation of Chinese industry and resources – this is key to their victory. Meanwhile, the other Factions variously seek to Sabotage (3.3.4, 4.3.3) the LoCs to deny their value to the Japanese and the Nationalists, or Tax them to gain resources for themselves (4.5.1).

**1.3.4 Towns.** Black dots separating LoCs.

**PLAY NOTE:** Towns are not spaces; they merely terminate LoC segments and provide adjacency between all spaces touching them.

**1.3.5 Foreign Countries.** The map includes parts of Manchukuo (a puppet state set up by the Japanese) and French Indochina (a French colony). Only Japanese forces may enter Manchukuo, and no forces may enter French Indochina, which is out of play for all purposes.

**1.3.6 Adjacency.** Adjacency affects the movement of forces and implementation of certain Events. Any two spaces meeting one of the following conditions are adjacent:

- Spaces that border on (touch) one another.
- Provinces separated by LoCs.
- LoCs or Provinces separated by Towns.

*ADJACENCY EXAMPLE: The Province of Zhejiang is adjacent to Shanghai, Wanan, Jiangxi, and Fujian, as well as to three Railroad LoCs (Nanjing-Hangzhou, Hangzhou-Nanchang, and Nanchang-Changsha) and one River LoC (Fuzhou-Nanping).*

### 1.3.7 Other Map Features.

**Edge Track.** This track runs along the top of the game board, numbered from 0 to 60. It is used to record the amount of Resources, Aid, Patronage, and Commitment the various Factions have (1.8), as well as their current Victory levels (1.9, 7.0).

**Sequence of Play Track.** This diagram is divided into boxes to guide the players' choices during each turn and keep track of player eligibility.

**Available Forces.** All Factions have a box to store their Available forces, with numbered spaces to hold their Available Bases (when placed from bottom right to top left, the leftmost space will indicate how many Bases each Faction currently has on the map).

**Casualties.** This is a common box for cubes (Troops and Police) that have been eliminated during play. During Propaganda Rounds the pieces here will move either to Out of Play or Available (6.6).

**Out of Play.** This is a common box for Japanese and Nationalist Troops that have been removed from play. Forces enter and leave this box through different game functions (6.4, 6.6, and some Event effects). Forces in the Out of Play box may not otherwise be used for any reason.

**Capabilities.** This is a common box for players to store markers that denote Capabilities currently in effect (5.3).

**Overflow.** Sometimes areas of the map will become congested with pieces. Each Overflow box may be used to store pieces from one space, with the corresponding Overflow marker being used on the map to indicate which space they are in.

## 1.4 Forces

The wooden pieces represent the Factions' various forces: JPN Troops (khaki cubes) and Police (white cubes), NAT Troops and Guerrillas (blue cubes and blue octagonal cylinders), WLD Troops (orange cubes), CPC Guerrillas (red octagonal cylinders), and all Chinese Factions' Bases (disks in blue, orange, or red respectively).

**DESIGN NOTE:** Bases represent training and bivouac facilities, centres of administration and government, political and social networks, and so forth.

| Available Forces |                                                                                   |                                                                                                  |                                                                                                 |
|------------------|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| x30              |  | JPN Troops                                                                                       | x9  JPN Police |
| x30              |  | NAT Troops                                                                                       | x9  NAT Bases  |
|                  | x6                                                                                |  NAT Guerrillas |                                                                                                 |
| x24              |  | WLD Troops                                                                                       | x9  WLD Bases  |
| x18              |  | CPC Guerrillas                                                                                   | x9  CPC Bases  |

**1.4.1 Availability and Removal.** The inventory shown on the “Available Forces” chart limits the number of pieces that may be in play. Keep forces Available for placement in each Faction's Available Forces box.

- As a convenience, place WLD and CPC Bases in the highest-numbered empty spaces, revealing the number of on-map Bases to help track Resource earnings (6.2), and Victory (7.0).
- Unless otherwise specified by an Event effect (5.0), forces may only be placed from or replaced with those in the Available boxes. Ignore any instructions to place or replace these pieces if the appropriate type is not available. Forces may never be placed from Casualties or Out of Play unless specified by an Event effect.
- Factions, while executing an Operation, Special Activity, or Event to place their own forces, may take them from elsewhere on the map if the desired force type is not Available and the activity or Event card does not specify from “Available”. EXCEPTION: JPN may do so with Police but not with Troops.

**EXAMPLE:** A CPC player without Available Guerrillas could, during a Rally Operation (3.3.1), remove CPC Guerrillas from one space in order to place them Underground (either elsewhere or even in the same space, if it could be selected for Rally). JPN Recruit (3.2.2) could take Police from another space if none were Available.

**1.4.2 Stacking.** No more than two Bases (of any Faction) may occupy a single Province. Bases may not occupy LoCs. Only JPN forces may occupy Manchukuo. No force of any Faction may occupy French Indochina. Ignore any instructions (such as from Operations or Events) to place or move forces if stacking would be violated.

**1.4.3 Underground/Active.** Guerrillas are either Underground—symbol end down—or Active—symbol end up. Certain Operations, Special Activities, and Events flip them from one to the other state. Bases and cubes (Troops and Police) are always Active. Always set up and place new Guerrillas Underground (including if replacing a piece).

**PLAY NOTE:** Unless instructions specify “Underground” Guerrillas, it is sufficient to “Activate” already Active Guerrillas (they stay Active). Also, “moving” or “relocating” Guerrillas does not affect Underground status unless specified.

## 1.5 Players & Factions

*China's War* is playable by one to four players, each controlling one Faction: JPN (khaki), NAT (blue), WLD (orange), or CPC (red). When playing with fewer than four players, any remaining Factions may be controlled by the system presented in the separate Non-Player Rules booklet.

**No Non-Player Option:** If playing with two or three players, one or two players may control multiple Factions instead of using the Non-Player system:

- With three players, one player controls JPN and CPC.
- With two players, one player controls JPN and WLD and the other player controls NAT and CPC.

Play only stops on a victory check (6.1) if *both* of a player's Factions are meeting their victory thresholds. Use the lowest victory margin of each player's Factions (7.3). Players may not voluntarily transfer Resources (1.5.2) between their own Factions.

**1.5.1 Friends and Enemies.** All Factions are enemies to each other and friends to themselves. The NAT, CPC, and WLD factions all represent forces and organizations collectively resisting an invasion of China by Japan. They are referred to collectively as “Chinese Factions”. JPN is the enemy of each of the Chinese factions; however, each Chinese faction is also antagonistic to the other Chinese factions to some degree, so the term “friendly” is restricted to forces of only the same faction.

**DESIGN NOTE:** Japanese Police cubes represent collaborationist “puppet troops” of generally low quality. Ethnically they are Chinese but in the game they are referred to as Japanese.

**1.5.2 Negotiation.** Players may make any mutual arrangements within the rules. All negotiations are open. Once players agree to something within the execution of an Operation, Special Activity, or Event, or during a Propaganda Round, that agreement is binding during the current action only. No agreement outside the scope of the current action is binding.

Factions may voluntarily transfer Resources (1.8) to others at any time that the giving or receiving Faction is executing an Operation, Special Activity, or Event.

NAT may also voluntarily transfer Patronage to WLD Resources, one for one, when either Faction is executing an Operation, Special Activity, or Event.



## 1.6 Support and Opposition



Support and Opposition affect victory and some Operations and Special Activities.

**1.6.1.** Provinces with at least 1 Population (1.3.2) always show one of three levels of its populace's Support for or Opposition to China's central government that can shift during play:

- Support.
- Neutral.
- Opposition.

**1.6.2.** Show Support or Opposition with markers placed in each such Province. Show Neutral Provinces by the absence of such markers. If a Neutral Province shifts toward Support or Opposition, place the appropriate marker there. If a Province with Support or Opposition shifts toward Neutral or toward the other of Opposition or Support, remove the current marker. Two shifts are sufficient to move a Province from Support to Opposition, or vice versa.

**PLAY NOTE:** LoCs (1.3.3) and Provinces with 0 Population (1.3.2) never have Support or Opposition. They are always Neutral. Note the absence of a box to put a marker in.

## 1.7 Control



The NAT and WLD Factions can control Provinces, affecting certain Faction activities and the WLD victory total (7.0). Adjust Control markers as Control changes due to Operations (3.0), Special Activities (4.0), Events (5.0), voluntary force removal (1.4.1), or the Propaganda Round (6.0).

A Province is Controlled by the NAT or WLD player if the number of that Faction's Active pieces there exceeds the number of Active pieces of all other Factions combined, ignoring JPN Troops (that is, the Faction has a majority of Active pieces in the Province, including JPN Police but not counting JPN Troops). Indicate Control by placing a NAT or WLD Control marker in each Controlled Province.

A Province that is Controlled by neither Faction is Uncontrolled, indicated by the absence of any Control marker.

**PLAY NOTE:** Unlike in most other COIN games, only Active pieces are counted to determine Control of Provinces. Furthermore, the presence or absence of JPN Troops does not affect the Control status of a Province, but JPN Police do count against NAT or WLD Control.

**DESIGN NOTE:** Japanese troops never strayed far from the major towns and cities, and the roads and rivers that connected them, except for occasional sweeps into the countryside to eliminate guerrilla forces. Japanese Police, on the other hand, represent local collaborationist Chinese forces that will resist the efforts of the other Chinese factions to control the countryside.

