

Chinese Civil War 1946-1950

Version 0.2e

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TOAWIV

Date: 1946.7.7~1950.6.26

Location: China

Map scale: 20Km/hex

Time scale: Full-week turns

Unit scale: From Corps to Regiment

Length: 208

Color of Units

NRA (National Revolutionary Army):

Central Army (Jiang JieShi(also written as Chiang Kai-shek in English)'s Favourite Army)/Local Militia - Blue on Blue

Assimilated Clique - White on Blue

NorthWest Clique - Black on Blue

NorthEast Clique - Gold on Blue

GuangDong Clique - Red on Blue

SiChuan Clique - Brown on Blue

YunNan Clique - Green on Blue

GuangXi Clique - Green on Light Blue

MaBuFang Clique - Green on Sand

YanXiShan Clique - White on Light Blue

FuZhuoYi Clique - Light Blue on Light Blue

U.S. Forces - Blue on Green

Local Bandit - Black on Black

PLA (People's Liberation Army):

Field Army – Red on Red

Local Militia/Local Military Region Forces – Green on White

Local Military Region Independent Forces – Yellow on White

Guerrilla – Blue on White

Deflected Corps (from NRA) - Black on Red

Korean Forces – White on Yellow

Soviet Forces – Red on Dark Red

House Rule

1. NRA units (Corps、 Reorganized Divisions (RD)) has airborne capabilities, but they should

only land on airport. This is to simulate NRA using airplanes to transport its forces in the history. (NRA paratroopers may land on anywhere.)

2. YanXiShan Clique should not leave Shanxi Province. FuZhuoYi Clique should not leave North China. (You can find these areas easily via Google.) The unit named “Taiyuan Reserve” should not leave TaiYuan.

3. Any units should not enter XiangGang (Hong Kong), AoMen (Macau), LvShun (Port Arthur) (200,89), DaLian, Mongolia. Neither should you move any unit near these locations to try to flip the control of these locations.

4. PLA units should not attack (include right click overrun) U.S. units.

5. NRA units should not occupy PLA’s supply points on the edge of the map of China. Neither should any NRA unit go near these locations to try to flip the control of these locations (except for DanDong 214,78).

6. NRA units near ZhuMaDian (inside the exclusion zone) should not move in turn 1. These units took part in The Campaign of the North China Plain Pocket (also called the Breakout on the Central Plains) in the history.

7. NRA must keep at least one corps or one reorganized division in XinJiang Province. NRA must keep at least one unit in TaiWan Province and one unit in HaiNan Province. (You can find these areas easily via Google.)

8. Bridges on minor rivers and canals should not be destroyed.

9. The air transport ability of PLA is used to “supply” militias. PLA players should not make use this to transport their units by air. (Except for House Rule 12)

10. The only procedure to “recover” NRA RDs (reorganized divisions) to corps: Disband RD(s) located in HanKou (175,139), ChuZhou (194,128) or NanJing (196,129) and use air transport to move the corresponding unit(s) in corps form to the location you disband the RD(s). (Same rule applies to expanding Youth Army.)

RD – Corps Correspondences Relations of Central Army:

1st RD	1st Corps
3rd RD	10th Corps
9th RD	2nd Corps
10th RD	14th Corps
11th RD	18th Corps
23rd RD	91st Corps
25th RD	25th Corps
26th RD	26th Corps
27th RD	27th Corps
38th RD	38th Corps
52nd RD	97th Corps
57th RD	98th Corps
66th RD	66th Corps
69th RD	99th Corps
70th RD	70th Corps
72nd RD	72nd Corps
74th RD	74th Corps
75th RD	75th Corps
76th RD	76th Corps
83rd RD	100th Corps
85th RD	85th Corps
88th RD	88th Corps
90th RD	90th Corps

RD – Corps Correspondences Relations of other army can be inferred from the order in other cliques.

11. If the RD is eliminated, players may use air transport to move the correspondent units in corps form to HanKou (175,139), ChuZhou (194,128) or NanJing (196,129) to “rebuild”. (Same rule applies to the Youth Army)

12. Deflection Rule: PLA players have the right to ask NRA players to get the accurate location of the NRA units which are successfully deflected to PLA. Then PLA players should use air transport to move the deflected unit(s) to the nearest PLA controlled hex. If there is no PLA controlled hex within 3 hexes, choose any hex within 3 hexes to airdrop the unit(s). (This rule is not restricted by rule 9.)

13. No attack to “spy” units.

Scenario Setting

1. NRA Deflecting Rate (Historical Percentage)

NRA (National Revolutionary Army):

Central Army - Blue on Blue – 0% (at this version of the scenario)

Assimilated Clique - White on Blue – 25% - late war

NorthWest Clique - Black on Blue – 50% - early war

NorthEast Clique - Gold on Blue – 10% – late war

GuangDong Clique - Red on Blue – 25% – late war

SiChuan Clique - Brown on Blue – 30% – late war

YunNan Clique - Green on Blue – 30% – early war

GuangXi Clique - Green on Light Blue - 0% (at this version of the scenario)

MaBuFang Clique - Green on Sand – PLA get a deflected corps when it captures YinChuan

YanXiShan Clique - White on Light Blue - 0% (at this version of the scenario)

FuZhuoYi Clique - Light Blue on Light Blue -surrendered if TianJin is occupied

2. Replacement Rate

HaErBin, ChangChun, BeiPing, TaiYuan, XiAn, XuZhou: +/- 10%

NanJing, GuangZhou: PLA loss/gain: +25%/-20% NRA loss/gain: +400%/-80%

3. NRA captures YanAn: 20 permant VP

Destroying opponents' CMC (Central Military Council): 50 Permanent VP

4. Shock values for both side are very low until late 1946. This is to simulate the existence of the political negotiation attempt during the early war. But it completely failed in early 1947 and the situation descended to a full-scale civil war.

Note

1. Some names of cities on the map is based on today, not 1940s.