

Interesting Times



the Megagame of Chinese Warlord Politics

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*Megagame
Makers*

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Introduction

After the rebellions and wars of the 19th century, an exhausted Chinese imperial dynasty was unable to modernise successfully and fell to rebellion in 1911. Any authority the resulting republic had collapsed with the death of its president and fragmented political and military forces formed around provincial and district power bases and so began the era of the warlords. The turmoil and chaos was made worse by events during and immediately after the Great war, when Chinese prestige and influence plummeted to a new low.

The game will start in 1920, with players taking on roles as warlords. Many will be members of rival factions and cliques. Turns will each represent a year, separated into seasonal phases. Players will compete for positions of authority, collect taxes, raise armies and defend their own area (often by invading another!).

This is a game of politics and military forces. Each player will be working for a united China and must co-operate with others to get it. Unfortunately, co-operating with others can expose a player to deadly betrayal. Betraying others will be necessary but may well result in personal disaster. Will you be able to lead your troops, your province and maybe even China itself through these contradictions?

Designers' Note:

This game has been fascinating to develop. I trust that you will enjoy it as much as we have enjoyed developing it for you. We have aimed to give a flavour of the times, rather than attempt a detailed simulation. The times were so confused that there is little consensus between sources on... well pretty well on anything. We have therefore had to engage in some serious thought about events, likely causes and how it all fits together. I'm sure we have it wrong. I'm equally sure that none of the sources...indeed nobody... has it completely correct. If you find something that jars with your knowledge of the period, we would be fascinated to learn of it, but I hope you will forgive us if we ignore it during the day. We will be happy to discuss it at length in the pub later.

Dave Boundy

Brian Cameron

Overview

The Players

Each player role will have the governorship of 2 or 3 Districts. Some will also be provincial Tuchun. A Tuchun is an appointment to the military control of a province and theoretically wields total control over the affairs of that province. China is separated into 27 Provinces and each province is made up of a number of Districts (some only 2, others up to 8). A number of the Districts and provinces will not be played. Do not make the mistake of thinking they will be a “walk-over” as their forces will resist and they might well have factional support (see below about factions).

A player might have Districts which are geographically very dispersed (as they were in reality), but would generally have at least one District in any province where he is the Tuchun. Similarly, provinces can have District governors of different faction allegiance.

Becoming a Governor or Tuchun

The post of governor of a District is filled by the warlord who has an army occupying the District. The post of Tuchun of a Province is an appointment by the government (but only has revenue from provincial taxes if no District governor disagrees).

Factions

Most players will start as part of a faction. There are 4 main factions – named Fengtien, Chihli, Ahnwei and the Kwomintang (KMT). Although the first 3 factions are geographically fairly dispersed, they are important groupings of players that owe allegiance to each other. The final faction – the KMT – is the backbone of the southern government (see below) and is very cohesive. A faction is a collection of warlords that have common family, education or social ties and that act together. It is quite possible to leave one faction and go to another – treachery was rife and the timing of such an act must be considered carefully, but it almost always has an impact on your standing and if you do it too often then it will be disastrous for you.

Each faction maintains a pot of faction money. Faction money is allocated to the faction as a whole and is kept in a box on the team table. If a player leaves a faction he is not entitled to take any share of the faction money with him. Faction money is available at the discretion of the faction leader. However, each faction leader must remember that each faction member can leave the faction if he wishes to do so.

Standing

The actions a player may take are affected to a greater or lesser extent by the standing of his faction. Standing is very important to the Chinese warlords and officials. It was in fact...and is in this game...a direct measure of the success or otherwise of a faction. The standing of different factions will be displayed during the day.

Independents and National Army Commanders

Some players will start as independent... most independents will act together out of self-

interest but there are not the same sanctions on joining another faction. Some players will start as division commanders in the Pei'ang army – the national army and one of the few trained and effective bodies of troops. Pei'ang army commanders may find themselves courted, cajoled and bribed to assist any armed actions. The standing of an independent is normally fairly low and a measure of that player. Independents may, of course, join a faction or may indeed form their own faction.

Game Years

Each turn is one year and will take an hour and comprise of 4 phases. Political negotiations and manoeuvring will take place during all phases. The first (winter) phase will have no military operations but will be the phase that settles all taxes, revenue etc. Winter will be the time when all factions must be at their faction table. All independents may gather at the independents' table or may sit in splendid isolation if they can find it. The spring, summer and autumn phases will allow military operations. If a player wishes to attack an area, then he must declare his intention 1 operational phase before the attack (see *Turn Sequence* below).

Governments

There are two governments in China. The central government is installed in Peking and is recognised by the foreign powers. The southern government is the same, at the game start, as the KMT. Each provincial governor must declare allegiance to one of these governments who might then include that province in their deliberations and might tax or subsidise that province. The recognised government is the one with the largest number of provinces giving allegiance. Foreign powers collect China's maritime taxes and hand them over to the recognised government. The southern government – or rather, the KMT – have the support of the Soviet government – this takes the form of arms and military advisers.

