

Armies of CHINA

Written by: Paul Beccarelli

Production: Mark Owen

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This get-you-by Bolt Action list is focused on the Nationalist Chinese forces who confronted the invading Imperial Japanese Army during the early stages of the Second Sino—Japanese War. The Chinese battled the Japanese from 1937 to 1945 in a brutal war of attrition which tied down 80% of Japans total ground forces. From the elite German-trained and equipped forces of Chiang Kai-Shek to the poorly armed peasant provincial troops, the armies of China are the forgotten heroes of the Second World War.

Just like the army lists included in the Bolt Action rulebook, this list is intended for use with the Force Selection rules and the generic Reinforced Platoon presented on page 124 of the Bolt Action rulebook.

ARMY SPECIAL RULES

ENDLESS NUMBERS

Your force may include a free fourteen-man peasant squad of Inexperienced infantry equipped with rifles only. No other weapon options may be taken. This free rifle squad is in addition to units chosen from whatever selector is used. This free unit does not have the Green special rule and simply remains Inexperienced for the entire game.

A WORLD OF WONDERS

The majority of Chinese peasant soldiers had never seen a tank or aircraft until they came face to face with them in battle, often causing many to freeze in wonder and fear. No Inexperienced infantry units can assault fully enclosed armoured vehicles. In addition, they automatically fail morale checks when assaulted by tanks.

Similarly, when within 12" of the target of an air strike, all Inexperienced infantry units suffer D3 pinning markers (as opposed to D3-1).

BODYGUARD

High-ranking officers are always accompanied by one bodyguard model armed with pistol and sword. A bodyguard will sacrifice his life for his master. If an officer is targeted by a sniper or suffers exceptional damage, the bodyguard will be removed from play in the officer's place.

INFANTRY

HEADQUARTERS UNITS

OFFICER

Nationalist Chinese Army Officers were trained at the Wampoa Military Academy and the best were selected to join the German-trained Chiang Kai-Shek divisions. Officers were a tight group who considered themselves above the general Chinese population. The Chinese officer cadre was divided into competing factions and was plagued by corruption. An officer unit consists of an officer and may include up to two other men to form a command team. Officers and their attendants can be rated as Inexperienced, Regular or Veteran.

Cost: Second Lieutenant: 35 pts (Inexperienced),

50 pts (Regular), 65 pts (Veteran)

First Lieutenant: 60 pts (Inexperienced), 75 pts (Regular),

90 pts (Veteran)

Captain: 95 pts (Inexperienced), 110 pts (Regular),

125 pts (Veteran)

Major: 135 pts (Inexperienced), 150 pts (Regular),

165 pts (Veteran)

Team: 1 officer and up to 2 further men. Captains and Majors are also accompanied by a Bodyguard (who does not count as one of the two optional men of the team).

Weapons: Pistol, submachine gun, or rifle as depicted on the models. If the officer model has a sword he has the Tough Fighter special rule (see page 70 of the Bolt Action rulebook).

Options: The officer may be accompanied by up to 2 men at a cost of +7 pts per man (Inexperienced), +10 pts per man (regular) or +13 pts per man (veteran).

Special Rules:

· Bodyguard (If bodyguard taken)

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants under the Geneva Convention, medics were not issued with weapons, but the practicalities of war sometimes led to medical staff carrying pistols for personal protection. Medics are rated as Regular or Veteran.

Cost: Medic 23 pts (regular), 30 pts (veteran)

Team: 1 medic and up to 2 further men.

Weapons: Pistol or none as depicted on the model.

Options: The medic may be accompanied by up to 2 men at a cost of +10 pts per man (regular) or +13 pts per man (veteran).

FORWARD OBSERVER

Forward Observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines. They are likely to be accompanied by a radio operator and other immediate attendants. Chinese Forward Observers are rated as Veteran. The Chinese Army does not field Forward Air Force Observers.

Cost: Artillery Forward Observer: 115pts (Veteran)

Team: 1 Artillery Forward Observer and up to 2 further men **Weapons:** Pistol, submachine gun, or rifle as depicted on the models

Options: The Artillery Forward Observer may be accompanied by up

to 2 men at a cost of +13pts per man.

INFANTRY SQUADS & TEAMS INFANTRY SECTION

A Chinese infantry section consists of fourteen men. A section is led by a Corporal carrying a Hanyang 88 rifle. Sub Machine Guns were uncommon, but some units were issued with MP-28's. The Czechoslovakiandesigned and locally made Zb26 served as the section light machine gun. The remaining riflemen carried the Hanyang 88 rifle.

Cost: Veteran Infantry 91pts or Regular Infantry 70pts **Composition**: 1 NCO and 6 men.

Weapons: Rifles Options:

- Add up to 7 additional soldiers at +13pts each (Veteran), +10pts each (Regular)
- Up to 1 man can have a submachine gun for +3pts
- Up to 1 man may have a LMG for +20pts. Another soldier becomes the loader.
- The entire squad can be given anti-tank grenades for +2pts per man.

Special Rules:

· Tank hunters (if anti-tank grenades taken).



