



KMT CHINA UNIT TABLES AND REFERENCE



INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING MONEY	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	CIVIL WAR	6	6	13	Align Warlords
1939	AT WAR WITH JAPAN	7	7	7	N/A

BONUS INCOME

Align all Warlords if China is Attacked by an external power	Add their income
Burma Road is Open (July 1938 onward)	+1

KMT OVERVIEW

HOME COUNTRY	All of China including warlords, CCP and its own possessions including the Island of Hanin.
WAR STATUS	1936 at war with CCP and Warlords. 1939 at war with Japan and CCP, all warlords are Aligned to KMT Nationalist China.
SURRENDER	KMT Surrenders only when it has been completely eliminated with no units or land zones under its Control. It will not rise again is regardless of future liberation.
WARLORDS	1936 only. China is involved in a civil war. KMT, CCP and Warlords are all at war with each other. If a Warlord or KMT are attacked by an external power not each other or CCP, the Warlords will all Align with KMT to remove the invaders.
CCP COMUNIST CHINA	All scenarios CCP is at War with the KMT. If China is invaded, KMT may have a truce with CCP. If the truce is agreed both powers may move freely inside each others land zones to mutually defend or attack the invaders. Any land zone captured from the invader is possessed by the faction that took it. Once the invaders are expelled from China the civil war resumes. If the truce is not signed the Civil war continues regardless of external invasion.
ALLIANCE	Not Aligned unless at war with the same Major Power, Aligns to Allies if this occurs.
LEND-LEASE	Can recive but not send lend-lease, until it has built a Major factory and becomes a Major power.
MAJOR POWER CREATION	Once KMT has eliminated all of CCP, Warlords and controlles all of mainland China, home country. It may build a Major Factory, upon Completion of Major factory It becomes a Major power. Able to research Technology leave China's borders and Build any unit.

KMT DECLARATION OF WAR CONDITIONS

CAN NOT LEAVE CHINA	KMT needs to own all of mainland china before it can leave. As a result it can only declare war on invaders to China. Until then this is irrelevant as it is at war with all other factions inside China.
COMINTERN	YES if it enters China or KMT can leave China.
AXIS	YES if it enters China or KMT can leave China.
ALLIES	NO
NEUTRALS	YES, if it can leave China. (10 IPP penalty) The Allies have to pay a 10IPP penalty to Declare war on any non-Aligned Minor Power. Allied powers that are Aligned to each other can share the cost.

KMT ABILITIES

ATTACK WEAKNESS: Until China becomes a Major power. All attacking Infantry class and cavalry units that roll 10 or more retreats to where it attacked from, these retreating units may not be taken as casualties.

DECENTRALIZED MILITARY: KMT may place Infantry and Cavalry in any Home country land zone without a factory that they possessed at the start of their turn. Maximum of 3 per land zone plus Militia.

AMERICAN VOLUNTEER GROUP- FLYING TIGERS: Beginning January 1940, If KMT is at war with Japan. The US may lend-lease one time only the Flying Tiger fighter to China, US and China can split the cost any way.

BURMA ROAD: July 1938 the Burma road opens if Yunnan and Burma are in the possession of KMT and Allies, Japan must also be at war with KMT. This may be used as a lend-lease route to KMT with delivery to Yunnan. KMT may purchase Artillery and Anti-Aircraft with its own income to be placed in Yunnan, as per Decentralized Military, so long as the Burma road is open.

ORDER OF PLAY 1. GERMANY, SPANISH NATIONALIST 2. USSR, CCP & SPANISH REPUBLICANS, 3. JAPAN, 4. BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT



KMT CHINA UNIT TABLES AND REFERENCE

KMT BUILD CHART UNTIL MAJOR FACTORY COMPLETED

None of these units require a factory, some require Burma road or Lend-lease.

UNITS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	no factory required
MILITIA	1	2	0	2	ANY-TIME	no factory required
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains, no factory required
CAVALRY	3	2	2	3	ANY-TIME	no factory required
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry, Burma road required
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units, Burma road required
FLYING TIGER	7(3)	7(3)	4	5	January 1940	air superiority* LEND-LEASE FROM US ONE TIME ONLY

(#) = Interception combat. Burma road required units placed in Yunnan.

CAN BE BUILT IF ALL MAINLAND HOME COUNTRY IS/WAS POSSESSED

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country

CAN BE BUILT ONLY IF MAJOR FACTORY IS COMPLETED

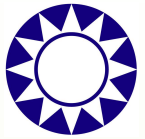
INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	ANY-TIME	infantry upgrade, must be on supply line to upgrade

ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPH LT. ARMOR	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 st round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1 build only in home country.
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1 build only in home country.

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery build only in home country.
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery build only in home country.
RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move any one land unit using a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike atrillery or siege gun = attack adjacent city by Carpet Bomb or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 st round only, 1 roll per plane (max 3 rolls) defends units or Rail Line straegic bombing.



KMT CHINA UNIT TABLES AND REFERENCE



AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC. BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval TAC=TACTICAL/DIVE Bomber
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a seazone with either a naval base or seaplane base. combat air patrol range is 2. target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority* build only in home country.
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build only in home country.

* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

SUBMARINE CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules build only in home country.
NON-WARSHIP SURFACE CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE-WARSHIP CLASS	A	D	➡	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	6/6/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits
HEAVY BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build in home country only
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or TAC bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or TAC bomber) *Capital ship 2 hits

* Capital ship = multiple hits to sink, requires a Shipyard to build or repair

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country
FACTORY UPGRADE	0	5 or 5/5	upgrades 1 factory 1 level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble to neighboring sea zone
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capital ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea planes
FLAK TOWER	N/A	6	Additional AA 3@4 to landzone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortafication, Flak tower all have maximum 1 per zone)