Rivers

There are three great rivers in China – from north to south, the Yellow, Yangtze and Pearl rivers. Each of these generates a great deal of income through trade – income which is made available if and only if the provinces along the river all agree how the revenue is to be shared.

Names

Each player role will have a Chinese name – the name of a person of standing in that area at the time. During the game, the name we use will be the Chinese name prefixed with the player's own name for ease – so one of the player roles is Wuanti...if this is played by Fred Smith, then the name will be Fred Wuanti. Note that the Wuanti will appear on all game tokens to do with that role.

Please be careful with the province names. We have used the actual names and some of them are alike – for example, Kiangsi is very different to Kiangsu or the similarly named Kansu and Shansi is not the same place as Shensi.

You should also note that several of the factions are named after provinces, but that confers no particular status or link between that province and the faction.

Offices in the Central Government:

President – the Head of Government. May convene parliament as and when he wishes. May

suspend sessions except if overruled by a majority vote. Directs subsidies to provincial Governors unless over-ruled by parliament. He is able to use the taxes raised by the Peking Octroi as he wishes.

Minister of the Treasury - receives the Customs Taxes (from the foreign powers) and disperses them. Handles all other monies. He must maintain accounts.

Minister of War - must be allocated a budget (sized determined by a vote in parliament) which he spends as directed by parliament or at his discretion. All military spending should go through this office. He gives orders to the Commanders of the National Army.

The Southern government

President – the Head of Government. May convene parliament as and when he wishes. May suspend sessions except if overruled by a majority vote. Directs subsidies to provincial Governors unless over-ruled by parliament.

Minister of the Treasury – receives and disperses all government money in the remit of the Southern government.

Minister of War - must be allocated a budget (sized determined by a vote in parliament) which he spends as directed by parliament or at his discretion. All military spending should go through this office.

Provincial Tuchuns

A provincial tuchun is responsible for keeping order in their province; collecting provincial taxes; raise and maintain forces as required/desired. It is normally expected that a proportion of the provincial taxes would be sent to the central government but some may also receive subsidies from central government.

Provincial taxes may be gathered by the tuchun as long as all the owners of the districts in that province agree (see the *Turn sequence* below).

Each provincial tuchun must declare that province's allegiance to either Northern or Southern Governments.

Recent history and the situation at the start of the game

In 1895 Yuan Shih-kai was called on to organise a new army which became known as the Pei-yang army and it was the most effective military force in China. As Yuan was responsible for all the officer appointments, it became more of a personal force and not under the direct control of the throne.

After the death of the Empress, Yuan was forced to retire and the army was commanded by his two chief subordinates, Feng Kuo-chang and Tuan Chi-jui. Each began forming a loyal group of officers and effectively control of the army split.

Yuan was recalled in 1911 to suppress the revolution and he again took command but it quickly became clear that he no longer had complete control of the army.

In the process of suppressing the revolution, Yuan secured the abdication of the Manchus and a republic was formed with Yuan at its head. To weaken the position of Tuan and Feng he worked to increase the split between them. Yuan also strengthened his own position by establishing a new model army.

With the outbreak of a second revolution in 1913, Feng was ordered to move to the Yangtse valley to suppress the revolt. While this removed him from an area of influence around the capital, leaving Yuan and Tuan dominant in the north, Feng formed a power base in Kiangsu. He became the central figure and obtained the allegiance of a number of lesser military figures in the area.

Yuan, not content as President of the republic, was meanwhile planning to establish himself as emperor but died suddenly in 1916 leaving a power vacuum.

Li Yuan-hung had become Vice-President as a result of a compromise between the forces in the north led by Yuan and those in the south under Sun Yat-sen. None foresaw him becoming president. The army commanders were unhappy at this, as Li was junior in rank to them.

Li became a great advocate of constitutional rule but had little help from the National Assembly which was split between supporters of Yuan, Feng and Sun. Li attempted to stabilise the position by appointing Tuan as Premier and Feng as Vice-President (Sun was in exile abroad after the failure of the 1913 uprising).

Tuan, however, soon came to dominate the government so Li looked for support among the new army which Yuan had created. In particular he looked for support from Chang Hsun, who had strong loyalties to the old dynasty.

Events came to a head of the issue of China entering the Great War on the side of the Allies. After Li gained a majority against entry, Tuan took control of military forces in the area of Peking. In April 1917 the National Assembly voted to dismiss Tuan as Premier; he responded by threatening to attack the capital if the President did not dissolve the National Assembly.

Li called upon Chang to defend the capital but instead Chang seized the capital in July 1917 and announced the restoration of the monarchy. Li fled into exile.

Tuan forces advanced on the capital and defeated Chang's forces. Tuan regained the premiership and Feng, as Vice-President, succeeded Li.

Political factions began to coalesce; those around Tuan became known as the Anhwei club and those around Feng as the Chihli (as Chihli was the home province of Feng).

