China at War
A Global War Expansion Set

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INTRODUCTION

Historical Board Gaming proudly presents "China at War" (CaW), an expansion for Global War 1936-1945 v3, featuring: Opium, Chinese elite units, foreign volunteers, and more! This expansion is for the 1936 scenario of Global War only.

1.0 SETUP

Add 1 Militia to Sinkiang

CONTENTS:

3x Chinese Expeditionary Force (CEF) markers
1x Soviet Volunteer Group (SVG) marker
1x American Volunteer Group (AVG) "Flying Tigers" marker
3x Opium markers
3x Supply markers
1x Militia marker

5 KMT elite unit markers:
New 1st Army
New 6th Army
5th Army
18th Army
74th Army

2 CCP elite unit markers:
New 4th Army (N4A)
8th Route Army
2.0 KMT

2.1 KMT ELITE UNITS

Every time KMT conquers a land zone, KMT can upgrade one participating regular Infantry unit to elite at no cost. Upgrade the selected Infantry by placing one of the elite unit markers below that unit immediately after the battle.

<table>
<thead>
<tr>
<th>ELITE INFANTRY UNITS STATISTICS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATTACK</td>
</tr>
<tr>
<td>3</td>
</tr>
</tbody>
</table>

A maximum of 5 units can be upgraded per game. If an elite unit is destroyed, the marker is permanently removed from the game.

2.2 CHINESE EXPEDITIONARY FORCE

On the July 1941 turn or later, the KMT player may spend 2 IPP during the Production Phase to create the Chinese Expeditionary Force (CEF). Immediately place a CEF marker underneath up to three regular infantry in Yunnan. These units may move and Attack outside of China, even prior to the end of the Chinese Civil War. CEF units must move into Burma on their first movement. They then come under British command and may move and attack on the British turn and attack/defend together with other Commonwealth units. The units may only move within starting FEC land zones, Siam or French Indochina.

During the FEC turn, in the Production Phase, the KMT player may return the CEF back to Yunnan by announcing their withdrawal, removing the markers and placing them immediately in Yunnan, so long as Yunnan is in a supply path to their location. The CEF can only be created once per game.
3.0 CCP

3.1 CCP ELITE UNITS

Every time CCP wins a battle, CCP can upgrade one participating regular Infantry unit to elite at no cost. Upgrade the selected Infantry by placing one of the elite unit markers below the unit immediately after the battle.

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If at least one elite infantry unit is on the board, CCP gains +1 recruitment roll.

A maximum of 2 units can be upgraded per game. If an elite unit is destroyed, the marker is permanently removed from the game.

3.2 THE LONG MARCH

When KMT is attacking CCP units, defending CCP land units are able to retreat in the first round of combat in lieu of rolling for defense.

Note: This requires an adjacent CCP-possessed land zone they can retreat to.
It is not possible for CCP units to retreat in defense when fighting nations other than KMT.
4.0 FOREIGN SUPPORT & INTERVENTION

Supply Marker: A Supply Marker represents military supplies such as small arms, heavy weapons, ammunition, food, medicine, and other items necessary for warfare. A Supply Marker costs 1 IPP. The recipient of the marker may expend it during the Place Units & Collect Income Phase in order to upgrade a Militia to a regular Infantry in the land zone containing the Supply Marker. A Supply Marker may be moved by Strategic Naval or Rail movement, or by lend-lease.

4.1 GERMAN SUPPORT

Each turn KMT is not at war with Japan, the German and KMT players may agree to enter into an “arms for raw materials” trade agreement. This enables KMT to buy one artillery-class or vehicle-class unit per turn from the German build chart at the unit cost +1 extra IPP. This extra IPP goes to German cash in return.

Example: KMT buys 1 Light Armor at 5 IPP (4 IPP unit price +1). The +1 IPP goes to the German player.

4.2 SOVIET SUPPORT

Once KMT is at war with Japan and has a Truce with CCP, and if the “Japanese-Soviet Non-Aggression Pact” has not been signed, USSR may send one of its existing aircraft to KMT creating Soviet Volunteer Group (SVG). Use the lend-lease rules for delivery (even though it is not technically lend-lease).

Once SVG reaches China, it comes under KMT command. This means SVG will move on the KMT turn and jointly attack/defend together with KMT units.

Only one SVG unit can be active in China at any time. If destroyed, a new unit may be sent.

During the KMT turn, in the Production Phase, the Soviet player may return the SVG by moving the unit back to Soviet Home Country on its turn. If Japan and USSR sign the Japanese-Soviet Non-Aggression Pact, SVG is immediately returned back to the nearest land zone in USSR Home Country.

In addition to sending lend-lease, USSR may support CCP with an air bridge. USSR may fly an Air Transport from any Soviet Home Country land zone to a CCP possessed land zone. This does not count towards lend-lease limits. It can deliver either 2 IPP or 1 Supply Marker. Such a flight may fly over Semi-Autonomous (i.e. Warlord), Mongolian, KMT, or Axis held land zones. The Air Transport must return to a Soviet possessed land zone after having delivered the IPP/supplies.

4.4 SOVIET INTERVENTION IN SINKIANG

USSR may invade Sinkiang on the July 1937 turn or later in order to protect Sheng Shicai - the local Warlord.

Soviet Victory: If USSR wins, Sinkiang becomes a Soviet-Controlled Minor Power.

Sinkiang Victory: If USSR loses or retreats, Sinkiang and Tsinghai Align with KMT.

Note: It is not possible for USSR to intervene if Sinkiang is Aligned with KMT.
5.0 OUTSIDE ATTACKS

If any Chinese land zone is attacked by an outside non-Chinese nation (e.g. Japan), all Chinese Warlords align with either CCP or KMT.

If a Warlord is bordering a CCP possessed land zone, roll a D12:

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Aligns with CCP</td>
</tr>
<tr>
<td>7-12</td>
<td>Aligns with KMT</td>
</tr>
</tbody>
</table>

If a warlord is not bordering a CCP possessed land zone, it automatically aligns with KMT.

6.0 OPIUM TRADE

Place one Opium Marker each in Afghanistan, Szechwan, and Cochinchina. If CCP, KMT, or USSR possess any of these land zones, they get an additional 1 IPP bonus income. Other nations are not able to get this bonus.

Appendix A: Expansion Compatibility

**Partisans**

Immediately after CCP loses a land zone, place 1 CCP partisan in the lost land zone.

If CCP elite units are present in a land zone adjacent to a non-CCP possessed land zone, place one CCP Partisan per CCP elite unit per turn in one of these adjacent land zones for free.

**Elite Fighter Squadrons:**

Remove the AVG marker from the cup at the start of the game and use China At War rules.
Global War 1936-1945 - The Ultimate War Game

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