

# RED DRAGON

# BLUE DRAGON

The Huaihai, 1948-1949

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## READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

### 3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

## LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Red Dragon, Blue Dragon* discussion folders at [consimworld.com](http://consimworld.com).

## 1.0 INTRODUCTION

*Red Dragon, Blue Dragon* (RDBD) is a wargame about the largest battle of the Chinese Civil War, the Huaihai Campaign, fought near the city of Xuzhou in central China from November 1948 into January of 1949. There are two players: the PLA ("People's Liberation Army," the Communists) and the GMD ("Guomindang," the Nationalists).

### 1.1 Game Rules Abbreviations

<b>1d6</b> one 6-sided die	<b>2d6</b> two six-sided dice
<b>CAF</b> Chinese Air Force	<b>CF</b> Combat Factor
<b>CMC</b> Central Military Committee	<b>CRT</b> Combat Results Table
<b>DR</b> Die Roll	<b>DRM</b> Die Roll Modifier
<b>ELB</b> Explosive Launching Barrels	<b>FB</b> Fighter Bomber
<b>FDP</b> Final Defense Positions	<b>LOC</b> Line of Communications
<b>MA</b> Movement Allowance	<b>MB</b> Medium Bomber
<b>MP</b> Movement Point	<b>OOS</b> Out of Supply
<b>PAC</b> Player Aid Charts	<b>RR</b> Railroad
<b>SA</b> Short Attack	<b>TRT</b> Turn Record Track

### 1.2 Scale

Each hex is about 20 km (12.5 miles) across. Turns represent about one week. Units are mostly GMD Corps ("Jun") or PLA Columns ("Zong Dui") of 15,000-40,000 men (PLA Columns will be referred to as Corps within these rules). Artillery units represent about 36-54 pieces. Armor battalions have 18-30 tanks. GMD air units represent about 40 aircraft.

**Important Gameplay Note:** There are no Zones of Control (ZOCs) in this game.

### 1.3 Counter Abbreviations

#### 1.3.1 GMD Counter Abbreviation

**C** Communications security troops

#### 1.3.2 PLA Counter Abbreviation

<b>BH</b> Bohai Column	<b>GD</b> Guards
<b>LG</b> Liangguang	<b>JL</b> Ji-Yu-Lu Military District
<b>JH</b> Jiang Huai Military District	<b>LZN</b> Lu-Zhong-Nan District
<b>SH</b> Shantung Army units (part of ECFA)	<b>SU</b> Subei Army units (part of ECFA)
<b>SS</b> Southern Shansi Military District	<b>ST</b> Special Type
<b>YX</b> Yu-Xi Military District independent division	



## 2.0 GAME COMPONENTS

- One 22" x 34" mapsheet
- 163  $\frac{9}{16}$ " die-cut counters
- 1 Players Aid Charts card (PAC)
- These rules
- Players will need two six-sided dice.

### 2.1 Counters

#### 2.1.1 Combat Units

##### PLA COMBAT UNIT

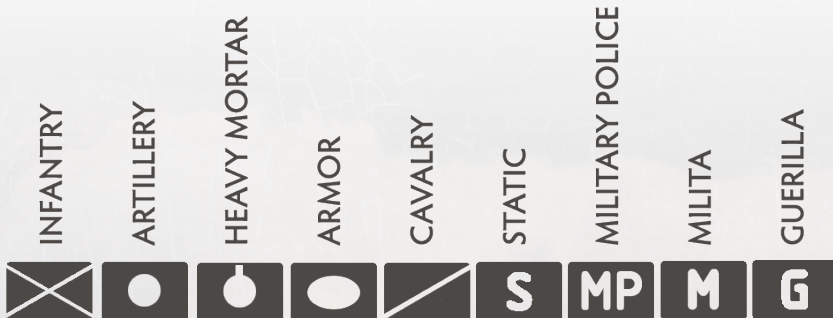
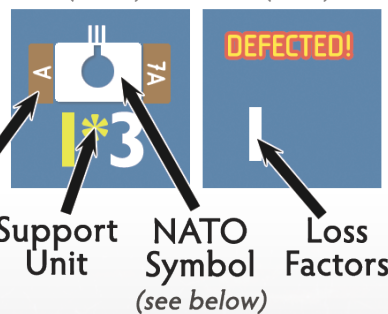
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##### GMD COMBAT UNIT

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**Unit Size** XXX=Corps, XX=Division, X=Brigade, III=Regiment, II=Battalion, I=Company. **Note:** Bracketed symbols mean "less a detachment."

**Reinforcement** The unit does not begin the game on the map. It enters during the game.

**Command Affiliation** The ID name or number of the higher command that the unit belongs to (important for stacking and combat, Module 4.0). Color side bars are used to help differentiate sub-commands of the larger commands which have stacking and combat restrictions.

**Combat Factor** The assessed value used for combat in the game. If this value is yellow, the unit can only defend (but it may be able to provide support if it has an asterisk).

**Movement Allowance** The maximum number of movement points the unit can expend during its Movement Phase in a turn.

**Unit ID** The unit's identifying designation (historical or game generated).

**Support Unit** This unit provides 1d6 CFs when used in a combat.

**NATO Symbol** There are the following types of units: Infantry, Artillery, Heavy Mortar, Armor, Cavalry, Static, Military Police, Militia, and Guerilla. The color of the NATO symbol indicates the Army command that they belong to (Module 4.0).

**Loss Factors** (Case 15.2.2)

#### 2.1.2 Leaders

##### GMD LEADER

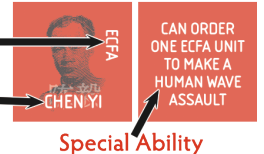
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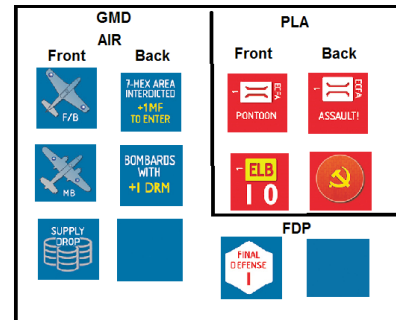
##### PLA LEADER

(Front)

(Back)



#### 2.1.3 Assets



#### 2.1.4 Markers

##### China News Events Markers

There are eight markers that are placed on the TRT as reminders about "China News!" Events that have occurred (see table on the back of this rulebook).