The other factions were those gathered around Chang Tso lin in, largely in Manchuria (known as the Fengtien faction) and those in the South, known as the Kwo Min tang. In addition, there were many independent warlords, largely in the central region.

In October 1918 the Hsu Shih chang, an independent, became president, as a result of another compromise between Anhwei and Chihli.

However, a crisis arose in the summer of 1919. The Versailles conference awarded Japan the former German colony of Shangtung. As Anhwei was dependent on Japanese loans for finance it looked as though Anhwei was selling out China to a foreign power. Ironically, it was at this moment that Japan withdrew its funding. The problem was exacerbated by Tuan's policy of attempting to control appointments in the central region. This caused considerable discontent and saw the alignment of some of the central forces not only with the Chihli faction but the threat of Fengtien forces in the north becoming involved. In May 1920, Tuan sought safety in the foreign concessions in Tientsin and the government dissolved.

Thus Hsu continues to hold the presidency but a new National Assembly now meets to appoint a new government.

(The above is largely drawn from Warlord Politics by Lucian W. Pye. We have made some slight alteration to the most recent events to provide a more suitable starting point for the game.)

Player Roles

We have allocated arbitrary numbers to players in order to make the situation clear and easy to understand. Players will be allocated one of these roles, but some roles will be left unplayed. The roles, along with the faction membership, governorships and offices held are:

	Name	Faction	Province	Districts	Other Offices
1	Zuoxiang	Fengtien	Heilungkiang	Heilungkiang1, Kirin3	
2	Zuolin	Fengtien	Kirin	Heilungkiang4, Kirin1	Faction leader
3	Songlin	Fengtien	Liaoling	Liaoling1, Jehol1	
4	Yuxiang	Chihli	Suiyuan	Suiyuan1, Hupeh1	
5	Peifu	Chihli	Kweichow	Kweichow2, Szechwan8	
6	Hsi-shan	Independent	Shansi	Shansi2, Chihli5	
7	Guoxiang	Chihli	Chihli	Chihli3, Kiangsu2	Faction leader
8	Quirui	Ahnwei	Shantung	Shantung1, Honan2	Faction Leader
9	Shizheng	Ahnwei	Shensi	Shensi1, Suiyuan2	
10	Yuan-hang	Ahnwei	Honan	Honan1, Shensi2	
11	Yunpeng	Ahnwei	Ahnwei	Ahnwei1, Honan7	
12	Kun	Chihli	Kiangsu	Kiangsu1, Hupeh3	
13	Chuanfang	Chihli	Hupeh	Hupeh6, Kiangsi1	
14	Zuigui	Ahnwei	Chekiang	Chekiang1, Ahnwei4	
15	Jianzhang	Chihli	Kiangsi	Kiangsi2, Hunan6	
16	Tangfeng	Ahnwei	Fukien	Fukien1, Chekiang3	
17	Chuishian	Kwomintang	Kwangsi	Kwangsi1, Kwangsi2	
18	Jiangning	Kwomintang	Kwangtung	Kwantung1, Kwangsi3	
19	Yatsen	Kwomintang		Kwangtung2, Kwangtung3, Fukien3	President – South
20	Rangting	Kwomintang		Kwangtung4, Kwangtung5, Kwangtung6	
21	Zhangyuan	Chihli		Kiangsu3, Kiangsu4, Hupeh2	
22	Guanyuan	Chihli		Kiangsu5, Hupeh4, Hupeh5	
23	Chungfin	Chihli		Chihli4, Kiangsi3, Kiangsi4	
24	Fulin	Fengtien		Heilungkiang2, Kirin2, Kirin4	
25	Yulin	Fengtien		Heilungkiang3, Liaoling2, Liaoling3	
26	Jingyao	Chihli	Hunan	Hunan4, Hunan5	
27	Guangxin	Ahnwei		Chihli1, Chihli2, Hunan1	Minister of

