

# Chinese Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	4	1	4	1
Artillery	12	4	2	1
Tank	17	4	1	1
Bi-Plane	9	2	1	3
Bomber	14	4	1	4
Ind. Complex	60	-	1	-
Port	55	-	1	-
Battleship	100	7/2	7	2
Destroyer	40	3	2	3
Transport	28	-	1	2
Submarine	22	1	1	2

Trenches: 5      Radar Unit: 18      Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1  
Rockets: Cost: 10 Att: 4, Def: 1, Move: 1  
AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

## TURN ORDER

- 1) Serbia
- 2) Germany  
-- German Colonies
- 3) France  
-- French Colonies
- 4) Russia
- 5) Autro-Hungary
- 6) United Kingdom  
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States
- 10) Ottoman Empire
- 11) China**
- 12) Central Minors
- 13) Allied Minors

## STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
China	69 + 3

( + ) represents Naval Trade resources that are routed to those nations/colonies.

China begins the war as neutral and is likely to remain neutral the majority of the war. If you are playing the semi historical scenario, a player may be assigned to China and China, like Japan, may pursue its own agenda and use diplomatic options to further its own expansion.

## STARTING NATION SET UPS

### China:

Kaba: 1 Inf

Chongqing: 4 Inf

Hengyang: 1 Inf

Xuzhou: 2 Inf

Haerbin: 4 Inf

Pishan: 1 Inf

Kunming: 2 Inf

Shanghai: 3 Inf, 1 Art

Beijing: 6 Inf, 1 Art, 1 I.C.

Jilin: 2 Inf

Urumqi: 1 Inf

Nanning: 2 Inf

Nanjing: 4 Inf, 1 Art

Jinzhou: 1 Inf

China begins the game neutral and only collects 10 resources while it remains neutral. At the start of play no nations may attempt to influence China. If Japan declares a major war on Russia, there is a 5 in 10 chance China will declare war on Japan and cooperate with Russia in the defeat of Japan. If Japan becomes at war with the USA, then China will automatically declare war on Japan.

If there is a separate player controlling China, then China has a number of additional options available to it. China can enter into limited wars with Germany, Britain, France, and/or Russia. Before declaring any limited war China must pay 15 resources to gear up its wartime economy. Then while engaged in any limited war, China will collect 35 resources per turn. China may also freely declare war on any minor neutral nation which it shares a border with. Any minor war with China ends when China captures one territory belonging to the opposing nation or that nation captures one Chinese territory, or both nations agree to a cease of hostilities. While China is engaged in a minor war it cannot enter the primary war.

Britain, France, and Germany all have the option of giving China a territory and paying them 10 resources to open diplomatic channels with China. Britain would have to surrender Hong Kong, France Hanoi, and Germany Jiaozhou. If any of these nations select this option, then the nation selecting this option may begin to diplomatically influence China per the standard diplomacy rules.

## MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
China	15	750