##### Game Map Track Markers



## 3.0. HOW TO WIN

The PLA player seeks to annihilate the GMD forces or achieve the Sudden Death victory. The GMD player attempts to avoid either, so if the PLA does not achieve either of his victory conditions, the GMD player wins the game.

### 3.1 Sudden Death Victory

**3.2.1** PLA player wins immediately if at the end of turns 1, 2, or 3, he occupies Xuzhou (hex 1809) with an in-Supply PLA Corps.

**Historical Note** Jiang Jieshi (Chiang Kai-shek) first ordered that Xuzhou be held, then allowed its evacuation.

### 3.2 Corps Elimination Victory

**3.2.1** If, at the end of turn 10, if 36 GMD Corps or corps-equivalents have been eliminated, the PLA Player wins. If the PLA Player does not accomplish this goal, he loses.

**3.2.2** GMD Corps (XXX), GMD Leaders, and GMD artillery regiments each count as a Corps for this purpose.

**3.2.3** Each 3 other GMD units in the Permanently Eliminated Units Box and all GMD Replacements pushed beyond turn 10 each count as one-third corps, rounded down.



## 4.0 COMMANDS

The GMD and PLA forces are subdivided into “Commands.”

### 4.1 PLA Commands

All PLA units are on counters with a red background. There are four Major PLA Commands. Units from the ECFA may not normally stack or attack with units of the CPFA (**exception** Case 17.1.10).



**4.1.1 East China Field Army (ECFA)** All units with white NATO symbol on a red counter.

a) ECFA has two sub-commands:



**SHANTUNG (SH)** NATO symbol has a grey bar on either side.



**SUBEI (SU)** NATO symbol has a violet bar on either side.

b) Units of these two sub-commands may not stack with each other but they may stack with ECFA units.



**4.1.2 Central Plains Field Army (CPFA)** All units with a yellow NATO symbol on a red counter.



**4.1.3 Militia** Light grey NATO symbol with an “M” on a red counter. Any PLA unit may stack with these units.



**4.1.4 Guerrillas** Dark grey NATO symbol with a “G” on a red counter. May stack with any PLA units; may *not* stack with other guerrilla units.

### 4.2 GMD Commands

Stacking and Combat restrictions for each Command is noted in their rule below.

**4.2.1** These stacking restrictions are modified for FDPs (Case 16.2.1).



**4.2.2 The Xuzhou Bandit Suppression Headquarters (XBS)** All GMD units with a white NATO symbol. These units may stack/attack with units of any XBS sub-command.

a) There are four XBS sub-commands:



**2nd Army (2A)** White NATO symbol with dark grey side bars.



**7th Army (7A)** White NATO symbol with brown side bars.



**13th Army (13A)** White NATO symbol with wine side bars.



**16th Army (16A)** White NATO symbol with dark blue side bars.

b) XBS units from different sub-commands may not stack or attack with one another, but may stack/attack with the all-white-only XBS units.



**4.2.3 Bengbu Command (BC)** Full green NATO symbol. These units may stack/attack with AR units.



**4.2.4 Armor Reserve (AR)** Olive NATO symbol. These units may stack/attack with BC or with 12A units.



**4.2.5 12th Army (12A)** Orange NATO symbol. These units may stack/attack with AR units only.

### 4.3 GMD Pacification Areas (PAs)

**4.3.1** The PA Commands are:



**1st PA** Green NATO symbol with lilac side bars.



**3rd PA** White NATO symbol with light blue side bars.



**4th PA** Green NATO symbol with salmon side bars.



**9th PA** White NATO symbol with light grey side bars.

**4.3.2** PA units may *not* stack/attack with units of any other Command (including other PAs) before turn 3.

**Game Play Note** *The NATO symbol on these Commands' units are colored to the new command they become part of on turn 3.*

### 4.4 Turn 3 Command Change

**4.4.1** On turn 3, all 3rd and 9th PA units become part of the XBS Command.

**4.4.2** Also, all 1st and 4th PA units become part of the BC Command.

**4.4.3** These units now may stack, move, and fight as per the command stacking and combat rules of their new Commands.

**4.4.5** Their Loyalty Check range (Section 15.1) remains the same as before the change of command.

## 5.0 WEATHER

Weather is determined during the Weather Phase of each turn.

### 5.1 Determination

Player's have the choice of using the historical weather for each turn or rolling for the weather each turn. This decision should be made before the game starts.

**5.1.1 Historical** Players consult the Turn Box to see the weather. Adjust the marker on the Weather Status Track to reflect the new turn's weather.

**5.1.2 Rolled Weather** One player rolls 1d6 and consults the Weather Table (see PAC). Cross

reference the roll's result with the weather of last turn on the top of the column. This result is the new weather for the current turn. Mark the new weather on the Weather Status Track on the map with its marker.

**5.1.3** At the start of the game, the weather is Good.

### 5.2 Weather Effects

**5.2.1 Good** All game functions proceed normally.

**5.2.2 Poor** All movement costs for all terrain types (including road hexes and river hexsides) are doubled. GMD rail moves are unaffected. GMD aircraft may not fly (Module 14.0).

**5.2.3 Thaw (Mud)** All movement costs are doubled (like Poor weather). GMD rail moves are unaffected. GMD aircraft may fly.

## 6.0 STACKING

Stacking is placing more than one unit in a hex.

### 6.1 Restrictions

**6.1.1** Units of opposing sides may not stack together (**exception** Case 6.1.7).

**6.1.2** Up to two Corps, plus two smaller units, plus one armor battalion, may stack in a hex.

**6.1.3** Leaders and markers do *not* count against stacking limits.

**6.1.4** Units from different friendly Commands generally may not stack together (see Module 4.0 for restrictions and exceptions) but they may pass through one another's hexes.