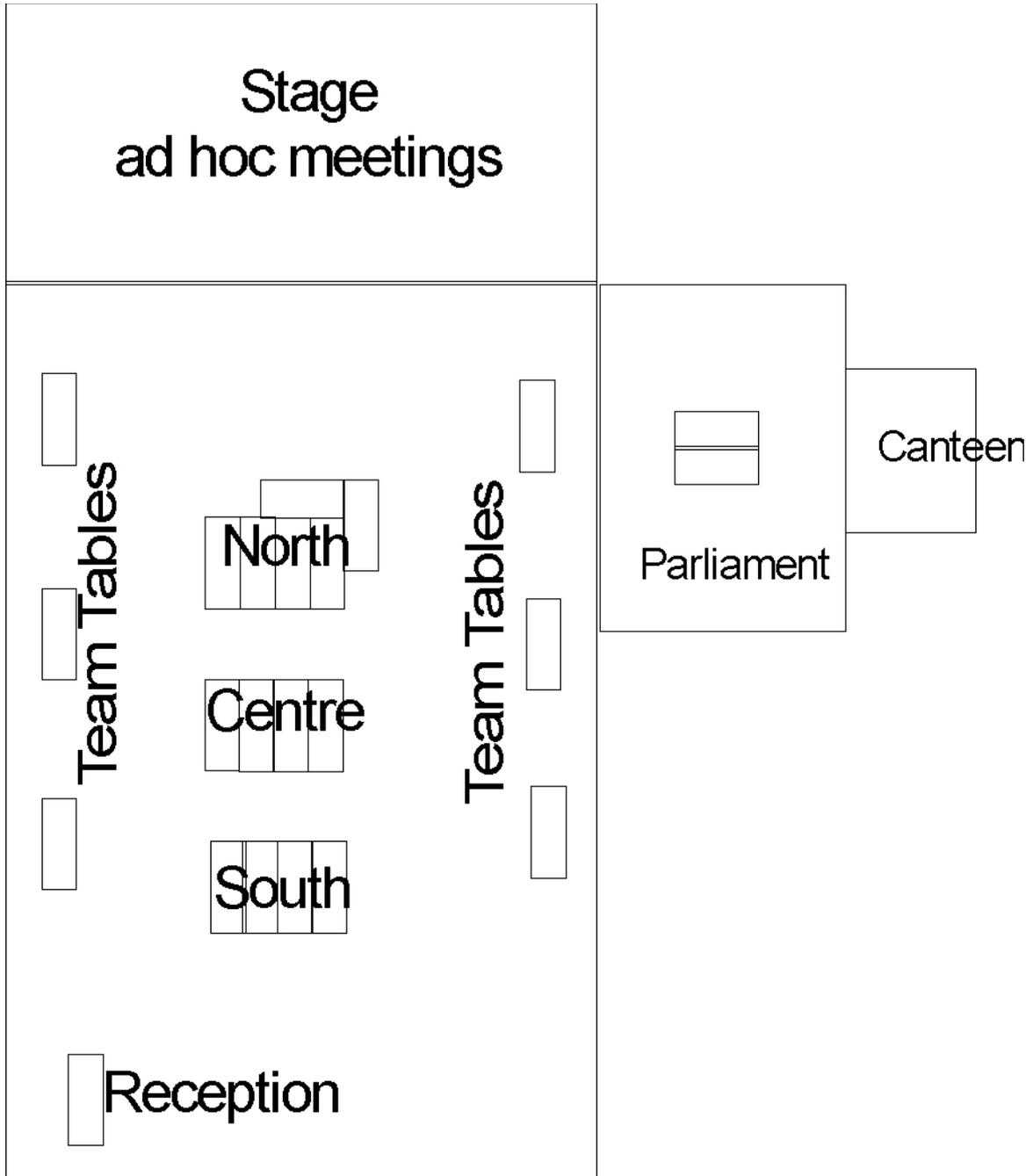
					Treasury
28	Shiki	Ahnwei		Shantung4, Honan3, Honan6	
29	Tsung-ch'ang	Ahnwei		Shantung5, Shantung6, Honan5	
30	Zangchang	Ahnwei		Shantung2, Shantung3, Honan4	
31	Chang-tai	Peiyang army commander		Ningsia2	
32	Dianying	Ahnwei		Ahnwei2, Ahnwei3, Chekiang2	
33	Zheiynan	Ahnwei		Chahar2, Chekiang4, Fukien2	
34	Zhiqui	Ahnwei	Chahar	Chahar1, Shensi3	
35	Yuexin	Ahnwei	Jehol	Shansi1, Jehol2	
36	Jiyao	Independent	Yunan	Yunan1, Szechwan5	
37	Sen	Independent	Sikang	Sikang1, Szechwan2	
38	Xiang	Independent	Szechwan	Szechwan1, Sikang2	
39	Qi	Independent	Tsinghai	Tsinghai2, Kansu1	
40	Cai	Independent	Kansu	Szechwan4, Kansu2	
41	Hongbin	Independent	Ningsia	Ningsia1, Tsinghai1	
42	Sichang	Independent		Yunan2, Szechwan3, Szechwan6	President
43	Yun	Independent		Yunan3, Hunan3, Szechwan7	
44	Chi-ching	Peiyang army commander		Hunan2	
45	Ju-hsien	Peiyang army commander		Kweichow1	

In terms of the Provincial Tuchuns and District Governors:

Province	Province Tuchun	District							
		1	2	3	4	5	6	7	8
Heilungkiang	1	1	24	25	2				
Kirin	2	2	24	1	24				
Liaoling	3	3	25	25					
Chahar	34	34	33						
Jehol	35	3	35						
Shansi	6	35	6						
Chihli	7	27	27	7	23	6			
Shantung	8	8	30	30	28	29	29		
Shensi	9	9	10	34					
Honan	10	10	8	28	30	29	28	11	
Ahnwei	11	11	32	32	14				
Kiangsu	12	12	7	21	21	22			
Hupeh	13	4	21	12	22	22	13		
Chekiang	14	14	32	16	33				
Kiangsi	15	13	15	23	23				
Fukien	16	16	33	19					
Kwangsi	17	17	17	18					
Kwangtung	18	18	19	19	20	20	20		
Yunan	36	36	42	43					
Sikang	37	37	38						
Szechwan	38	38	37	42	40	36	42	43	5
Hunan	26	27	44	43	26	26	15		
Tsinghai	39	41	39						
Kansu	40	39	40						
Ningsia	41	41	31						
Suiyuan	4	4	9						
Kweichow	5	45	5						

A map showing the Provinces, Districts and who is their tuchun/ governor will be sent with the game briefing.