**CONTROL EXAMPLE:** In Hebei there are a total of twelve pieces: three JPN Troops; one JPN Police; two NAT Guerrillas, one of which is Active; two NAT Troops; one NAT Base; two WLD Troops; and one Underground CPC Guerrilla. There are a total of seven Active non-JPN Troop pieces and four of them are NAT, so the Province is NAT-Controlled. The JPN Troops have no effect on Control (but the JPN Police does), and neither do the Underground Guerrillas. If the CPC Guerrilla was Active, then the Province would be Uncontrolled, since there would be eight Active non-JPN Troop pieces and the four Active NAT pieces would not make a majority.

## 1.8 Resources, Commitment, Patronage, and Foreign Aid

At any moment, each Faction has between 0 and 60 Resources that it uses to pay for Operations (3.0), marked on the numbered edge track with a wooden cylinder bearing their Faction icon.



A level of Commitment (between 0 and 60) affects the number of forces JPN may have on the map and adds to JPN Resources (6.2) and JPN victory (7.0).



A level of Patronage (between 0 and 30) adds to NAT victory (7.0).



During Propaganda Rounds (6.5) and some Events, a level of Foreign Aid (between 0 and 10) is added to NAT Resources or Patronage (their choice which), and then is reset to the marked Foreign Aid Reset level (6.6). Foreign Aid also begins the game at the Foreign Aid Reset level indicated in the scenario setup (2.1). Mark Resources, Commitment, Patronage, and Foreign Aid on the edge track—for Resources, with a cylinder of the Faction's color (1.5).

If a Faction does not have sufficient Resources, Patronage, or Commitment to pay for a given action or choice, they may not perform it. However, if a player is required to lose Resources, Foreign Aid, Patronage, or Commitment beyond 0 because of another Faction's actions or change triggered by an Event effect or Propaganda Round step, a player may not have a "deficit" inflicted on them—the value is lowered to 0 and any excess loss is ignored.

**DESIGN NOTE:** Jiang Jieshi (Chiang Kai-shek), leader of the Nationalist party, governed China and directed its armed forces through a delicate network of relationships with former warlords and lesser party factions. The concept of Patronage generally represents his reserves of political, social, and military "capital" to keep this network functioning, with him and his associates at the top. Meanwhile, Commitment generally represents the willingness of the Japanese home government in Tokyo to support the war effort in China, as balanced against the preparations and pressures for military effort against the Soviet Union (the "strike North" faction) or into the central and south Pacific (the "strike South" faction).

## 1.9 Victory Markers



Track with markers on the edge track the following totals that affect victory (7.0).

- JPN: Total Econ value of LoCs occupied solely by JPN forces (1.4) plus Commitment (1.8).
- NAT: Total Support Population (1.6) plus Patronage (1.8).
- WLD: Total WLD-Controlled Population plus the number of WLD Bases on the map (1.7)
- CPC: Total Opposition Population (1.6) plus the number of CPC Bases on the map.

## 1.10 Sabotage and Terror



Double-sided markers showing “Sabotage” on one side and “Terror” on the other are used to indicate the effects of Chinese guerilla sabotage on LoCs and Japanese atrocities in Provinces. Each space may only ever contain a maximum of one Sabotage or Terror marker (Sabotage on LoCs and Terror in Provinces). Sabotage on LoCs costs JPN Resources if they have cubes there, prevents NAT and CPC from gaining Resources there, and prevents JPN and NAT from using Transport to move past Sabotaged LoCs. Terror in Provinces prevents JPN and WLD Recruit, CPC Rally, NAT Partisan Action, and WLD Organize.

## 2.0 SEQUENCE OF PLAY

### 2.1 Setup

Follow the instructions on pages 17-21 of this rule book to choose a scenario and various play options, assign Factions to players, prepare the draw deck, and set up markers and forces.

### 2.2 Start

Begin play by revealing the top card of the draw deck and placing it next to the deck to form a played cards pile. Then reveal the next card on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next.

**PLAY NOTE:** Players will see one card ahead into the deck (2.3.7). All played cards and the number of cards in the draw deck are open to inspection.

### 2.3 Event Card

When playing an Event card, up to two Factions will execute Operations or the Event.

- Factions whose cylinder is in the “Eligible” box receive these options in the left-to-right order of Faction symbols shown at top of the card.
- Factions with cylinders in the “Ineligible” box do nothing.

**Record Steps.** As the steps of each Event card play are completed, place a cylinder of the Faction’s color (1.5) into the Sequence of Play Track’s appropriate box.

**2.3.1 Eligibility.** All Factions start each Campaign Eligible. Factions that did not execute an Operation or Event on the previous card are Eligible (their cylinders will start the card in the “Eligible” box per 2.3.6). Factions that did are Ineligible. See also Free Operations, 3.1.2.

**PLAY NOTE:** Each series of Event cards leading up to a Propaganda Round is called a “Campaign”.

**2.3.2 Faction Order.** The Eligible Faction with the leftmost symbol in its color (skipping any Ineligible Factions) is the 1<sup>st</sup> Eligible to execute an Operation or Event or to Pass. The next leftmost is the 2<sup>nd</sup> Eligible.

**2.3.3 Passing.** If a 1<sup>st</sup> or 2<sup>nd</sup> Eligible Faction opts to Pass, place its cylinder in the Pass space on the Sequence of Play Track. It remains Eligible for the next card and receives +3 Resources if JPN, +2 if NAT, or +1 if WLD or CPC. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1<sup>st</sup> or 2<sup>nd</sup> Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.6) and play the next card.



### 2.3.4 Options for Eligible Factions.

**FIRST ELIGIBLE:** If the 1<sup>st</sup> Eligible Faction does not Pass (2.3.3), it may execute either:

- An Operation (3.0)—with or without a Special Activity (4.0);  
**OR**
- The Event shown on the card.

Place the Faction's cylinder in the space on the Sequence of Play Track matching what the Faction actually did: Op + Special Activity, Op Only, or Event.

**OPTIONS FOR SECOND ELIGIBLE:** If the 2<sup>nd</sup> Eligible Faction does not Pass (2.3.3), it also may execute an Operation or possibly the Event, but its options depend on what the 1<sup>st</sup> Eligible Faction executed:

- **Op Only:** If the 1<sup>st</sup> Eligible Faction executed an Operation, the 2<sup>nd</sup> Eligible Faction may execute a Limited Operation (2.3.5).
- **Op + Special Activity:** If the 1<sup>st</sup> Eligible Faction executed an Operation with a Special Activity, the 2<sup>nd</sup> Eligible Faction may execute a Limited Operation or instead execute the Event.
- **Event:** If the 1<sup>st</sup> Eligible Faction executed the Event, the 2<sup>nd</sup> Eligible Faction may execute an Operation, with a Special Activity if desired.

Note that the options open to the 2<sup>nd</sup> Eligible Faction are indicated in the box immediately below the Sequence of Play Track space occupied by the 1<sup>st</sup> Eligible Faction's cylinder. The 2<sup>nd</sup> Eligible Faction will place their cylinder in the space matching what they actually did.

**2.3.5 Limited Operation.** A Limited Operation is an Operation in just one space, with no Special Activity. If the Limited Operation is a Patrol (3.2.3), Sweep (3.2.4), or March (3.3.2), it can involve pieces from multiple origin spaces but only one destination space. A Limited Operation counts as an Operation.

**2.3.6 Adjust Eligibility.** After the 1<sup>st</sup> and 2<sup>nd</sup> Eligible Factions complete all execution of Operations, Special Activities, and Events (or after all Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play Track as follows:

- Any Faction that did not execute an Operation or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed an Operation (including a Limited Operation) or Event to the "Ineligible" box (unless otherwise specified by the Event; see also Japanese Large Offensive, 2.3.8, and Free Operations, 3.1.2).

**2.3.7 Next Card.** After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card.

If the just revealed card is a Propaganda card (2.4), switch it with the Event card, so that the Propaganda card becomes the current played card. The switched-out Event card will be the first played in the next Campaign (if any). Play the Propaganda Round (6.0), proceeding with the appropriate sequence.



**2.3.8 Large Offensive.** The JPN player has a special ability to conduct a Large Offensive once per Campaign. Whenever the JPN player is eligible to act, they may choose to use their "Large Offensive" marker (if still available), with the following effects:

- Regardless of their options available under 2.3.4 or any card limitations in play, JPN may execute a full Operation, with a Special Activity if desired.
- The Operation with Special Activity does not cost any Resources (even for Assault spaces granted by a Patrol Operation), but JPN must reduce Commitment by 1. A Large Offensive is not possible if Commitment is at 0.
- If JPN was 1<sup>st</sup> Eligible on this Event card, they remain eligible for the next Event Card. Place their cylinder in the appropriate 1<sup>st</sup> Eligible box to determine the options available to 2<sup>nd</sup> Eligible (2.3.4), then return the JPN cylinder to Eligible when adjusting eligibility (2.3.6).
- If JPN was 2<sup>nd</sup> Eligible on this Event card, they will become Ineligible as normal, but are allowed to execute a full Operation with Special Activity regardless of what option the 1<sup>st</sup> Eligible Faction executed.
- The Large Offensive marker is flipped to its "used" side – JPN will get it back in the Reset Phase of the next Propaganda Round (6.6).

## 2.4 Propaganda Card

If playing a Propaganda Card, conduct a Propaganda Round (see 6.0).

**2.4.1 Final Propaganda.** If the last Propaganda Round is completed without a victory (6.1), the game ends: determine victory by 7.3.