**6.1.5 Artillery and Heavy Mortars** Only one artillery unit and one Heavy Mortar unit may be in a hex within the restrictions of Case 6.1.2.

**6.1.6 Free Stacking Units** PLA Guerrillas, Militia, and ELB units do not count towards the Case 6.1.2 limits, but no more than one of each may be in a hex.

**6.1.7** GMD units may stack in a hex occupied solely by a PLA Guerrilla unit.

**6.1.8 GMD Air Units Stacking** See Module 11.0.

**6.1.9 Defector Stacking** See Case 15.2.3.

**6.1.10 FDP Stacking** See Module 16.0.

## 7.0 SUPPLY

### 7.1 General Rules

**7.1.1** Supply for each unit must be traced at the start of that unit's move and then again at the moment when it will be involved in combat.

**7.1.2** The supply flow is represented by tracing an LOC (Section 7.2).

**7.1.3** Units unable to trace an LOC are OOS (Section 7.4).

### 7.2 Line of Communication

The LOC is a line of continuous hexes that traces back to an appropriate Supply Source.

**7.2.1** LOC may not be traced through most enemy units (except as noted below), an enemy-controlled Minor or Major City hex, or across all Sea/Lake/Dike-marsh hexsides.

#### 7.2.2 GMD LOC

**a)** GMD units must first trace to a road/RR hex that is no more than **two** hexes (one intervening hex). This two-hex LOC may be traced thru PLA Guerrillas.

**b)** The LOC must then follow the road/RR to the GMD Supply Source, which is the entire south edge of the board.

**c)** GMD units within two hexes of the south board edge may trace directly to the Supply Source without need of a road/RR.

**d)** GMD units in the port city of Lianyungang (hex 2003) are always in Supply.

**7.2.3 PLA LOC** PLA units may trace any line of continuous hexes, no matter how long or winding, to their Supply Source.

**a)** The Supply Source for all CPFA units is the west edge of the board between Suxien and Fuyang (hexes 1101, 1201, 1301, 1401, 1501).

**b)** The Supply Source for all other PLA units is the north edge of the board east of the Grand Canal (hexes 2209 to 2219).

**c)** PLA Militia may trace to either Supply Source.

**d)** PLA Guerrillas are never OOS.

### 7.3 GMD Air Supply

**7.3.1** This air unit/marker is only available when CAF units can fly.

**7.3.2** The marker can be placed like any other CAF unit during a turn (Module 14.0).

**7.3.3** Units in a hex with the GMD Air Supply marker are in Supply.

**7.3.4** In addition, if the Air Supply marker is placed on Xuzhou, all GMD units in hexes adjacent to Xuzhou are in supply.

**7.3.5** Once placed, the Air Supply marker remains in its hex until the end of the turn at which point it is removed and can be reused later.

### 7.4 Out of Supply Effects

**7.4.1 Movement** OOS units move using 1/2 their printed MA (round up).

**a)** OOS GMD units may NOT move by rail (Section 11.2) and may not use Convoy Movement (Section 11.3).

**b)** OOS PLA units may not use Fast March Movement (Section 11.4).

#### 7.4.2 Combat

**a)** OOS asterisked artillery units may not fire support (Module 13.0).

**b)** Other units add up the total of all the CFs of units that are OOS and then halve this total (rounding fractions up).

## 8.0 SEQUENCE OF PLAY

***Game Play Note:** This Sequence of Play is not standard. It reflects the design's attempt to show both the Strategic and Operational advantages that the PLA held during this campaign. To play the Nationalist forces takes some getting used to. **Designer's note:** It was inspired by the earlier ATO game Bitterender by Hjalmar Gerber.*

Play follows the following sequence of activity during each Game Turn:

**Weather Phase** (Module 5.0)

**China News! Phase** (Module 9.0)

**Interdiction Phase** (Section 14.3)

**GMD Movement Phase**

- **Reinforcement and Replacement Segment** (Module 10.0) The GMD Player rolls to see which GMD reinforcements enter this turn. Replacements are taken from the Turn Track and placed at the board edge ready to move on during the GMD Movement Phase

- **FDP Relief Check Segment** (Module 16.0) Determine if any on-board Final Defense Positions (FDPs) have been "Relieved."

- **GMD Movement Segment** (Module 11.0) The GMD Player moves his units, including any reinforcements and replacements that arrive.

**PLA Movement Phase**

- **PLA Reinforcement and Replacement Segment** (Module 10.0) The PLA Player rolls to see which PLA reinforcements will enter this Turn. He may convert Re-Education Defectors to replacements.

- **PLA Movement Segment** (Module 11.0) The PLA Player moves his units, including entering reinforcements and replacements determined above. He also makes any required Short Attacks (Section 18.3).

**PLA Combat Phase** The PLA player makes his attacks. (Module 12.0 or Section 18.7).

**GMD Combat Phase** The GMD player makes his attacks (Module 12.0).

**Turn End Phase** Advance the Game Turn Marker to the next turn on the TRT, unless it is turn 10. If it is turn 10, determine Victory.

## 9.0 CHINA NEWS!

### 9.1 Guidelines

**9.1.1** This occurs during the China News! Phase (see Sequence of Play, Module 8.0).

**9.1.2** Each player rolls a d6; add them together and apply the result listed on the China News Table for that total on the PAC.

**9.1.3** These events take precedence where they conflict with the rules. Events that cannot be implemented are considered as "No Event."

## 10.0 REINFORCEMENTS, REPLACEMENTS, AND DELAY

### 10.1 Reinforcements

Reinforcements are units or Leaders with "R" in their upper-right corner.

**10.1.1** During each Reinforcement Segment after turn 1, roll 1d6 for each "R" unit or "R" Leader not yet in play.

**Exception** Only one roll is made for the entire GMD 12th Army and its two Leaders. These units enter together as one unit.