Game layout



The map will be split over three table sets – North, Central and South. Team tables will be placed around the hall and the adjacent lounge area will be used for parliament (next to the canteen).

The Map



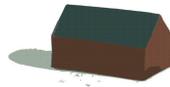
This example of the map shows parts of the provinces of Shansi, Chihli, Shantung and Honan. The 2 Districts of Shansi are on the left – Shansi1 and Shansi2. They are both rough terrain...indicated by the broken texture. The river crosses from the bottom left to middle right and there are several railways...a major one crossing from top to bottom through Chihli3, Chihli5 and Honan2. District boundaries are in black and Province boundaries are in purple.

Counters

Army counters record the number of Raw and Trained divisions present and any troops undergoing training. A player may have a maximum of 1 army. A player can control another player's army if he has that player's Command Card (on which a player records his actions/movement). A player also has a **personal counter** which must be placed on the map to indicate his location.

Player					
Raw	1	2	3	4	5
	6	7	8	9	10
Training	1	2	3		
Trained	1	2	3	4	5
	6	7	8	9	10

Academies are shown by small models. Each academy can train up to 1 division at a time.



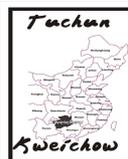
Arms counters increase the fighting capability of trained troops



Player flags are placed on any District of which that player is a governor. They show the character's name, the character number and a unique pictogram and colour pattern for the player. Each District owned by a player has a **District card** which should be kept by him.



Tuchun Card. If a player is a tuchun, that player should pin the Tuchun card for the province onto his chest. Tuchun cards are owned by the government. They are given to players by a government and must be given up by a player is requested to do so by the President of a government recognised by the province.



Other office cards are similar and should similarly be worn to show the office ownership.

Veto cards are used to show that the provincial tax or the river tax is vetoed by a player this turn. The tax veto card is green edged and should be placed by a player



onto his District...it shows who the player is and stops the tuchun from collecting taxes that turn. River tax is shown on a red-edged card and indicates (by placing it on the river adjacent to the province represented) that there is no unanimous agreement on the dispersion of river revenue that turn.

Game Timetable

0930 - 1000	Players arrive and register	
1000 - 1015	Plenary briefing	
1015 - 1115	Turn 1	1920 note this turn will have a different structure
1115 - 1215	Turn 2	1921
1215 - 1315	Turn 3	1922
1315 - 1415	Turn 4	1923
1415 - 1515	Turn 5	1924
1515 - 1615	Turn 6	1925
1615- 1715	Turn 7	1926 (this turn may be shortened)

The Control team

Game Control

Keeps the game moving, will police the game and generally deal with problems as they arise

Map Control

The map is divided into a number of 'regions' which are composed of a number of provinces. Map control will be responsible for resolving all actions and campaigning on the map.

Political Control

Resolve all off-map actions, coordinating with the map umpires as required. Will monitor and resolve actions at the Central and southern governments.

Standings Control

Monitors the behaviour and consequent standing of factions and office holders.

Politics and Political Support

“Politics is concerned with the issue of power, its maximisation for oneself, and the calculation of its relative distribution among all the others.”

The political structure of China is that there is a Parliament and Central Government in Peking with a rival Southern Government at Canton. There are also Governors at provincial level. Nominally there are also military governors of provinces but in recent years they have usually been combined with the post of provincial governor.

Factions



Factions are groupings of players. Members of a faction do not have to be linked geographically or by anything else other than a desire to co-operate.

All player initially belong to a faction. Players may move to another faction as long as that faction will accept them. Each faction has a faction badge. Faction badges at the start of the game are shown above.

During the game, new factions might be created. These will use the same symbol as the Independents (who are, in reality, very small – probably even single warlord – factions) but the name of the new faction will be written onto the symbol.

Each player must wear a faction badge. When a player leaves a faction, that player must go to the faction meeting and hand in the badge – he must then go immediately to the receiving faction meeting and receive a new badge. The first change of faction is without penalty but each subsequent change will lose the player half his current support.

The Central Government

Parliament

Any player who is present may speak, propose and vote in parliament. The president and the cabinet are elected by vote of parliament. Members may propose and vote on motions as they desire.

Parliament sits unless the President dissolves it. All decisions of Parliament – including overruling the President if he dissolves parliament – are subject to a straight majority vote. If there is a tie in the voting, then the President has the casting vote.

Normally, the President will call a Parliament. However, if 6 Provincial Tuchuns all put their signature to a document calling Parliament, then Parliament must meet.