## 3.0 OPERATIONS

### 3.1 Operations in General

A Faction executing an Operation (Op) chooses one of the four Operations listed on its Faction aid sheet and, if applicable, selects the map spaces to be involved. Operations usually cost Resources (not Commitment, Patronage, or Foreign Aid; 1.8), often per space selected; the paying Faction must have enough Resources to pay for the Operation, including in each selected space. Select a given space only once for a given Operation.

The executing Faction chooses the order of the spaces in which the Operation is resolved, the Factions or pieces to be affected (targeted), and the friendly pieces to be placed, replaced, or moved. A single Operation may target one or more Factions and ignore others. Once targeted, a Faction's pieces are affected to the maximum extent possible.

**3.1.1 Pawns.** Players may mark spaces selected for Operations (3.0) and Special Activities (4.0), respectively, (or other actions) with white and black pawns. The pawns are for convenience and as a reminder, not a limit on play.

**3.1.2 Free Operations.** Certain Events (5.5) grant free Operations or Special Activities: they cost no Resources and, if executed by a Faction other than the one playing an Event, could leave it Eligible (2.3.6). Other requirements and procedures still apply unless trumped by Event text (5.1.1, 5.5).

**3.1.3 Other Countries.** Factions other than JPN may never place, move pieces, or execute Operations or Special Activities in or into Manchukuo. French Indochina is out of play for all Factions (1.3.5).

### 3.2 Conventional Faction Operations

JPN, NAT, and WLD choose from Recruit, Patrol, Sweep, and Assault Operations. The exact procedures for each Faction vary.

**PLAY NOTE:** Even though the NAT force pool includes Guerrilla forces, this Faction is considered a “conventional” faction.

**3.2.1. Escalating Resource Cost for WLD Operations.** When conducting Recruit, Sweep, or Assault Operations, the WLD Faction selects spaces like the other Factions and conducts Operations in them in any order they choose. However, WLD pays 1 Resource for the first space selected, 2 for the second, 3 for the third and so on. Provided they have sufficient Resources, WLD may choose any number of spaces for an Operation unless it is Limited (2.3.5).

**DESIGN NOTE:** The rising cost for conducting WLD Operations in multiple spaces reflects in a simple way the fragmented and uncoordinated way the many different sub-factions within the WLD Faction exercised command, control, and logistics, and the challenges in conducting ambitious operations.

**3.2.2 Recruit.** Recruit Operations augment the Faction's forces and (for NAT only) can build Support (1.6).

- JPN may select up to three Provinces with JPN cubes and no Terror marker, and pays 3 Resources total (not per selected Province).
- NAT may select any Provinces that have NAT forces, and pays 2 Resources per selected Province.
- WLD may select any Provinces that have a WLD Base and no Terror marker, and pays an escalating Resource cost for each Province selected (3.2.1).

#### FACTION PROCEDURES:

**JPN.** Replace WLD Troops with Available Police, and/or place Available Police, up to a maximum of six cubes placed or replaced across all selected Provinces.

**NAT.** Place up to three NAT Troops in each selected Province. Then, in one selected Province (even if a Limited Operation, 2.3.5), if desired either:

- Replace two NAT Troops with a NAT Base; **OR**
- If a NAT Base is already present, Pacify to remove any Terror marker and then to shift the space one level toward Support. Pacify costs 2 Resources per Terror marker removed and level shifted, even if the Recruit Operation was free (3.1.2, 5.5).

**WLD.** Place up to three WLD Troops in each selected Province.

**3.2.3 Patrol.** Patrol Operations protect LoCs by moving cubes onto them, exposing Guerrillas there, and/or Assaulting enemy forces.

- JPN pays 3 Resources total (not per destination LoC), and may select any number of destination LoCs.
- NAT pays 2 Resources total (not per destination LoC), and may select any number of destination LoCs.
- WLD pays 1 Resources total (not per destination LoC), but may only select up to three destination LoCs.

If a Limited Operation (2.3.5), each Faction may only select a single destination LoC (and may only Assault on this LoC), but may still move forces from multiple origin spaces.

#### FACTION PROCEDURES:

**JPN:** First, simultaneously move any JPN cubes (Troops or Police) onto LoCs, from adjacent Provinces and/or from adjacent LoCs without any Chinese Troops. Then, on each LoC, Activate one CPC Guerrilla for each JPN cube now there. Finally, JPN may Assault (3.2.5) up to once on each LoC (even if no new Troops were moved there during the Operation), paying 3 Resources for each Assault.

**NAT:** First, simultaneously move any NAT Troops onto LoCs, from adjacent Provinces and/or from adjacent LoCs without any JPN cubes. Each moving NAT Troop may take with it up to one WLD Troop that began in the same space; pay 1 Resource (total) to WLD if any WLD Troops are moved in this way. Then, on each LoC, optionally Activate one CPC Guerrilla for each Chinese Troop now there. Finally, NAT may free Assault



(3.2.5) on one LoC (even if no new Troops were moved there during the Operation, but must still pay 1 Resource to WLD to include WLD Troops if desired).

**WLD:** First, simultaneously move any WLD Troops onto LoCs, from adjacent Provinces and/or from adjacent LoCs without any JPN cubes. Then, on each selected LoC, optionally Activate one CPC Guerrilla for each WLD Troop now there. Finally, WLD may free Assault (3.2.5) on one LoC (even if no new Troops were moved there during the Operation).

*PATROL EXAMPLE: NAT pays 2 Resources for a Patrol Operation, and selects the LoC connecting Yichang and Wuhan as one destination. Among other movements, two NAT cubes move from Guizhou onto the LoC, taking two WLD cubes with them. NAT pays WLD 1 Resource. Up to four CPC Guerrillas on the LoC could, at the NAT player's option, be Activated. NAT could then choose to free Assault if there were any JPN forces on the LoC, paying WLD an additional 1 Resource to include the WLD Troops in the Assault if desired.*

**3.2.4 Sweep.** Sweep Operations may move Troops and can Activate enemy Guerrillas. Each Faction may select any number of destination spaces (Provinces or LoCs).

- JPN pays 3 Resources per destination space.
- NAT pays 2 Resources per destination space.
- WLD pays an escalating Resource cost for each destination space (3.2.1).

#### FACTION PROCEDURES:

**JPN:** First, simultaneously move any adjacent JPN Troops (not Police) into destination spaces. Then, in each destination space, Activate one Guerrilla for each JPN cube now there. In Rough spaces, only Activate one Guerrilla for every two JPN cubes (rounded down).

**NAT:** First, simultaneously move any adjacent NAT Troops into destination spaces. Each moving NAT Troop may take with it up to one WLD Troop that began in the same space; pay 1 Resource to WLD for each destination space that has WLD Troops moved into it in this way. Then, in each destination space, optionally Activate one CPC Guerrilla for each Chinese Troop now there. In Rough spaces, may only Activate one CPC Guerrilla for every two Chinese Troops (rounded down).

**WLD:** First, simultaneously move any adjacent WLD Troops into destination spaces. Then, in each destination space, optionally Activate one Guerrilla for each WLD Troop now there. In Rough spaces, may only Activate one Guerrilla for every two WLD Troops (rounded down).

**3.2.5 Assault.** Assault Operations eliminate enemy forces, and may add or subtract Patronage. Each Faction may select any spaces (Provinces or LoCs) with their Troops.

- JPN pays 3 Resources per selected space, and may choose to target any Chinese Factions with forces there.
- NAT pays 2 Resources per selected space, and must target all JPN forces in each space. NAT may pay an additional 1 Resource to WLD per space to include any WLD Troops there in the Assault (they may decide whether or not to do this

separately in each Assault space, but must pay this cost to include WLD Troops even if the Assault Operation was free).

- WLD pays an escalating Resource cost for each selected space (3.2.1), and must target all JPN forces in each space.

**PLAY NOTE:** JPN may choose to target just one or two Chinese Factions in each space (instead of all three), in order to improve their Assault odds, and may make this choice separately for each space. NAT and WLD may only target JPN forces (unless Event #17, NEW FOURTH ARMY INCIDENT, is in effect, allowing them to target Active CPC Guerrillas).

#### GENERAL ASSAULT PROCEDURE:

- Derive a total Combat Value (CV) for the opposing forces involved (the maximum effective CV is 6). The Faction executing the Assault is assaulting, the Faction (or Factions) targeted by the Assault is defending:
  - JPN Troops are worth 2 CV each, assaulting or defending;
  - NAT/WLD Troops are worth 1 CV each, assaulting or defending;
  - Bases and JPN Police may not assault, but are worth 1 CV each when defending;
  - Guerrillas may not assault; Underground Guerrillas may not be assaulted, and all Activated defending Guerrillas (regardless of the actual number of Guerrillas there) are worth a total of 1 CV;
  - The defending forces in a Rough Province add 1 CV.
- Each side rolls a die (*if forces from more than one Faction are defending, decide in a friendly manner who gets to roll*). If either side's die roll is equal to or less than their own total Combat Value, Active forces belonging to the opposing side with total CV equal to the die result must be removed (if possible, otherwise as many as possible must be removed).
- The Faction executing the Assault chooses which forces will be removed on both sides. They may not remove more forces than are necessary to satisfy the die results, but may choose to remove one 2 CV piece even if there is only 1 CV worth of losses left to remove (therefore "over-satisfying" the die result by at most 1 CV). All cubes removed in Assaults go to Casualties, unless all defending forces are Guerrillas and/or Bases, in which case assaulting cubes removed go to Available. Bases may only be removed once no other pieces belonging to that Faction remain in the space (Underground Guerrillas prevent a Base of the same Faction from being removed in Assault). All Guerrillas and Bases removed in Assault go to Available.