**10.1.2 On turn 2**, the reinforcement will enter on a result of 1-4.

**10.1.3 On turn 3 onwards**, a reinforcement will enter on a result of 1-5.

**10.1.4** Reinforcements that do not enter on the current turn will be rolled for again in the next turn.

**10.1.5** Reinforcements and replacements enter anywhere in their Command's Supply Source hexes on the edge of the map (**exceptions** Sections 18.4 and 18.5).

**10.1.6** Count the first hex entered from the edge of the map for MP expenditure.

## 10.2 Replacements

**10.2.1** Replacements are units that have been eliminated and are being returned to play after a Delay Procedure (Section 10.3).

**10.2.2** Eliminated GMD units that pass their Loyalty Check and all Eliminated PLA units (except Militia) roll for delay immediately and become replacements.

**10.2.3** PLA Militia are immediately available for re-use (Section 18.5).

## 10.3 Delay Procedure

An important mechanism in this game is the Delay Procedure.

**10.3.1** When a unit is to perform a Delay Procedure, the owning player rolls 1d6.

**10.3.2** The result is the number of turns the unit must wait before it can return to the game as a replacement. Place the unit on the TRT the number of turns ahead indicated by the rolled result.

**10.3.3** If the unit is to return after turn 10:

a) GMD units that passed their Loyalty Check (Section 15.1) are placed into the Replacement Units Beyond Turn 10 Box (on map).

b) All Eliminated PLA units (except Militia, Case 10.2.3) are set aside. They may be returned via Re-education (Case 15.2.2).

## 11.0 MOVEMENT

### 11.1 Restrictions

**11.1.1** During a player's Movement Phase he may move some, all, or none of his units.

**11.1.2** Each unit may expend a total number of MPs up to its MA during its Movement Phase.

**11.1.3** A unit pays MPs to enter a hex as listed on the TEC (see back page).

**11.1.4** Each unit is moved individually and may not enter a hex if it does not have enough MA remaining to pay the MP cost to enter a hex.

**11.1.5** A unit must be moved into adjacent hexes as it moves (it may not skip hexes).

**11.1.6** A unit may never save or transfer any of its MPs.

**11.1.7** A unit may always move one hex, regardless of the MP cost to enter that hex, except across a prohibited hexside. (**exceptions** PLA ELBs, Section 13.2, and PLA Militia, Section 18.5).

**11.1.8** A unit may not enter an enemy-occupied hex (**exception** Case 18.4.9).

### 11.2 GMD Rail Movement

**11.2.1** The GMD Player may move up to **two** non-RR Security units by rail per friendly Movement Phase.

**11.2.2** The units must start off-board or in a Supplied city on a rail line to perform this movement.

**11.2.3** For a 1 MP cost, they move any length along contiguous RR hexes not occupied by enemy units.

**11.2.4** They may leave the RR line at any point and continue moving to the limit of their remaining MA.

**11.2.5** A GMD unit may not combine rail movement and Convoy Movement (Section 11.3) in the same Movement Phase.

**11.2.6 GMD RR Security Unit** In addition to the two units above, the GMD RR Security Unit may move any distance along continuous RR lines if it starts in Supply.

a) It may enter a RR hex occupied solely by a PLA Guerrilla unit (Section 18.4) but must stop there.

b) It may move in either direction, but can't move Out of Supply (OOS).

c) It may never leave the RR line hex. If forced to do so it is eliminated.

### 11.3 GMD Convoy Movement

**11.3.1** To use Convoy Movement, the in-supply GMD units must begin and remain on a road/RR.

**11.3.2** They may begin and/or pass by adjacent enemy units, but may not end in a hex adjacent to enemy units (except PLA Guerrillas, Section 18.4).

**11.3.3** These units **double** their printed MA.

***Example** A unit with an MA of 3 would double this to a 6 MA and thus could convoy move 12 road/RR hexes.*

### 11.4 PLA Fast March Movement

All in-Supply PLA units except Guerrillas and Militia are eligible for Fast March Movement.

**11.4.1** These units add 3 to their printed MA.

**11.4.2** They may begin their move adjacent to enemy units, but may not move adjacent to enemy units during their move.

## 12.0 COMBAT

### 12.1 Restrictions

**12.1.1** In the friendly Combat Phase, units may attack adjacent enemy-occupied hexes.

**12.1.2** Attacking is always voluntary.

**12.1.3** No unit may attack more than once per Combat Phase.

**12.1.4** If more than one attacking unit is in a hex, each may attack a different adjacent hex.

**12.1.5** Units from different Commands must follow the restrictions as noted in Module 4.0 for attacking (**exceptions:** Case 17.2.7, Sections 18.4 and 18.5).

**12.1.6** All defending units in a hex must be attacked as a single force.

**12.1.7** Only one hex may be the target of a single attack.

**12.1.8** No hex may be attacked more than once per Combat Phase.

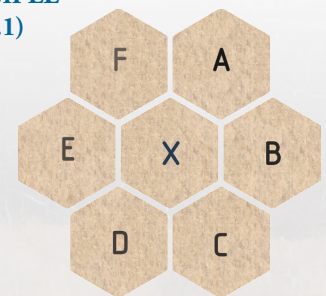
**12.1.9** A unit with a parenthesized CF may never attack. It only defends. Asterisked (\*) units may provide support (Section 13.1).

### 12.2 Concentric Attacks

**12.2.1** If a hex is attacked from two opposite sides, from three sides with an empty intervening hex between each attacking hex, or from more than three sides, the attack is a Concentric Attack (see diagram below).

#### CONCENTRIC ATTACK

EXAMPLE  
(12.2.1)



If a unit in hex X is attacked from two opposite hexes (A and D), the attack is Concentric. If a unit in hex X is attacked from three or more hexes with a hex between them (A, C, and E), the attack is Concentric.

However, if a unit in hex X is attacked only from hexes A, B, and F, the attack would NOT be concentric.

Concentric attacks cause a 1R shift, unless the defender is in a Final Defense Position (FDP).

If OOS GMD units are subject to a concentric attack, they must make a Panic Move or form a FDP.