The Agenda for a turn:

1. Appointment and dismissal of provincial governors

The President proposes appointments and dismissals but parliament must be agreed by a majority of the votes cast.

2. New loans

A new loan can be sought from foreign powers if there is a parliamentary majority in favour of doing so.

3. The budget

Money can be allocated to the following items:

1. Support of the National Army Divisions
2. Infrastructure improvements
3. Subsidies to / from the provinces
4. Setting up a military academy (maximum of one central government facility during the game).

Given the short game turn which necessarily represents one year, a default budget will be in place should parliament decide on no other:

1. Support of the National Army Divisions - £12
2. Infrastructure improvements - £0
3. Subsidies to the provinces - £1 per province
4. Setting up a military academy (maximum of one central government facility during the game) - £0

Balance to the treasury. If there are insufficient funds to pay all the province subsidies then none are paid.

Government Officers

The Central Government consists of:

President – the Head of Government. May convene parliament as and when he wishes. May suspend sessions except if overruled by a majority vote. Directs subsidies to provincial Governors unless over-ruled by parliament. He is able to use the taxes raised by the Peking Octroi as he wishes.

Minister of the Treasury - receives the Customs Taxes and disperses them. Handles all other monies. He must maintain accounts.

Minister of War - must be allocated a budget (sized determined by a vote in parliament) which he spends as directed by parliament or at his discretion. All military spending should go through this office.

Physical control of the Central Government area. If Peking is occupied by a military force

under a particular player that player may determine who can attend parliament. Note that the International Powers are unlikely to recognise the government and thus not pay the customs dues.

Provincial Tuchuns

Parliament appoints, confirms or dismisses Provincial Tuchuns. A provincial tuchun is responsible for keeping order in their province; collecting provincial taxes; raise and maintain forces as required/desired. A proportion of the provincial taxes should be sent to the central government but some may also receive subsidies from central government.

National Army Commanders

These are appointed by parliament but please note that the troops loyalty is to the commander, not the government.

The Southern Government

Each province must recognise the central government or the southern government. For those provinces that have declared for the Southern Government, that government will operate in much the same way as the Central government. Specifically, it has:

- a head of government
- government officials (ministers of treasury and of war)
- the right to appoint governors
- the right to raise taxes via tuchuns

However, it receives no customs taxes but it does receive recognition and subsidies from Soviet Union. This situation is fluid. It could reasonably be expected that the subsidies from the Soviet Union will increase over time, but this is not certain and depends to some extent on the actions of the southern government. If the southern government manages to obtain over half the provinces declaring allegiance to it, then it is almost certain that it will receive the customs taxes instead of the central government (although it should be noted that some other factors will come into play – the size of the provinces controlled, any pro or anti foreign rhetoric or actions, the faction standings and control of Peking being the main ones).

The Foreign Powers

The 'foreign powers' exert great influence on China but are currently unchallengeable. As the treaty ports and concessions are along all the rivers and too numerous to mention, to aid clarity they have not been marked on the map. The main presence of the foreign powers in the game is in terms of:

- recognition of a government as the central government, to which the customs dues will be paid and is responsible for outstanding loans.
- a source of investment and new loans
- a source of arms

Attacking other players

It was considered to be of vital importance to be seen to be 'in the right' when attacking another. Players/factions must publicly state their case/grievance before attacking another player/faction; they cannot attack until the following 'phase'.

Standing

Each Faction has a rating for its Standing, the respect and legitimacy it is viewed as having in China and the wider world. The respective rankings will be displayed for all to see.

Factors affecting standing:

- The gain or loss of appointments to offices by members of the faction.
- Victory or Loss in battle
- Gain or loss of territory
- Acting honourably / dishonourably
- Looting
- Alliances
- Gain or Loss of a member

The standing of a faction will affect

- The chance of a Revolt occurring in its territory
- The ease of Recruitment of new troops
- The availability of Loans and investment
- The outcome of Battles
- Elections in parliament
- Acceptability of appointees to offices

If a player moves to another faction, it has an affect on both the faction which he has left and that of the new faction (the latter based on their respective standings).

National Army Divisions

These were some of the best trained troops in China and are, theoretically, directed by the Central Government. A player who is a National Army commander controls two of these divisions.

At the start of the game, the army divisions they command are organised into an army of 2 divisions for each of the three commanders. These armies are not stationed in the same Districts as they control. The following table gives their start situation:

Name	Home District	Division Names	Location
Chang-tai (31)	Ningsia2	8 th 20 th	Chihli1
Chi-cheng (44)	Hunan2	3 rd 9 th	Hunan5
Ju-Hsien (45)	Kweichow1	2 nd 6 th	Kiangsu5

The Non-played Areas

At the start of the game a number of districts are not controlled by players. These tend to be towards the western edge of the map. Do not make the mistake of thinking they will be a “walk-over” as their forces will resist and they might well have factional support.

These areas will be run, as far as possible, by the control team in accordance with a pre-generated programme. They will raise provincial forces for their defence. They are always considered to vote in favour of the collection of provincial or river taxes.