**PLAY NOTE:** Friendly Bases, Police, and Guerrillas may not be used by the attacking side in an Assault, and therefore they may not be removed by the attacker to satisfy a defender's successful die result either. Defending Bases, Police, and Guerrillas may of course be removed by the attacker to satisfy their own successful die result.

**DESIGN NOTE:** Guerrillas are less hard hitting than conventional forces but enjoy an information advantage in that enemies must Activate (locate) them before Assaulting them.

**DISASTER:** Reduce Patronage by 1 for any Assault space where a NAT Base or at least three Chinese Troops are removed (regardless of who is assaulting or defending).

**GLORIOUS VICTORY:** Increase Patronage by 1 for any Assault space where at least two JPN cubes are removed and at least one JPN Troop is among them (regardless of who is assaulting or defending).

**DESIGN NOTE:** NAT loses Patronage in battles that involve large numbers of Chinese casualties (even if NAT did not actually execute the Assault) because field commanders were jealous of what equipment they had and expected it to be at least replaced, or otherwise have their sacrifices recognized. It was also Jiang Jieshi's preference to direct offensives from field headquarters far in the rear, in accordance with minutely written orders that were usually not applicable to the actual situation – reinforcing a reputation for incompetence when things went wrong.

Similarly, NAT gains Patronage in battles where a large number of Japanese casualties have been inflicted, whether or not NAT Troops participated. As the leader of China, Generalissimo Jiang Jieshi gets both the blame and the gain. An especially large and bloody battle may be both a Disaster and a Glorious Victory!

**ASSAULT EXAMPLE A:** As part of a Patrol Operation, the NAT player executes a free Assault on a LoC against two JPN cubes (one Troop, one Police) with four Chinese Troops (two NAT, two WLD). They pay 1 Resource to the WLD player for using their cubes (even though the Assault itself is free as part of Patrol). The NAT total Combat Value is 4 (four Chinese Troops worth 1 each), while the JPN total Combat Value is 3 (2 for the JPN Troop, 1 for the Police). Both players roll a die: the NAT player rolls “1” and the JPN player rolls “3”. Both results are equal to or lower than their side's respective Combat Values, so both sides will take losses.

The NAT player, as the one executing the Assault, chooses losses. The player removes the JPN Troop cube, over-satisfying their result of 1. The NAT player then decides to remove both WLD Troops and one NAT Troop to satisfy the Japanese result of 3. All cubes removed go to Casualties. NAT loses 1 Patronage due to the scale of the Chinese losses (three Chinese Troops, a Disaster).

**ASSAULT EXAMPLE B:** The JPN player executes an Assault in Hubei, a Rough Province, with four JPN Troop cubes. The potential defending forces in the Province are one NAT Troop, one WLD Troop, one WLD Base, and two NAT Guerrillas (both Activated from previous JPN Sweeps). The JPN player decides to target both NAT and WLD Factions in the Province (they could have chosen to target just one). The total assaulting Combat Value is 8 (four JPN Troops worth 2 each), and the defending total Combat Value is 5 (1 for each Chinese Troops cube, 1 for the Base, 1 total for the two Active Guerrillas, and

1 for defending in a Rough Province). Both sides roll a die: the JPN player rolls “4”, the NAT player rolls a “3” (having agreed with the WLD player that they would roll for the combined Chinese defending forces). Both results are lower than their side's respective Combat Values, so both sides will take losses.

The JPN player, as the one executing the Assault, chooses losses. They remove both NAT and WLD Troops, the WLD Base, and both of the Guerrillas (because the two Guerrillas together have a total Combat Value of 1). The Troops go to Casualties, the Base and Guerrillas go to Available. Then the JPN player removes two Troop cubes to Casualties, over-satisfying their required Combat Value loss of 3. The NAT player gains 1 Patronage due to the scale of the JPN losses (two JPN Troops a Glorious Victory).

### 3.3 CPC Operations

The CPC chooses from Rally, March, Attack, and Agitate Operations.

**PLAY NOTE:** Even though NAT does have Guerrillas among its forces, its options are described under the rules for Conventional Faction Operations (3.2). NAT Guerrillas are placed by the Partisan Action Special Activity (4.3.3), and do not ever March or Attack. CPC Operations and Special Activities never involve NAT Guerrillas, except as targets for Subvert (4.4.2).

**3.3.1 Rally.** Rally Operations augment or recover friendly forces. Select any Provinces without Support or Terror markers. Pay 1 Resource per Province selected.

**PROCEDURE:** In each selected Province, place one CPC Guerrilla or replace two CPC Guerrillas with one CPC Base, within stacking (1.4.2). If the Province already has at least one CPC Base, may instead either:

- Flip all CPC Guerrillas there Underground (1.4.3); **OR**
- Place a number of CPC Guerrillas up to the sum of CPC Bases there plus the Province's Population value (1.3.2).

**3.3.2 March.** March Operations move Guerrillas. Moving Guerrillas may begin in any spaces. Pay 1 Resource per Province that Guerrillas move into (0 Resources to move onto LoCs). If a Limited Operation (2.3.5), all moving Guerrillas must end in a single destination space.

**PROCEDURE:** Move any CPC Guerrillas desired into adjacent spaces (1.3.6). Guerrillas may continue being moved by March (paying for each additional destination) from any Province with Opposition that they enter. Guerrillas moving from one space to another move as a single group. Set Guerrillas of a moving group to Active (1.4.3) if:

- The destination is a Province with Support or a LoC,  
AND
- The moving group's number of Guerrillas plus the number of cubes (of all Factions) in the destination space exceeds three.

Moving Guerrillas otherwise retain their current state (Active or Underground).

*MARCH EXAMPLE A: A group of two Underground CPC Guerrillas Marches from Shaanxi to Sichuan, which is at Support and contains one NAT Troop and one WLD Troop. The destination is at Support and the total of four relevant pieces (moving Guerrillas plus Troops) exceeds three, so the Guerrillas flip to Active. They pay 1 Resource to do this.*

*MARCH EXAMPLE B: A group of four CPC Guerrillas Marches from Shaanxi to Shanxi, which is at Opposition. They pay 1 Resource to do this. Because Shanxi is at Opposition, they do not Activate and may pay another 1 Resource to move into another adjacent Province. If that Province was also at Opposition they could pay again to continue moving in this way.*

**3.3.3 Attack.** Attack Operations seek to eliminate JPN forces; particularly successful attacks augment friendly Guerrillas. Select any spaces with CPC Guerrillas and JPN forces; pay 1 Resource per space.

**PROCEDURE:** In each selected space, Activate (1.4.3) all CPC Guerrillas there and then roll a die. If the roll is less than or equal to the number of CPC Guerrillas there (whether or not they began Active), remove up to two JPN cubes to Casualties. Then:

- Remove one CPC Guerrilla in the space to Available for each JPN Troop removed (if possible).
- Reduce Patronage by 1 for each JPN Troop removed (if possible).

**DESIGN NOTE:** Communist military victories had great propaganda value and undermined Nationalist authority.

**CAPTURED GOODS:** If the die roll was a “1”, place one CPC Guerrilla in the space.

**3.3.4 Agitate.** Agitate Operations affect Support and Opposition (1.6) or sabotage LoCs. Select any spaces with at least one Underground CPC Guerrilla; pay 1 Resource per Province (0 for LoCs).

**PROCEDURE:** Activate at least one Underground CPC Guerrilla, and may optionally Activate any additional CPC Guerrillas as desired.

- If the space is a Province with a Terror marker, remove the Terror marker.
- If the space is a Province without a Terror marker, shift it one level toward Opposition (1.6).
- If the space is a LoC without a Sabotage marker, place a Sabotage marker.

**PLAY NOTE:** Activating one or more Guerrillas in a Province may change its Control status (1.7); be sure to remove the Control marker if this happens.

## 4.0 SPECIAL ACTIVITIES

### 4.1 Special Activities in General

When a Faction per the Event Card sequence of play (2.3) executes an Operation in at least one space (3.0), it may also execute one type of its Special Activities (exception: Limited Operations, 2.3.5). Some Events grant free Special Activities (3.1.2, 5.5).

As with Operations, the executing Faction selects spaces, Factions, or pieces affected and the order of actions, and must have enough Resources to pay any costs (for WLD Suborn only). A Faction may execute its Special Activity at any one time immediately before, during, or immediately after its Operation.

*EXAMPLE: CPC may Rally until at 0 Resources, then pause to Tax and gain Resources, then continue to Rally in additional spaces.*

**PLAY NOTE:** If the 1<sup>st</sup> Eligible Faction uses a Special Activity, the 2<sup>nd</sup> Eligible will have the option of executing the card's Event (2.3.4).

**4.1.1. Accompanying Operations.** Some Special Activities specify that they may only accompany certain types of Operations (3.0). Certain Special Activities must occur where their Accompanying Operations occurred. If not otherwise specified, Special Activities may accompany any Operations and take place in any otherwise valid spaces.

### 4.2 Japanese Special Activities

JPN may choose from Deploy, Transport, or Anti-Bandit Action.

**4.2.1 Deploy.** Deploy moves JPN Troops into, around, or out of China via sea movement. It may accompany any Operation and may take place in up to three Coastal Provinces (1.3.2).

**PROCEDURE:** Move a total of up to six JPN Troops among the three selected Provinces and/or the Available box.

**DESIGN NOTE:** This reflects the Japanese command of the sea and resultant ability to shift numbers of troops quickly along the coast, or bring in new forces from the Home Islands.