**12.2.2** Concentric attacks cause a one-column shift to the right (favorable) on the CRT for the attacker.

**12.2.3** Concentric attacks against OOS GMD units have special rules (FDPs, Module 16.0).

## 12.3 Combat Procedure

**12.3.1** Total the CF of all units attacking a given hex, and then total the CF of all enemy units defending in that hex.

**12.3.2** Modify the CF totals for Supply (Module 7.0).

**12.3.3** Reduce the modified CFs to an odds ratio, rounding fractions down.

**Example** 7 CF attacking 2 CF resolves as a 3:1 odds attack.

**Gameplay Note** The CRT of this game has columns at 2:3 and 3:2 odds; e.g., 16 CF attacking 10 CF would resolve on the 3:2 column.

**12.3.4** Shift the selected odds column to the right or to the left as indicated for terrain (TEC Combat Effects column on the back page), Leaders (Module 17.0), and Concentric Attacks (Section 12.2).

**12.3.5** Roll 1d6 and cross-reference the roll result and the odds column on the CRT (see PAC) and apply the result there as detailed to the side or below the CRT.

## 12.4 GMD Great Victory!

A GMD “Great Victory!” occurs if **all** defending PLA units in a hex are eliminated with **no** loss to the GMD.

**Gameplay Note** This could be achieved by a DE CRT result, a DA if there was only one defending PLA unit, or a DR if the PLA couldn’t retreat.

**12.4.1** Place the GMD “Great Victory!” Marker in the next turn’s box on the TRT.

**12.4.2** It remains in effect throughout that turn and is removed at the end of that turn (unless another “Great Victory!” is achieved in that turn).

**12.4.3** More than one GMD “Great Victory!” in one turn has no further effect.

**12.4.4** When the GMD “Great Victory!” is in effect all GMD Loyalty Checks get a -1 DRM.

## 13.0 INDIRECT SUPPORT UNITS

### 13.1 Artillery

**13.1.1** To support bombard, artillery units with an asterisk must be both in supply and stacked with a friendly infantry unit.

**13.1.2** The owning player rolls 1d6. The result is the number of CFs the artillery unit contributes to the combat.

**13.1.3** Asterisked artillery units may fire support once in both combat phases.

**Gameplay Note** The 3ST ECFA artillery unit, the two CPFA ELB units, and the two GMD heavy mortar units do not have asterisks; they merely contribute 1 CF to the battle.

## 13.2 Explosive Launching Barrels (ELBs)

**13.2.1** ELB (1-0) units may be placed with any CPFA infantry at the start of any combat phase.

**13.2.2** No more than one may be placed per hex.

**13.2.3** They stack for free, but cannot move (MA of 0).

**13.2.4** They ignore supply.

**13.2.5** If an ELB unit is

- used in either Combat Phase *or*
- left alone in a hex *or*
- removed voluntarily

it is removed from the map and must go through a Delay Procedure to return as a reinforcement (Section 10.3).

**13.2.6** If the unit/stack they are placed with is eliminated, they are permanently removed from the game. They may not be replaced by defectors (Case 15.2.2).

**13.2.7** ELBs are **not** affected by ammo shortages from the “Chinese News!” Event result of a 4 (Module 9.0 and PAC).

## 14.0 GMD AIR SUPPORT

There are 3 GMD air support units and 1 GMD air supply unit (also referred to as the CAF [Chinese Air Force]). **Game Play Note** The CAF can be a powerful tool if used properly.

### 14.1 Restrictions

**14.1.1** CAF units are available during Clear and Thaw turns only.

**14.1.2** The GMD player may place an available air unit anywhere on the board at any time during a turn except during his opponent’s movement of a unit/stack.

**14.1.3** Each air unit may only be placed once per turn.

**14.1.4** No more than one air unit may be placed in a hex.

**14.1.5** Put a used air unit on the TRT (on map) to return on the next turn.

**14.1.6** Air units are never affected by combat results.

**14.1.7** In a Poor weather turn, remove all available or on-map air units and place them beneath the Weather Marker in the “Poor” box on the Weather Track. They will become

available again when the weather changes to Good or Thaw.

## 14.2 Air Bombardment

**14.2.1** During Combat, air support units function like asterisked artillery units (Section 13.1).

**14.2.2** Place a maximum of one air unit on the defender’s hex and roll 1d6; that is the number of CF the air unit contributes to the battle.

**14.2.3** A +1 DRM also applies if the unit is an MB unit.

**14.2.4** After each combat resolution, remove the air unit and place it in the next turn’s box space on the TRT (when it is available again).

## 14.3 Interdiction

An FB air unit may be placed to interdict PLA movement.

**14.3.1** The unit is placed in a hex the GMD player wishes to interdict any time during the PLA player’s movement phase except as he is moving a unit.

**14.3.2** Once placed, it remains on the map until the end of the current turn.

**14.3.3** Interdiction affects the hex the unit is placed in and the six surrounding hexes.

**14.3.4** Any PLA or GMD unit that enters an interdicted hex must pay +1 MP in addition to normal terrain costs to enter.

**14.3.5** Units using Convoy or Fast March Movement may not enter an interdicted hex.

**14.3.6** GMD RR moves are unaffected.

## 15.0 DEFECTORS

### 15.1 GMD Loyalty Check

**15.1.1** GMD units must make a Loyalty Check for the following reasons:

- If eliminated while adjacent to an in-Supply PLA Corps.
- If subjected to a Political Offensive Propaganda Attack (POPA, Section 18.7).
- If they are 3rd PA units at the start of turn 1 (Case 19.3.1).
- If all six FDP markers are in use and the GMT unit is being attacked by a PLA Concentric Attack (Section 12.2).

**15.1.2** The GMD player rolls a die for the unit and consults the Loyalty Check Table (see PAC) applying any applicable DRMs listed there.

**15.1.3** Consult the appropriate row based on unit type as detailed on the table.

**15.1.4** If the roll's modified result falls within the range shown, the unit passes and there is no effect. Eliminated GMD units roll for Delay (Section 10.3) to become Replacements.