There will also be non-played districts in other provinces where a player role has not been filled. For simplicity these will all be considered to be garrisoned by 1 division which will only act in its defence. They are always considered to vote in favour of the collection of provincial taxes.

The Turn Sequence

Each turn is one year and is divided into 4 phases:

Winter (admin) phase. No campaigning occurs in the winter phase.	
Faction meeting	10 minutes
Calculate and distribute taxes – all players need to be at the map.	5 minutes
Political negotiations	15 minutes
Spring operational phase / political negotiations	10 mins
Summer operational phase / political negotiations	10 mins
Autumn operational phase / political negotiations	10 mins

The game starts in May 1920. This is represented by a shortened first turn, with an admin phase and 2 operational phases: summer and autumn:

Preparation (admin) phase. No campaigning occurs in this phase.	
Faction meeting	10 minutes
Calculate and distribute taxes – all players need to be at the map.	5 minutes
Political negotiations	15 minutes
Summer operational phase / political negotiations	15 mins
Autumn operational phase / political negotiations	15 mins

Winter Phase

NOTE: No declarations may be made in the winter phase (see operational phase sequence below).

Governance

To improve “governance” in a province costs \$20. The effect is that the province tax increases by \$5 per annum while the standing of the provincial governor is high (umpire judgement).

Famines

A Famine occurs in one or more provinces. No taxes can be raised from the affected province or its component districts unless the Governance has been improved. It is very likely that several famines will occur each year.

District taxes

Players receive \$1 for each district they own.

Provincial taxes

Tuchuns receive \$10 for the provincial taxes IF all the players who own districts in that province agree that taxes can be gathered. Dissent is indicated by the player placing a black counter in the province. Absence of any such counters will be taken as agreement. Note that there is no veto on the first turn.

River taxes

Each of the major rivers generates a tax which is collected by the 'Controller of Trade' who is the governor of the province at the mouth of that river:

River	Controller of Trade is the Provincial Tuchun of :	Tax	Provinces along the river
Pearl	Kwantung	\$17	Kwantung Kwanshi Yunan
Yangtse	Kiangsu	\$29	Kiangsu Anhwei Kiansi Hupei Hunan Szechwan
Yellow	Shantung	\$23	Shangtung Chili Honan Shansi Shensi Suiyung Kanshu Ningsia

Controllers of Trade receive the amount of tax shown for the river IF all the governors of provinces which border the river agree that taxes can be gathered. Dissent is indicated by the player placing a red veto counter on the river. Absence of any such counters will be taken as agreement. Note that there is no veto on the first turn.

Foreign investment

Each year, a Provincial governor can purchase a foreign investment for \$10. This can

be used to increase the road infrastructure of a district by one level or build a railway across a district. Or the governor can decide not to go ahead with the upgrade and cream off \$5.

Note that the railway must link with an existing line. It can go into a district in the province with the agreement of the owner of that district. Railways run to the centre of a district.

Central Government

The central government that controls 15 or more provinces is “recognised” by the international powers who then pay the central government the customs revenue (which the international powers collect). Customs are normally \$100 per year. Of that \$100, \$10 goes to the head of the government directly (the Peking Octroi). It is assumed that this is the balance after all the government overheads have been met (all the boring stuff you don't want to game).

The recognised central government can attempt to raise loans of up to \$40 in any one year.

Central government must pay interest of 25% on any loans they owe in each year. Depending on confidence in the government (umpire judgement), loans might be called in early.

The recognised central government should pay \$40 indemnity to foreign governments each year. Failure to pay will affect confidence and might thus result in the calling in of loans.

Maintenance

Players pay \$1 for each division they own. This maintains the division throughout the coming year. Divisions whose maintenance has not been paid will desert. Where an army contains more than one type of troops, losses from desertion should be taken in the following order:

Raw	Raw	Trained	Raw	Raw	Trained
-----	-----	---------	-----	-----	---------

etc.

Purchase of Arms

Arms are purchased as a counter which will equip/supply up to 1 division for one combat. The cost is \$3. The counter(s) may be placed with any divisions the player desires.

Academies

\$25 to create a military academy. Place the marker in the district where the academy is built. The Academy belongs to a faction. Each faction can only have one academy. Each government can also have one academy.

Update training

Any divisions in the 'Training' section of the army counter is moved into Trained status.

Start training

Troops can be trained to improve their combat value. Training commences in the Winter phase and finishes the following Winter phase. Mark the troops on the appropriate section of the counter, reducing the Raw troops by the same amount. The Faction must have a military academy to be able to train troops (each academy can train up to 1 division at a time). There is no cost for training. If the army containing the training division(s) is in action during the year, the training is interrupted and the unit remains at Raw status.

Operational Phase (Spring, Summer, Autumn)

Declarations

A player may declare his intention to attack another player the following season hence (For example, a declaration against a player in the Spring phase permits an attack in the Summer phase).

Write orders

Orders for the movement phase are written on the command card provided. Note that a mountain range is crossed at the cost of an extra movement point. The area will not be entered until the two movement segments have elapsed.