**4.2.2 Transport.** Transport moves JPN Troops rapidly. It may accompany any Operation.

**PROCEDURE:** Select one space and move any JPN Troops from there onto one adjacent LoC, if desired. They may continue to move along adjacent LoCs and then, if desired, into any one adjacent destination Province. The moving Troops must remain in one group and must stop at any Sabotage markers or Chinese Troops on LoCs.



**4.2.3 Anti-Bandit Action.** Anti-Bandit Action destroys exposed Guerrillas or Bases, places Terror, and neutralizes the Population. It may accompany any Operation and may take place in up to two spaces with JPN Troops.

PROCEDURE: Remove a total of up to two Active Guerrillas or Bases from among the selected spaces to Available. Bases may only be removed once no other pieces belonging to that Faction remain in the space (Underground Guerrillas and any Troops therefore prevent the removal of a Base belonging to the same Faction). Reduce Patronage by 1 for each NAT Base removed. Finally, set any selected Provinces to Neutral and place a Terror marker if none there.

**PLAY NOTE:** JPN may conduct Anti-Bandit Action in a Province even if there are no Guerrillas or Bases there, as a way of destroying Support or Opposition and suppressing further activity by terrorizing the civilian population.

### 4.3 Nationalist Special Activities

NAT chooses from Govern, Transport, or Partisan Action.

**4.3.1 Govern.** Govern adds NAT Resources or Patronage, or reduces the power of competing political groups. It may only accompany Recruit or Patrol and takes place in up to two Provinces with NAT Control (1.7).

PROCEDURE: In each selected Province, do one of the following (need not be the same in both Provinces):

- Remove a WLD or CPC Base there to Available; **OR**
- If the Province has a NAT Base, add 1 Resource (not Patronage) per Base, up to its Population value; **OR**
- If the Province is at Support, set the Province to Neutral and either increase NAT Resources by three times its Population value or increase Patronage by its Population value.

**4.3.2 Transport.** Transport moves NAT Troops (only) rapidly. It may accompany any Operation.

PROCEDURE: Select one space and move any NAT Troops from there onto one adjacent LoC, if desired. They may continue to move along adjacent LoCs and then, if desired, into any one adjacent destination Province. The moving Troops must remain in one group and must stop at any Sabotage markers or JPN cubes. Must pay 1 Resource total to WLD if any LoCs entered contained any WLD Troops.

**4.3.3 Partisan Action.** Partisan Action places NAT Guerrillas or uses them to Sabotage adjacent LoCs. It may accompany any Operation and takes place in up to two Provinces without Opposition or Terror.

PROCEDURE: In each selected Province, do one of the following (need not be the same in both Provinces):

- Place up to three NAT Guerrillas; **OR**
- Activate up to all Underground NAT Guerrillas and place them on any adjacent LoCs, then place a Sabotage marker on any LoC that a Guerrilla was placed on (if none already there).

### 4.4 Warlords Special Activities

WLD may choose from Extort, Suborn, or Organize.

**4.4.1 Extort.** Extort increases WLD Resources. It may accompany Recruit or Patrol, and selects up to three Provinces with a WLD Base.

PROCEDURE: Increase WLD Resources by 1 per WLD Base in each selected Province.

**4.4.2 Suborn.** Suborn removes or replaces JPN Police or any NAT pieces, or sets a Province to Neutral. It may accompany any Operation, and may select up to three spaces with WLD pieces.

PROCEDURE: In each selected space, do one of the following (need not be the same in all spaces):

- Remove or replace (with a WLD Troop) up to one Police and up to one NAT piece. Pay 1 Resource per piece removed and pay 2 Resources per piece replaced. All removed or replaced pieces go to Available. Reduce Patronage by 1 for each NAT piece replaced. NAT Bases may only be removed/replaced once no NAT Troops or NAT Guerrillas remain in a space; **OR**

- Pay 2 Resources to set a Province to Neutral.

**PLAY NOTE:** Replacing a piece with Suborn costs 2 Resources in total, not 1 Resource to remove the piece and then an additional 2 Resources to place a WLD Troop.

**DESIGN NOTE:** JPN Police cubes represent collaborationist "puppet troops" who in many cases had been former warlord soldiers themselves, or mercenaries. Sub-factions within the Nationalist Revolutionary Army (controlled by Jiang Jieshi) were also potentially disloyal, via both ethnic ties and corruption.

**4.4.3 Organize.** Organize places WLD Bases. It may accompany Recruit or Patrol, and takes place in up to three Neutral Provinces without NAT Control or Terror markers.

PROCEDURE: Place a total of up to three WLD Bases among the selected Provinces.

### 4.5 CPC Special Activities

CPC may choose from Tax, Subvert, or Ambush.

**4.5.1 Tax.** Tax increases CPC Resources. It may accompany any Operation, and takes place in any number of spaces with an Underground CPC Guerrilla and no Sabotage (if LoC).

PROCEDURE: In each selected space, Activate one Underground CPC Guerrilla and increase CPC Resources by 1.

**4.5.2 Subvert.** Subvert removes or replaces other Factions' pieces. It may only accompany Rally, March, or Agitate, and takes place in up to two spaces with an Underground Guerrilla.

PROCEDURE: In each selected space, either remove two enemy pieces, or replace one enemy piece with a CPC Guerrilla.

JPN Troops may not be removed or replaced, and all removed or replaced pieces go to Available. Reduce Patronage by 1 for each space where a NAT piece is replaced with a CPC Guerrilla. Bases may only be removed or replaced once no other forces belonging to the same Faction remain in a space.

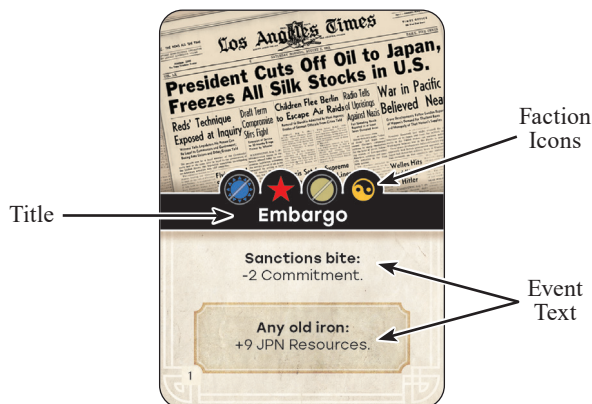
**PLAY NOTE:** Any Guerrillas used for Subvert remain Underground.

**4.5.3 Ambush.** Ambush enables the CPC to ensure the success of up to two Attacks. It may only accompany Attack and takes place in up to two spaces selected for Attack (3.3.3, not yet resolved) and that each have at least one Underground CPC Guerrilla (1.4.3). A free Ambush per an Event (5.5) occurs as if the space has been selected for a free Attack.

**PROCEDURE:** Instead of the usual Attack procedure (3.3.3), Activate one Underground Guerrilla only and automatically succeed (do not roll), but only 1 JPN cube is removed (to Casualties). If a JPN Troop was removed, remove a CPC Guerrilla there to Available and reduce Patronage by 1.

## 5.0 EVENTS

Each Event card bears a title, bolded flavor text, and Event text. Flavor text provides historical interest and has no effect on play. Faction icons determine the order that eligible Factions will act in each Event Round; the dotted line and ⓪ markers on some Faction icons are only relevant when using Non-Player Factions and can be ignored during regular play.



### 5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected. Some Events with lasting effects have markers as aids to play.

**5.1.1** Where Event text contradicts rules, the Event takes precedence. However:

- Events never place pieces that are not available (1.4.1); they also may not be used to replace a piece that does not have an Available replacement. All replacements must be one-for-one, meaning that an Event or action that replaces pieces may not remove more pieces than are Available to replace them with.
- Events may not violate stacking (1.4.2).

- Events never allow a Faction to execute a type of Operation or Special Activity available only to other Factions (3.0, 4.0).
- Events may not raise Foreign Aid beyond 10, Patronage beyond 30, or Resources or Commitment beyond 60 (1.8).

**5.1.2** If two Events contradict, the currently played Event takes precedence.

**5.1.3** If even per the above not all of an executed Event's text can be carried out, implement that which can.

### 5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both).

**DESIGN NOTE:** Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.

### 5.3 Capabilities

Events marked "CAPABILITY" have lasting effects that can help or hurt one or more Factions. When executing such an Event, place the corresponding marker on the appropriate side (unshaded or shaded, depending on the relevant text used) in the Capabilities box. The Event's effects last for the rest of the game.

**PLAY NOTE:** If desired, set out executed Capabilities Event cards as added reminders.

### 5.4 Momentum

Event text (unshaded, shaded, or both) marked "MOMENTUM" also has a lasting effect. When executing such text, place the card in view near the draw pile. The effects last until the next Propaganda Round's Reset Phase (6.6), when the card is discarded.

**PLAY NOTE:** Any number of Momentum Events can be in play at the same time.

### 5.5 Free Operations and Special Activities

Some Events allow the Executing Faction or another Faction an immediate Operation or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost and does not affect Eligibility (3.1.2, 2.3.1), though other aspects remain unless trumped by Event text (5.1.1).

## 6.0 PROPAGANDA ROUND

When a card in the Event deck is revealed to be a Propaganda card (2.3.7), switch it with the Event card that was going to be played, so that the Propaganda card becomes the current card. The switched-out Event card will be the first played in the next Campaign (if any). Immediately conduct a Propaganda Round in the sequence of phases below.