**15.1.5** Regardless of DRMs, a rolled 1 always passes and a rolled 6 always fails.

**15.1.6** A unit that passes this check remains on the map or becomes a replacement (whichever is appropriate depending on the reason for the check).

## 15.2 Failure Result

If a GMD unit fails its Loyalty Check, it will Defect. There are two methods a GMD unit may defect: Re-Education or Lipu-Lifu.

**15.2.1** A Defecting unit is flipped it to its Defected (back) side.

### 15.2.2 Re-Education

**a)** Prior to the PLA Political Offensive occurring (Section 18.7) this is the only method that a GMD unit Defects.

**b)** Place the defected GMD unit in the turn box that is 2 turns ahead on the TRT. If this would be beyond the last turn of the game, place the unit in the GMD Permanently Eliminated Units Box on the map.

**c)** The turn they return, they are placed in the Available Re-Educated Defectors Box.

**d)** In his Reinforcement and Replacement Segment, the PLA player may immediately replace any of his eliminated infantry units on the TRT, or units that were set aside, by expending Re-Educated Defectors from the box. The Defectors' Loss Factors (LF) used to get the unit must equal or exceed the printed CFs of the PLA units being replaced. Any leftover LFs are lost.

**e)** Used Defectors are placed in the GMD Permanently Eliminated Units Box.

### 15.2.3 Lipu-Lifu (L-L)

Once the PLA Political Offensive has begun, the PLA player may choose to use the "Lipu-Lifu" doctrine, or he may still choose to create "Re-Education" Defectors, deciding on a unit-by-unit basis.

**a)** To create an L-L Defector, flip the GMD unit to its backside that failed its Loyalty Check and stack it under a PLA Corps (only) that was involved in the combat.

**b)** L-L Defectors don't count for stacking, but only one L-L Defector counter may be incorporated into any one PLA Corps.

**c)** The L-L Defector contributes no CF to the PLA Corps.

**d)** In an adverse result (except a DD result) against the parent PLA Corps, the L-L Defector can satisfy all or part of the loss (thus sparing the PLA unit from being affected).

**e)** An L-L Defector used in this manner is placed in the GMD Permanently Eliminated Units Box.

**f)** L-L Defectors may be used to absorb losses during the same Combat Phase in which they are incorporated.

**g)** If the PLA stack suffers a "Defender Disaster" result, all L-L Defectors therein go to the GMD Permanently Eliminated Units Box **and** all the PLA units are eliminated.

## 16.0 FINAL DEFENSE POSITIONS (FDPs)

### 16.1 Guidelines

**16.1.1** FDP markers may never be placed in a City (Major or Minor) hex.

**16.1.2** FDP markers come into play by two methods:

- As a China News! Event (see PAC) **or**
- Because of a Concentric Attack (Section 12.2) against OOS GMD defenders.

**16.1.3** In a PLA Concentric Attack, OOS GMD defenders will automatically "panic" within the following guidelines:

**a)** The GMD player immediately moves them to the closest on-board FDP they could reach within their MA distance using normal movement rules. The Concentric Attack does not take place and the PLA units allocated to the attack may advance and pursue.

**b)** If there is no FDP marker within this "panic" range, and if available, place an FDP marker on the hex being attacked, then make the PLA Concentric Assault.

**c)** If all six markers are already in play (thus none are available), or if the defenders are in a city, the GMD units make an immediate pre-combat Loyalty Check (Section 15.1). Units that pass this check then undergo the PLA Concentric Attack.

### 16.2 FDP Effects

**16.2.1 Stacking** Up to five units of any size and type from multiple GMD Commands,

plus any number of Leaders, may stack in an FDP. **Game Play Note** Use the FDP Holding Boxes for unwieldy stacks.

**16.2.2 Combat Limits** No more than **two** units, plus one Leader, may attack or defend from an FDP.

**a)** Command restrictions are ignored for units in an FDP.

**b)** One artillery and one heavy mortar unit in the FDP may also participate, if Supplied.

**c)** Excess units in the FDP do **not** contribute their CF to the Combat and ignore all combat results.

**16.2.3** GMD units may be moved or retreated into an on-board FDP.

**16.2.4** GMD units may not move out of an FDP until relieved (Case 16.2.8).

**16.2.5** Units defending in FDPs ignore all retreat requirements from combat.

**16.2.6 No Concentric Assault Bonus** PLA units attacking an FDP hex do **not** get the Concentric Attack shift.

**16.2.7 Defense Shift** FDPs provide a one-column shift to the **left** if their hex is attacked (**exception** Approach Trench Tactics are in effect, China News Table result 12).

### 16.2.8 Relief of FDPs

**a)** During the GMD FDP Relief Segment (Sequence of Play, Module 8.0):

- if there is an in-Supply GMD unit adjacent to an FDP, **or**
- if there is not at least 1 PLA CF adjacent to the FDP for every 2 GMD printed CFs within the FDP

it's relieved.

**b)** The FDP marker is removed and is available for re-use.

**c)** If the hex is now overstacked, the GMD player may immediately displace his units to adjacent hexes to bring the hex into normal stacking limits.

**d)** If displacement options cannot be performed, the GMD player chooses which of his units to eliminate (performs if eliminated in combat).

## 17.0 LEADER UNITS

### 17.1 PLA Leaders

The PLA player has four Leaders: three Generals and a Political Commissar. PLA Leaders are never wounded or captured/killed.

**17.1.1 PLA Generals and Human Wave Assaults (HWAs)** Two ECFA Generals and one CPFA General are available from the start of the game.



**17.1.2** They are held in the Available section of the PLA Leaders Box on the map until used during the PLA Combat Phase.

**17.1.3** The PLA player then places them on any unit/stack in their Command.

**17.1.4** Each PLA General can order **one** infantry unit in his hex to make a Human Wave Assault alone, or with friendly units that attack normally.

**17.1.5** Double the CF of the selected unit.

**17.1.6** After combat is resolved, the unit or its attached L-L Defector is automatically eliminated (one or the other).