Players must write all their intended movement for that operational phase at the start of that phase. During any movement segment a player may cancel his current orders. His army will not move that segment; instead new orders may be written for the rest of that phase.

Resolve movement

A division has 3 movement points. To move into an area or cross Mountains takes 1 movement point.

It costs \$1 for a division to move at all during the turn.

It costs 1 movement point to add any divisions in a district to an army in that district.

An option is to mark the "Intention to engage" box which means that an army will attempt to engage a army moving past it, thus avoiding the problem of two armies missing each other as they each move past each other as one moves from area A to area B and the other from area B to area A.

Rivers do not affect movement

Movement by Rail

Troops may move as far as they wish unless movement is blocked by unfriendly forces.

Resolve combat

See below.

Move Arms Counters

Arms counters may be moved at the same rate as troops (see above) and may be captured if intercepted and there are no friendly divisions present.

Purchase of Arms

Arms are purchased as a counter which will equip/supply up to 1 division for one combat. The cost is \$3. The counter(s) may be placed with any divisions the player desires.

Recruitment

Troops can be raised by a player in any district he owns (but not during winter). These troops may not be moved unless attached to an army and will act defensively until that time (for the purpose of combat, treat any troops in a District as an army with the exception that, if they lose the combat, they are destroyed).

It costs \$2 to recruit a division and maintain it for the remainder of the year.

These troops are rated as Raw and must be marked as such on the army record counter.

Combat Resolution

The number of men which can be deployed (i.e. used effectively) for combat depends on the infrastructure level of the area:

Level of area entered	Size of army which can be deployed
Poor	1 - 3 divisions
Average	4 - 6 divisions
Good	7 - 10 divisions

Roll 1d6 per division.

Modifiers (note that these may have to be calculated separately if different troop types are present):

Trained	+10 (per division)
Raw troops with Arms counter	+1 (max of 1 per div)
Trained troops with Arms counter	+4 (max of 1 per div)
Attacking across mountains	-2 (per division)
Attacking across a river	-1 (per division)

Other factors as the Control Team think appropriate.

Total the score for each side. The higher score wins.

Winner	Divide score by 10, rounding DOWN any remainder. The final score is the number of divisions lost by the loser
Loser	Divide HALF score by 10, rounding DOWN any remainder. The final score is the number of divisions lost by the winner
A draw	BOTH divide HALF score by 10, rounding DOWN any remainder. The final score is the number of divisions lost by the other side.

Where an army contains more than one type of troops, losses should be taken in the following order:

Raw	Raw	Trained	Raw	Raw	Trained
-----	-----	---------	-----	-----	---------

etc.

The loser must retreat one area.

Draw = forces stay in position, can fight again next season.

Where a retreat is required, the army should retreat along its line of advance if possible; it may otherwise go to any friendly district which is adjacent, but not by advancing along the line of the enemy advance. Alternatively, it may 'take to the hills' if it is a Small army. Armies which are unable to retreat remain in place but lose 1 further division.

Armies which lose all divisions also lose all arms counters (they cannot be recovered by the other side).

Examples of combat (1)

Ahnwei and Chihli forces meet in an Average area. The Ahnwei army consists of 6 raw divisions. The Chihli force consists of 3 raw divisions and 5 Arms counters. All forces can be deployed but the Chihli army can only use 1 Arms counter per division.

Ahnwei: rolls 6d6 and scores: 1,2,3,4,5,6 for a total of 21.

Chihli: Rolls 3d6 and scores 2,3,4 for a total of 9. Add 3 (1 for each Arms counter. Modified total is 12.

The Ahnwei army has the higher score and wins. It divides its score by 10 for 2.1, inflicting a loss of 2 divisions on the Chihli army (the remainder is rounded down).

The Chihli army halves its scores (as it lost) to 6. After dividing by ten and rounding down, it will fail to inflict any loss on the Ahnwei. The remaining Chihli division retreats.

Examples of combat (2)

The Ahnwei army meets a National Army force. The Ahnwei army consists of 6 raw divisions. The National army force consists of 2 trained divisions and 1 raw division. It has 3 Arms counters; all can be used.

Ahnwei: rolls 6d6 and scores: 1,2,3,4,5,6 for a total of 21.

National: rolls 3 d6, 2,3, 4 for a total of 9. It adds 20 for the two trained divisions and a total of 9 (4 for each of the trained divisions and 1 for the raw division) for the arms counters, making a total of 38.

The National Army has the higher total and wins. It divides its score by 10 and inflicts a loss of 3 divisions on the Ahnwei army.

The Ahnwei force halves its score, as it is the loser, and divides by 10 and inflicts the loss of 1 division on the National army. The loss is the raw division as per the order of troop losses. The Ahnwei force of 3 divisions retreats.

In the hills

A small army (less than 3 divisions) may remain in safety in the hills which are present in any province. To fight, it must come down from the hills and resolve combat as above. Units in the hills may not be attacked.

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