**EXCEPTION:** Never conduct more than one Propaganda Round in a row (without at least one Event card in between). If two Propaganda cards are drawn back-to-back, conduct one Propaganda Round only and then continue play with the next Event card (remove the additional Propaganda card).

### 6.1 Victory Phase

Unless this is the first Propaganda Round of the 1937 scenario, check for victory: if any Faction has met its victory condition (7.2), the game ends now. See Victory (7.0) to determine winner and rank ties. Otherwise, continue with the Propaganda Round.

**PLAY NOTE:** Do not check for victory on the first Propaganda Round of the 1937 scenario.

### 6.2 Resources Phase

Follow these instructions for each Faction to add to its Resources, to a maximum of 60 (1.8). Add to Resources:

- **NAT:** The total Economic Value of all LoCs with no Sabotage marker or JPN cubes on them (29 minus the value of any LoCs with Sabotage or JPN cubes). Also, at this time only, NAT may transfer any amount of Patronage to their Resources.
- **JPN:** The current Commitment value (1.8), minus the total Economic Value of all LoCs with both JPN forces and Sabotage markers (JPN does not lose Resources for LoCs with only Sabotage or only JPN forces).
- **WLD:** The number of WLD Bases on the map.
- **CPC:** The number of CPC Bases on the map.

### 6.3 Support Phase

First NAT then CPC may spend Resources to affect popular Support and Opposition (1.6).

**6.3.1 Pacification.** NAT may spend any number of Resources to build Support in any Provinces that have NAT Control (1.7). Every 2 Resources spent removes a Terror marker or—once no Terror is in a space—shifts it one level toward Support.

**PLAY NOTE:** Unlike the Pacify option with a Recruit Operation, two shifts are possible in a Province in this Phase, in any number of eligible Provinces.

**6.3.2 Agitation.** The CPC may spend Resources to encourage Opposition in Provinces with CPC pieces and no NAT Control (1.7). Every 1 Resource they spend removes a Terror marker or—once no Terror is in a space—shifts it one level toward Opposition.

**PLAY NOTE:** Unlike the Agitate Operation, two shifts are possible in a Province in this Phase, in any number of eligible Provinces.

### 6.4 Redeploy Phase

Each Faction redeploy their forces as follows and in this order:

- **NAT:** Must move all NAT Troops from Provinces without a NAT Base to Provinces with a NAT Base, and may move any NAT Troops from LoCs to Provinces with a NAT Base. If there are no NAT Bases on the map, instead move NAT Troops to the Province with the largest number of NAT Troops (NAT choice if tied). NAT Guerrillas on LoCs must move to adjacent Provinces without Opposition (or else to Available). Finally, NAT may move NAT Troops from Out of Play to Available, at the cost of 1 Patronage for every two Troops moved (round up).
- **CPC:** Must move all CPC Guerrillas from Provinces that are not at Opposition or do not have a CPC Base to Provinces that are at Opposition or have a CPC Base, and may move CPC Guerrillas from LoCs to Provinces that are at Opposition or have a CPC Base. If there are no such Provinces, instead move CPC Guerrillas to the Province with the largest number of CPC Guerrillas (CPC choice if tied).
- **JPN:** May move up to six JPN Troops and any number of Police from any map spaces (including Manchukuo, but not from Available, Casualties, or Out of Play) to any Provinces that began the phase with JPN cubes in them and/or Manchukuo.
- **WLD:** Must move all WLD Troops from any Provinces without a WLD Base to any Provinces with a WLD Base, and may move any WLD Troops from LoCs to any Provinces with a WLD Base. If there is no WLD Base on the map, instead move WLD Troops to the Province with the most WLD Troops (WLD choice if tied).

**6.4.1 Game End?** If and only if this is the final Propaganda Round (2.4.1), end and determine victory (7.3).

### 6.5 Aid and Commitment Phase

NAT and JPN players adjust Foreign Aid and Commitment:

- NAT adds one third of the number of JPN Troop cubes in Casualties (rounded down) to Foreign Aid. Foreign Aid may not go higher than 10. NAT then transfers all Foreign Aid (1.8) to Resources or Patronage, divided as desired (Patronage may not go higher than 30).
- JPN multiplies the total Economic Value of LoCs with JPN cubes and no enemy pieces by three. If the result is less than Commitment, reduce Commitment by 2.
- JPN multiplies the number of JPN Troop cubes in Casualties by three. If the result is greater than Commitment, reduce Commitment by 2. If the result is half or less (round down) of Commitment, increase Commitment by 1. Finally, if the number of JPN Troops on the map now exceeds Commit-



ment, JPN must remove JPN Troops from the map to Out of Play until JPN Troops on the map equals Commitment.

*EXAMPLE: Commitment is currently 19 and Foreign Aid is 4. There are six JPN Troop cubes in the Casualties box. The NAT player adds six divided by three (equals two) to Foreign Aid, for a total of 6. The player decides to split this evenly between Resources and Patronage (adding 3 each). The total Economic Value of LoCs with JPN cubes and no enemy pieces is 7, which multiplied by three is 21, greater than 19, so Commitment does not change. The number of JPN Troop Casualties multiplied by three equals 18, less than 19, so Commitment still does not change. If there were more than 19 JPN Troop cubes currently on the map, the JPN player would have to remove Troops to the Out of Play box until only 19 remained.*

## 6.6 Reset Phase

Prepare for the next Event card as follows:

- Move one third of JPN Troops and one third of NAT Troops in Casualties to Out of Play (round down in both cases). Move all remaining cubes in the Casualties box to their respective Available Forces boxes.
- Remove all Sabotage markers (do not remove any Terror markers).
- JPN flips the Large Offensive marker to its available side if it was used during the Campaign.
- Flip all Guerrillas Underground (1.4.3; note that this may change the Control status of some areas; adjust Control as required).
- Discard any Momentum cards that were in effect onto the played cards pile—their Events' effects no longer apply (5.4). Remove the Floods marker if it is in play.
- Set Foreign Aid to the current Foreign Aid Reset value.
- Set all Factions to Eligible (2.3.1).
- Place the switched-out Event card on top of the played cards pile and reveal the draw deck's new top card (2.3.7).

## 7.0 VICTORY

### 7.1 Ranking Wins and Breaking Ties

Whenever any Faction passes a victory check (7.2) or if none does by game end, the Faction that reached the highest victory margin (7.3) comes in 1<sup>st</sup> place, 2<sup>nd</sup>-highest comes in 2<sup>nd</sup> place, and so on. Ties go to CPC, then WLD, then NAT.

### 7.2 During Propaganda Rounds

Check victory at the start of each Propaganda Round (6.1), except the first Propaganda Round in the 1937 scenario. Victory conditions are:

- NAT: Total Support Population plus Patronage exceeds 40.
- JPN: Total Economic Value of LoCs with JPN cubes and no enemy pieces on them, plus Commitment, exceeds 40.
- CPC: Total Opposition Population plus the number of CPC Bases on the map exceeds 20.
- WLD: Total WLD-Controlled Population plus the number of WLD Bases on the map exceeds 25.

### 7.3 After Final Propaganda

If the final Propaganda Round (2.4.1) is completed without a victory check win (7.2), the Faction with the highest victory margin wins. A victory margin is the amount a Faction is beyond or short of its condition set forth in 7.2.

**PLAY NOTE:** The victory margin will be positive if the Faction has reached its goal, negative or zero if it has not.

- NAT: Total Support + Patronage – 40.
- JPN: Total Economic Value of LoCs with JPN cubes and no enemy pieces on them + Commitment – 40.
- CPC: Total Opposition + CPC Bases – 20.
- WLD: Total WLD-controlled Population + WLD Bases – Patronage.

**DESIGN NOTE:** Players may notice that the Warlord final victory margin is a bit different from their normal victory threshold during Propaganda Rounds, subtracting Patronage rather than the original threshold of 25. What this is meant to represent is a situation where the Warlord Faction has enough political and organizational strength (shown by a combination of Controlled Population and administration represented by Bases) to overcome Jiang Jieshi's claim to be the head of the Republic of China's legitimate government and depose him, and then to exert control over enough of the country to form a new and stable government.

© 2025 GMT Games, LLC

© 2025 GMT Games, LLC

## Optional Rules

The following optional rules may be used to adjust how Event cards are revealed and how Faction eligibility and eligibility order is determined. The No Reveal Option is incompatible with the other optional rules, and Eligibility Option B requires Eligibility Option A to be used.

**No Reveal Option:** For a learning game of reduced decision-making complexity, or for a game of greater chaos and speed among experienced players, do not reveal the next Event card on top of the draw deck until it becomes the current Event. A Propaganda Round occurs as soon as a Propaganda card is revealed.

**Sudden Propaganda Discard:** If desired, players can discard the current Event card when a Propaganda card is revealed, instead of swapping them so that the current Event becomes the upcoming Event. This option will avoid players knowing in advance what the first Event card after the Propaganda Round will be.

**Eligibility Option A:** For more variety but less ability to plan, instead determine Faction eligibility order for the current Event card by using the symbols on the next Event (the top Event card of the draw deck). Do not use the No Reveal Option.

**Eligibility Option B:** For even more chaos, determine Faction order per Eligibility Option A, and ignore execution of Events or Operations for Ineligibility (2.3.6). Only Event text can render a Faction Ineligible, otherwise all Factions are Eligible each turn.