**17.1.7** This CF or LF loss may be used to help satisfy an adverse CRT result.

**17.1.8** Place the General into the Used section of the Leader Box after it is used to indicate it cannot be used again this Combat Phase.

**17.1.9** At the start of each PLA Combat Phase, move PLA Leaders from the Used section of the box to the Available section.

**17.1.10 Political Commissar Deng Xiao Peng** This Leader Marker is available during the PLA Combat Phase of every turn after turn 1.

**a)** It allows CPFA and ECFA units to participate in one coordinated attack.

**b)** Place the marker on the defending hex to indicate that units from both PLA Commands may attack together against this hex. This is an exception to Section 4.1.

## 17.2 GMD Leaders

*Some Nationalist generals led from the front, especially during this critical campaign.*

A few GMD Leaders are reinforcements (noted by the “R” in the upper right corner of their counter). The rest start stacked with any unit(s) in their Command.

**17.2.1** They must always be stacked with a friendly unit and must remain on the map unless there are no units in their Command left on the board, or until they are killed/captured.

**17.2.2** GMD Leaders stack for free.

**17.2.3** At the start of any GMD Movement Phase, a GMD Leader may be moved immediately to a different hex with a unit/stack in his Command (**Historical Note** *They had light planes*).

**17.2.4** GMD Leaders can fly into an FDP, but not out.

**17.2.5** More than one GMD Leader may be placed in the same hex, within Command restrictions (Section 4.2).

**17.2.6** The number on the GMD Leader’s counter represents their effectiveness (or lack thereof).

**a)** It provides the number of favorable column shifts (to the right when attacking and to the left when defending) on the CRT that the Leader imparts to combats that include the hex he is in.

**b)** This value is also a negative DRM (favorable) for Loyalty Checks when units in his hex must test. If more than one Leader is in the hex, use the best single Leader’s value.

**17.2.7 GMD Leader Loss** After each combat involving a stack containing a GMD Leader (regardless of whether or not his leadership value was used), a Leader Loss Check must be made by rolling 2d6 and consulting the GMD Leader Loss Table (see PAC).

**a)** If any units in his stack survived, he is killed or captured on a roll of 2 or 12. If **no** units survived, he is instead killed or captured on a roll of 7.

**b)** Killed/captured Leaders are put in the Permanently Eliminated Units Box; each will count as a Corps for PLA Victory purposes at the end of the game.

**c)** If a Leader survives alone in his hex, remove him from the board until next turn, at which point he will be placed during the Reinforcement Phase on one of his subordinate units. If there are no on-board units of his Command, he must wait off-board until there are.

**d)** Any Leaders still waiting to return into the game at the end of turn 10 do not count towards losses for PLA Victory.

**17.2.8** GMD Leaders do not make Loyalty Checks for themselves.

**17.2.9 Colonel Jiang Weiguo** Jiang has a special ability in that he may lead units of any GMD Command as long as he also is stacked with one or more tank units. Jiang may not lead a stack without tanks.

**a)** Place tanks stacked with Jiang in the Armored Group Holding Box.

**b)** In Combat, total their CFs and use Jiang’s leadership modifier.

**c)** All seven GMD tank units may be placed in the box.

**d)** If Jiang leads two to seven tank units, he stacks as a regiment.

**GMD Leader Example** *Two stacks of command-compatible GMD units, each with a Leader attached, attack a PLA hex at a raw odds of 2:1. One Leader has an effectiveness of 1, the other is a 0. The GMD Player decides to use the 1 rating for the entire combat, so he shifts the CRT column one to the right to*

*3:1. In Combat, the GMD loses a unit from each stack, so each must make a Loyalty Check. The unit stacked with the 1 Leader will get a -1 DRM to its Loyalty Check roll; the one stacked with the 0 will get no benefit. Now the Leaders roll to see if they survived; they must roll if units in their hex had Combat, with or without the use of their modifier.*

## 18.0 PLA SPECIAL RULES —

### 18.1 PLA Assault Bridges

The PLA Player starts the game with two ECFA Pontoon Assault Bridge Markers.

**18.1.1** A Supplied ECFA Corps that ends its move adjacent to a river hexside places an Assault Bridge Marker to indicate that there is now an Assault Bridge across it.

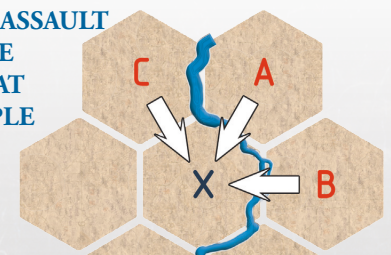
**18.1.2** It functions as a normal bridge for movement. Weather is not an issue.

**18.1.3** Each PLA attack made across an Assault Bridge on the same turn it was placed gets a shift one column to the right.

**18.1.4** On successive turns it is destroyed immediately upon a GMD unit of any type entering either hex of the hexside it straddles.

**18.1.5** Each marker may only be placed once.

#### RIVER/ASSAULT BRIDGE COMBAT EXAMPLE (18.1)



If a GMD unit in hex X is attacked only from hex A across an Assault/Pontoon Bridge, the GMD will get a 1L shift for being attacked exclusively across river hexsides, while the PLA Player will get a 1R shift if the bridge was placed in the current turn. The shifts cancel one another out, with a net of no shift.

If hex X is attacked from hexes C and A under the same circumstances, the net result is a 1R shift. There is no river defense shift, since one attack is across a non-river hexside.

If hex X is attacked from hexes A and B and both attacks are across Assault Bridges that were placed this turn, the PLA Player gets a 2R shift while the GMD defender gets a 1L shift, for a net 1R shift. If there was only 1 Assault Pontoon bridge placed, there would be no shift for the combat (1R for one Assault Pontoon bridge canceled by the 1L for attack across the river).

If hex X is attacked under the same circumstances from hexes A, B, and C, the net result is a 2R shift.

## 18.2 PLA Fog of War

**18.2.1** All PLA units, except Guerrillas and Militia, function face-down throughout the game unless involved in combat.

**18.2.2** Reveal units involved in combat face-up at the moment of combat resolution and then flip them face-down again once the combat is resolved.

**18.2.3** Only the PLA Player may examine face-down PLA units.

**18.2.4** The PLA Player may always examine the contents of any GMD stack.

**Gameplay Note** *The PLA player should play nice by not moving his units farther than their permitted MA and by honestly reporting when FDPs are “relieved” as per Case 16.2.8.*

## 18.3 Short Attack Tactics

**18.3.1** Short Attacks are mandated by the “China News!” Table (an 8 result).

**18.3.2** The PLA player may not make normal attacks during his Combat Phase if there are still Mandated Short Attacks to be performed.

**18.3.3** Short Attacks occur at any point during the PLA Movement Phase of the unit.

**18.3.4** A PLA unit may not use Fast March (Section 11.4) if it will perform a Short Attack.

**18.3.5** A PLA unit may only make one Short Attack per PLA Movement Phase.

**18.3.6** A GMD unit may only be attacked once by a Short Attack during the PLA Movement Phase.

**18.3.7** Supply is not considered for either side in a Short Attack.

**18.3.8** A PLA infantry unit may not end its movement adjacent to a GMD unit after performing a Short Attack (*hit and run!*).

**18.3.9** The Mandated Short Attacks Marker is reduced by one on its Track (on map) after each attack is made.

**18.3.10** Neither side suffers any CRT combat results by a Short Attack (the attack is just declared with no Combat roll).

**18.3.11** After the PLA unit concludes its movement, roll 1d6. On a result of 6, the PLA unit is eliminated. This still counts as a completed Short Attack.

## 18.4 PLA Guerrillas

*Guerrillas represent a few dozen to a few hundred trained cadres who can mobilize thousands of local peasants.*

**18.4.1** Place an arriving Guerrilla unit in a hex with an on-board in-Supply PLA Corps unit.

**18.4.2** Each Guerrilla has an MA of 4.

**18.4.3** They pay only 1 MP for each hex entered, regardless of terrain or weather reductions.

**18.4.4** A PLA Guerrilla unit may move through enemy-occupied hexes but may not end movement in them.

**18.4.5** A Guerrilla unit may not end its movement in a road/RR hex between two enemy occupied hexes on the same road/RR. (The empty hex is considered garrisoned).

**18.4.6** Guerrillas beginning in an enemy-occupied hex may move away during the PLA Movement Phase.

**18.4.7** A Guerrilla unit negates a road and/or RR in its hex for all purposes.

**18.4.8** GMD units may trace their two-hex off-road LOC thru hexes occupied by Guerrillas with no effect.

**18.4.9 Negating Guerrillas** A GMD unit ending its move stacked in a Guerrilla hex cancels their effect in that hex from then on (this re-opens any road/RR). The Guerrillas remain unharmed.

**18.4.10 GMD Guerrilla Suppression Mission** During the GMD Combat Phase, GMD units in a Guerrilla hex may launch a Guerrilla Suppression Mission.

a) Supply is not considered for these missions.

b) Roll 1d6 for *each* GMD unit (regardless of size) in the hex: a 5 or 6 eliminates Guerrillas in clear terrain; a 6 eliminates them anywhere else.

c) The GMD units which perform this mission may **not** make normal attacks in the same Phase.

**18.4.11 Replacing Guerrillas** Eliminated Guerrilla units are subject to a delay procedure (Section 10.3).

**18.4.12** GMD Defectors may not be added to a Guerrilla unit.

## 18.5 PLA Militia

**18.5.1** During the PLA Reinforcement and Replacement Segment, place a Militia unit in any city without Militia that contains a supplied PLA unit. The “Xu” militia may only be placed in Xuzhou; the “Be” militia may only be placed in Bengbu.

**18.5.2** Militia never move or attack. If forced to retreat they are eliminated. Militia are **not** subject to the delay procedure; they are available in the next PLA Reinforcement and Replacement Segment if the conditions of Case 18.5.1 are met.

## 18.6 PLA Tank Battalion

**18.6.1** After any PLA attack involving the PLA Tank Battalion, the PLA player rolls 1d6. If the result is a 6, it is eliminated (due to maintenance difficulties).

## 18.7 The PLA Political Offensive

**18.7.1** The PLA Political Offensive may be mandated by the “China News!” Table (result 11).

**18.7.2** It lasts for the current turn and two complete turns thereafter. These are marked on the Turn Track with the three Political Offensive markers (the current turn and the two following turns with the Continuing and Ends markers).

**18.7.3 Political Offensive Propaganda Attacks (POPAs)** During Political Offensive turns, PLA units move normally but can’t make normal or Short Attacks.

**18.7.4** Pending Short Attacks don’t matter. POPAs are carried out even if the PLA has Short Attacks pending on the Required Short Attacks Track. These Short Attacks must be made after the Political Offensive ends.

**18.7.5** If Short Attacks is rolled during a Political Offensive Turn, treat as No Event.

**18.7.6** Instead, at the start of each PLA Combat Phase of these turns, the PLA Player rolls 1d6 to determine the number of allowed POPAs.

Note this by placing the POPA marker on the POPAs Track at the value rolled.

**18.7.7** That number of POPA attacks must be performed against GMD units adjacent to in-Supply PLA Corps.

**18.7.8** If there are not enough in-Supply PLA Corps starting next to GMD units for what was rolled, ignore the excess number of attacks.

**18.7.9** Each GMT unit attacked must be adjacent to a different supplied PLA Corps.

**18.7.10** To resolve the POPA, the GMD unit makes a Loyalty Check (Section 15.1) and the PLA player reduces the Maximum POPA marker by one on the Track as each attack is made.

**18.7.11** If the unit fails its Loyalty Check it immediately Defects (Section 15.2).

**18.7.12** If this empties its hex, the attacking PLA unit may advance.

**18.7.13** If the targeted GMD unit passes its Loyalty Check, that POPA ends.

**18.7.14** No more than one POPA can be made by a PLA Corps

**18.7.15** No more than one POPA can be made against a particular GMD unit.