## SETUP AND SCENARIOS

### General

Choose a scenario (1937 or 1938) and any of the optional rules (No Reveal, Sudden Propaganda Discard, Eligibility Option A, Eligibility Option B). Prepare the deck per the instructions below, and set up other pieces according to the selected scenario. Give each player a Faction aid foldout and assign Factions to players (1.5).

It is not possible for any Faction to win during the first Propaganda Round of the 1937 scenario (only). Victory is possible during the Victory Phase (6.1) of any subsequent Propaganda Round, including the first Propaganda Round of the 1938 scenario.

### Deck Preparation

Separate out the four Propaganda cards and shuffle the other 48 Event cards. Split the Event cards into four equal piles of 12 cards each, then proceed as follows:

**1937 Scenario:** Shuffle one Propaganda card into the bottom half of one pile, then shuffle another Propaganda card into each of the other three piles. Form all four piles into a stack, with the first pile on top. Place this 52-card draw deck in view of all players.

**1938 Scenario:** Remove one pile of 12 Event cards from play, without looking at them. Place one Propaganda card face up to form the played cards pile (it is considered to have already been played). Shuffle one Propaganda card into the bottom half of one pile, then shuffle another Propaganda card into each of the other two piles. Form all three piles into a stack, with the first pile on top. Place this 39-card draw deck in view of all players.



## 1937 Scenario Setup

- **Foreign Aid:** 2
- **Foreign Aid Reset Level:** 2
- **Patronage:** 15
- **Commitment:** 25
- **Resources:**  
JPN 30, NAT 4, WLD 4, CPC 4
- **JPN Econ + Commitment:** 25
- **Support + Patronage:** 26
- **Opposition + Bases:** 7
- **WLD-Controlled Pop + Bases:** 19\*
- **Eligible:** All Factions

**Lines of Communication:** After completing Province setup as indicated below, all Chinese Factions (not JPN) may choose to move any of their Troops or CPC Guerrillas to any LoCs that form the border of the Province they were placed in. If necessary, place in order NAT-WLD-CPC. This may adjust the starting position of the WLD victory marker, if WLD Control is affected.

### Manchukuo

JPN: 12 Troops

### Chahar

WLD Control

WLD: 1 Troop

### Suiyuan

WLD Control

WLD: 1 Troop

### Shandong

WLD Control

WLD: 2 Troops

### Hebei

WLD Control

NAT: 1 Troop

WLD: 2 Troops, 1 Base

### Shanxi

WLD Control

NAT: 1 Troop

WLD: 1 Troop, 1 Base

### Shaanxi

Opposition

NAT: 3 Troops

WLD: 1 Troop

CPC: 6 Guerrillas, 2 Bases

### Gansu

NAT Control

NAT: 1 Troop

### Jiangsu

NAT Control, Support

NAT: 3 Troops, 2 Bases

WLD: 1 Troop

### Anhui

NAT Control, Support

NAT: 1 Troop, 1 Base

WLD: 1 Troop

### Henan

NAT Control, Opposition

NAT: 3 Troops

WLD: 2 Troops

### Hubei

NAT Control, Support

NAT: 1 Troop, 1 Base

CPC: 1 Guerrilla

### Sichuan

WLD Control

NAT: 1 Troop

WLD: 4 Troops, 2 Bases

### Shanghai

NAT Control, Support

NAT: 3 Troops, 2 Bases

WLD: 1 Troop

### Wannan

Opposition

CPC: 1 Guerrilla

### Hunan

NAT Control

NAT: 2 Troops

### Guizhou

NAT Control

NAT: 1 Troop, 1 Base

### Yunnan

WLD Control

WLD: 1 Troop, 1 Base

### Zhejiang

NAT Control

NAT: 1 Troop

### Jiangxi

NAT Control, Support

NAT: 1 Troop, 1 Base

CPC: 1 Guerrilla

### Fujian

NAT: 1 Troop

WLD: 1 Troop

### Guangdong

Support

NAT: 2 Troops, 1 Base

WLD: 2 Troops, 1 Base

### Guangxi

WLD Control

WLD: 1 Troop, 1 Base

### Available

JPN: 18 Troops, 9 Police

NAT: 4 Troops, 6 Guerrillas

WLD: 2 Troops, 2 Bases

CPC: 9 Guerrillas, 7 Bases

**Sequence of Play**

1st Faction: First, Second, Special Ability, Has Special Ability, Limited by

2nd Faction: First, Second, Special Ability, Limited by

**Ineligible Factions**

Limited by: First

**Casualties**

**Out of Play**

**Capabilities**

**Warlord's Forces**

**Available Forces**

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

**Manchukuo**

Chinese may not enter

**French Indochina**

out of play

**Key**

Province: 0 1 2 3

Population: 0 1 2 3

Water: 0 1 2 3

Mountain: 0 1 2 3

City: 0 1 2 3

Border: 0 1 2 3

**GMT**

CHINA'S WAR 1937-1941

GMT Games LLC

www.gmtgames.com



## 1938 Scenario Setup

- **Foreign Aid:** 3
- **Foreign Aid Reset Level:** 3
- **Patronage:** 13
- **Commitment:** 22
- **JPN Econ + Commitment:** 22\*
- **Resources:**  
JPN 24, NAT 7, WLD 6, CPC 4
- **Support + Patronage:** 21
- **Opposition + Bases:** 9
- **WLD-Controlled Pop + Bases:** 15\*
- **Eligible:** All Factions

**Lines of Communication:** After completing Province setup as indicated below, all Factions may choose to move any of their Troops or CPC Guerrillas to any LoCs that form the border of the Province they were placed in. If necessary, place in order JPN-NAT-WLD-CPC. This may adjust the starting position of the JPN and WLD victory markers, if JPN Econ or WLD Control is affected.

### Manchukuo

Empty

### Chahar

WLD Control

NAT: 1 Troop

WLD: 2 Troops

### Suiyuan

WLD Control

NAT: 1 Troop

WLD: 2 Troops

### Shandong

WLD Control

JPN: 3 Troops

WLD: 3 Troops

### Hebei

JPN: 7 Troops, 1 Police

NAT: 3 Troops

WLD: 2 Troops, 1 Base

CPC: 1 Guerrilla

### Shanxi

Opposition

JPN: 1 Troop, 1 Police

NAT: 2 Troops

WLD: 2 Troops, 1 Base

CPC: 3 Guerrillas, 1 Base

### Shaanxi

Opposition

NAT: 3 Troops

WLD: 1 Troop

CPC: 4 Guerrillas, 2 Bases

### Gansu

NAT Control

NAT: 1 Troop

### Jiangsu

Terror

JPN: 5 Troops

NAT: 2 Guerrillas

### Anhui

NAT Control, Support

NAT: 3 Troops, 1 Base

### Henan

NAT Control, Opposition

NAT: 2 Troops

WLD: 1 Troop

CPC: 1 Guerrilla

### Hubei

Support

NAT: 1 Troop, 1 Base

WLD: 1 Troop, 1 Base

CPC: 1 Guerrilla

### Sichuan

WLD Control

NAT: 1 Base

WLD: 1 Troop, 1 Base

### Shanghai

Terror

JPN: 5 Troops

### Wannan

NAT Control, Opposition

NAT: 2 Troops

CPC: 2 Guerrillas

### Hunan

NAT Control

NAT: 2 Troops

### Guizhou

NAT Control, Support

NAT: 1 Base

### Yunnan

WLD Control

WLD: 1 Troop, 1 Base

### Zhejiang

NAT: 2 Troops

WLD: 2 Troops

### Jiangxi

NAT Control, Support

NAT: 1 Troop, 1 Base

### Fujian

NAT Control

NAT: 1 Troop

### Guangdong

NAT Control, Support

NAT: 3 Troops, 1 Base

WLD: 1 Troop, 1 Base

### Guangxi

WLD Control

WLD: 1 Troop, 1 Base

### Available

JPN: 9 Troops, 7 Police

NAT: 2 Troops, 4 Guerrillas, 3 Bases

WLD: 4 Troops, 2 Bases

CPC: 6 Guerrillas, 6 Bases



**Sequence of Play**

1st Faction: Fast, 1st Faction: Slow, 2nd Faction: Fast, 2nd Faction: Slow

**Ineligible Factions**

1st Faction: Fast, 2nd Faction: Slow

**Casualties**

**Out of Play**

**Available Forces**

**Capabilities**

**Overflow A**

**Overflow B**

**CHINA'S WAR 1937-1941**

GMT GAMES

© 2025 GMT Games, LLC



## KEY TERMS INDEX

**Accompanying:** Operation required for Special Activity. (4.1.1)

**Activate:** Flip or leave Guerrilla Active. (1.4.3)

**Active:** Guerrilla symbol end up; subject to Assault and Anti-Bandit Action. (1.4.3)

**Adjacent:** Spaces next to each other for actions or Events. (1.3.6)

**Agitate:** CPC activity to increase Opposition, disrupt NAT or WLD Control of a space, or place Sabotage markers on LoCs. (3.3.4, 6.3.2)

**Ambush:** CPC Special Activity ensuring Attack success. (4.5.3)

**Anti-Bandit Action:** JPN Special Activity that removes Active Guerrillas and Bases, places Terror, and sets Provinces to Neutral (4.2.3)

**Assault:** Conventional Faction Operation that removes enemy pieces. (3.2.5)

**Attack:** CPC Operation that removes JPN pieces. (3.3.3)

**Available:** Forces in holding boxes, waiting to be placed. (1.4.1)

**Base:** Immobile forces piece that affects Rally, Resources, and Victory, among other functions. (1.4)

**Bases Last:** Frequent requirement that no protecting cubes or Guerrillas may be in a space before removing a Base. (3.2.5, 4.2.3, 4.4.2, 4.5.2)

**Campaign:** Series of Event cards leading up to a Propaganda Round. (2.3)

**Capabilities:** Lasting Events that help or hinder Faction actions. (5.3)

**Captured Goods:** Place Guerrilla via Attack. (3.3.3)

**Casualties:** Cubes removed by Assault or Attack. (1.3.7, 3.2.5, 3.3.3)

**Chinese:** Collectively refers to CPC, NAT, and WLD Factions.

**Coastal Province:** Any Province touched by the sea, even at a Town. Hebei, Wannan, and Hunan are Coastal Provinces via Towns. (1.3.2)

**Commitment:** A measure of Japanese political will and confidence in the war effort. (1.8)

**Control + Bases:** Total WLD-Controlled Population plus the number of WLD Bases on the map; the measure of WLD victory. (1.9, 7.0)

**Control:** Possession of the majority of Active pieces in a Province. Either NAT or WLD will have Control, or a Province is Uncontrolled (1.7)

**Conventional:** JPN, NAT, and WLD Factions are conventional factions, in that all or most of their forces are regular armed soldiers. Conventional Factions have mostly shared procedures for their Operations (3.2).

**Cost:** Resources for an Operation or Special Activity. (3.1, 4.1)

**CPC:** Communist Party of China, an insurgent faction. (1.5)

**Cube:** Troops or Police piece. (1.4)

**Cylinder:** Token to mark a Faction's Resources or Eligibility (1.8, 2.3.1)

**Dual Use:** Event with two alternative effects. (5.2)

**Econ + Commitment:** Total Economic Value of LoCs with JPN cubes and no enemy pieces on them, plus Commitment; the measure of JPN victory. (1.9; 7.0)

**Economic Value (Econ):** Resources that a LoC without Sabotage or JPN forces will provide to NAT in the Resources Phase. Also key to JPN Victory (1.3.3, 6.2, 7.0)

**Eligible:** Faction able to execute Event or Operation; per Faction order, 1<sup>st</sup> and 2<sup>nd</sup> Eligible. (2.3)

**Enemy:** Hostile relationship between one Faction and another. (1.5.1)

**Event:** Card with Faction order and text a Faction may execute. (2.3, 5.0)

**Execute:** Implement Event or conduct Operation or Special Activity. (2.3)

**Extort:** WLD Special Activity that adds Resources. (4.4.1)

**Faction:** Player or Non-Player role; CPC, JPN, NAT, WLD. (1.5)

**Faction Order:** Card symbols determining Eligibility. (2.3.2)

**Flip:** Switch Guerrilla between Underground and Active. (1.4.3)

**Forces:** Troops, Police, Guerrillas, and Bases. (1.4)

**Foreign Aid:** Foreign assistance that adds to NAT Resources and/or Patronage during Propaganda Rounds or by Event. (1.8, 6.5)

**Foreign Country:** Type of space, specifically Manchukuo and French Indochina. (1.3.5)

**Free:** Operation or Special Activity via Event that does not cost Resources or affect Eligibility. (3.1.2, 5.5)

**French Indochina:** A Foreign Country space that no pieces may enter. (1.3.5)

**Friendly:** A Faction's relationship to itself. (1.5)

**Govern:** NAT Special Activity to remove CPC/WLD Bases or add Resources or Patronage. (4.3.1)

**Guerrilla:** Insurgent forces piece, may be Active or Underground. CPC Guerrillas may execute Operations or Special Activities; NAT Guerrillas may only be used in Partisan Actions. (1.4)

**Ineligible:** Faction skipped in Faction order. (2.3.1)

**JPN:** Japan or Japanese, a conventional Faction representing the forces of the Imperial Japanese Army and Navy, and various collaborationist puppet governments in China. (1.5)

**Large Offensive:** JPN option to execute a free Operation with Special Activity once per Campaign, at the cost of 1 Commitment. (2.3.8)

**Limited Operation:** Operation in one space only with no Special Activity. (2.3.5)

**LoC:** Line of Communication; Railroad or River. (1.3.3)

**Manchukuo:** A Foreign Country space that only JPN forces may enter. (1.3.5)

**March:** CPC Operation to move Guerrillas. (3.3.2)

**Momentum:** Event whose effects remain through next Propaganda Round. (5.4)

**NAT:** Nationalist, a conventional Faction representing the military and political forces under direct control of the Nationalist Party. (1.5)

**Neutral:** Province neither at Support nor Opposition. (1.6.1)

**Operation (Op):** Core action Factions takes with their forces. (3.0)

**Opposition:** A Province's population against the Nationalist government. (1.6)

**Opposition + Bases:** Total Opposition plus number of CPC Bases on the map; the measure of CPC victory. (1.9, 7.0)

**Organize:** WLD Special Activity to place Bases. (4.4.3)

**Overflow:** Boxes and markers to help manage cases of overcrowding. (1.3.7)

**Pacify:** NAT activity to increase Support. (3.2.2, 6.3.1)

**Partisan Action:** NAT Special Activity that places NAT Guerrillas, or moves them to adjacent LoCs to place Sabotage markers. (4.3.3)

**Pass:** Decline to execute an Event or Op when Eligible. (2.3.3)

**Patrol:** Conventional Faction Operation to move onto and protect LoCs. (3.2.3)

**Patronage:** A measure of the NAT Faction leadership's success in maintaining its primary position among contenders for power. (1.8)

**Pawn:** Wooden pieces used to designate spaces selected for Operation or Special Activity, for convenience only and with no game effect. (3.1.1)

**Phase:** Part of a Propaganda Round. (6.0)

**Piece:** Force unit: cube (Troop or Police), Guerrilla, or Base. (1.4)

**Place:** Move a piece from Available to map. (1.4.1)

**Plains:** Province type that does not hinder Sweep or Assault. (1.3.2, 3.2.4, 3.2.5)

**Police:** JPN force piece that maintains rear area security. (1.4)

**Population (Pop):** The inhabitants of a Province, about 10 million humans per point. (1.3.2)

**Propaganda:** Cards triggering Rounds that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

**Province:** Rural space. (1.3.2)

**Railroad:** Type of LoC. (1.3.3)

**Rally:** CPC Operation to place or regroup pieces. (3.3.1)

**Recruit:** Conventional faction Operation to place cubes, and (for NAT only) build Bases or Pacify. (3.2.2)

**Redeploy:** Propaganda Round phase in which Factions move pieces. (6.4)

**Remove:** Take from map, forces to Available or Casualties. (1.4.1)

**Replace:** Move pieces between Available and map. (1.4.1)

**Reset:** Propaganda Round phase to ready for the next card. (6.6)

**Resources:** Faction's wherewithal for Operations and some Special Activities. (1.8)

**River:** Type of LoC. (1.3.3)

**Rough:** Province type that hinders Sweep and Assault Operations. (1.3.2, 3.2.4, 3.2.5)

**Sabotage:** Marker placed on a LoC, damaging it to block Transport and harm JPN or NAT Resource gain. (1.10)

**Select:** Choose an action's locations or targets. (3.1, 4.1, 5.1)

**Shaded:** 2<sup>nd</sup> choice of Dual-Use Event, often anti-Chinese or pro-Japanese. (5.2)

**Space:** Map area holding pieces in play: Province, LoC, or Foreign Country. (1.3.1)

**Special Activities:** Actions accompanying Operations, unique to a Faction. (4.0)

**Stacking:** Limits on pieces that can occupy a space. (1.4.2)

**Suborn:** WLD Special Activity to remove or replace pieces, or make a Province Neutral. (4.4.2)

**Subvert:** CPC Special Activity that removes or replaces pieces. (4.5.2)

**Support:** A space's population favoring the Nationalist government. (1.6)

**Support + Patronage:** Total Support plus Patronage; the measure of NAT victory. (1.9, 7.0)

**Sweep:** Conventional faction Operation to move Troops and flip Guerrillas Active. (3.2.4)

**Target:** Enemy Faction or piece that is the object of an action. (3.1, 4.1, 5.1)

**Tax:** CPC Special Activity to gain Resources. (4.5.1)

**Terror:** Marker placed in a Province, preventing certain Operations and Special Activities. (1.10)

**Town:** Map feature that terminates LoC segments, not a space. (1.3.4)

**Transfer:** Move Resources among Factions or value among Resources, Aid, and Patronage. (1.5.2, 1.8)

**Transport:** JPN and NAT Special Activity that moves Troops along LoCs. (4.2.2, 4.3.2)

**Troops:** Mobile conventional forces specializing in Sweep and Assault. (1.4)

**Uncontrolled:** Province with neither NAT nor WLD Control. (1.7)

**Underground:** Guerrilla, symbol end down; not subject to Assault and (for CPC Guerrillas only) capable of Subvert, Agitate, or Ambush. (1.4.3)

**Unshaded:** 1<sup>st</sup> choice of Dual-Use Event, often pro-Chinese or anti-Japanese. (5.2)

**Victory Margin:** Calculation of a Faction's closeness to its victory condition. (7.3)

**WLD:** Warlords, a conventional Faction representing Chinese regional military and political forces partly under control of the Chinese government. (1.5)





© 2025 GMT Games, LLC  
P.O. Box 1308, Hanford, CA 93232  
[www.GMTGames.com](http://www.GMTGames.com)