CHINA 1937

- 1: Private, 72nd Div, 7th Army Group; north China, Aug 1937
- 2: Corporal, 88th Div; Shanghai, 1937
- 3: Private, 56th Div; Shanghai, 1937
- 4: Sergeant, 37th Div, 29th Army; Peking, July 1937

INEXPERIENCED SECTIONS

The bulk of Chinese army was made up of conscript peasant soldiers. These soldiers had very little military training and were armed with rifles. These units proved to be unpredictable in battle. Some fought with distinction, while others ran at the first sign of the enemy.

Cost: Veteran Infantry 78 pts. Composition: 1 NCO and 6 men.

Weapons: Rifles Options:

· Add up to 7 additional soldiers at +7pts each

Special Rules: · Green.

MEDIUM MORTAR TEAM

The Chinese used the 81mm Brandt mle 27/31 as its medium mortar support weapon. It was an effective weapon and used by many nations.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran).

Weapon: 1 medium mortar. Options:

• May add a spotter for +10 pts **Special Rules:**

Team: 3 men

· Team weapon

Fixed

· Indirect fire

• HE (D6)



1: Captain, 14th Artillery Regt; Honan, Jan 1940 2: Major, 183rd Div, 60th Corps; Changsha, Sept 1939 3: Regimental standard-bearer, 12th Div, 3rd Corps;

Shansi province, May 1941



MACHINE GUN TEAM

The Type 24 machine gun was a Chinese produced copy of the MG08/15 Maxim machine gun. The gun proved to a reliable and deadly support weapon until it was replaced late in the war by the American lend-lease .30 cal.

Cost: 35pts (Inexperienced), 50 pts (Regular), 65pts (Veteran).

Team: 3 men - Gunner and two loaders

Weapon: 1 MMG Special Rules: • Team weapon

Fixed

80YS ANTI-TANK RIFLE TEAM

Chinese troops were supplied with the British-made Boys antitank rifle, which saw service throughout the entire war. The Boys anti-tank rifle was a very effective weapon against Japanese armour..

Cost: 21pts (Inexperienced), 30pts (Regular), 39pts (Veteran).

Team: 2 men - Gunner and loader

Weapon: 1 Anti-Tank Rifle

Special Rules:

· Team weapon

SNIPER TEAM

The Chinese deployed many snipers in front of its fighting units with the sole purpose of killing enemy leaders. Chinese snipers carried and operated a scoped Hanyang 88 rifle. Chinese snipers were very effective in urban environments causing the deaths of many Japanese officers..

Cost: 50pts (Regular), 65pts (Veteran)

Team: 2 men – Sniper and spotterloader

Weapon: the sniper has a rifle, the spotter has a pistol

Special Rules:

- · Team weapon
- Sniper

ARTILLERY

FIELD ARTILLERY

7.6CM IEFK16 FIELD GUN

The 7.6cm leFK16 was a World War One era German field gun that the Chinese purchased in great numbers in the early 1930s. These guns required horse teams to move as they had not been modernised to be towed by motor transport

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Team: 3 men

Weapons: 1 light howitzer.

Special Rules:

- Team weapon
- Fixed
- Howitzer.
- HE (D6).

ANTI-TANK GUNS

37MM PAK 36

The PaK 36 was purchased from Germany in the mid 1930's and was soon copied by the Chinese and produced in its thousands to become the Chinese armies main anti-tank gun throughout the Second World War. In this sector, the gun was a formidable weapon feared by Japanese tankers.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran).

Team: 3 men

Weapon: 1 light anti-tank gun.

Special Rules:

- · Team weapon
- Fixed
- · Gun shield

ANTI-AIRCRAFT GUNS

37MM PAK 36

The 20mm FlaK 38 was an anti-aircraft gun purchased from Germany.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts (Veteran).

Team: 3 men

Weapon: 1 light automatic cannon.

Special Rules:

- · Gun Shield
- Team Weapon
- Fixed
- Flak

VEHICLES

TANKS FT-17/18

In the mid 1930s China purchased three companies of FT-17/18 tanks from Poland. The tanks were armed with a mixture of turret-mounted machine guns and turret-mounted 37mm Puteaux SA-18 anti-tank guns.

Cost: 26pts (Inexperienced), 35pts (Regular), 42pts (Veteran)

Weapons: 1 turret mounted MMG. **Damage Value:** 7+ (tankette)

Options:

 May replace the turret-mounted MMG with a low-velocity light anti-tank gun for +30pts

Special Rules:

- One-man turret. It is always necessary to take an order test when issuing an Advance order, even if the tank is not pinned.
- Slow... Pitifully Slow! The FT-17/18 is a Slow tank as defined by the rules, and in addition we do not allow it to make a double-speed

Run move at all. It can still be given a Run order (thereby avoiding the 'one-man turret' rule), but moves at its basic speed only.

 Low velocity light anti-tank gun. The FT's main gun counts as a light anti-tank gun but with an armour penetration rating of +3 instead of the usual +4.

PANZER I

In 1937 China purchased ten Panzer Is from Germany, including an agreement to train the crews. The Panzer I saw action against the Japanese in the Battle of Nagjing.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapons: 2 turret mounted MMGs. Damage Value: 7+ (tankette)

ARMOURED CARS

SDKFZ 221 & 222

China purchased Sd.Kfz 221 and SdKfz 222 armoured cars from Germany in 1937 in a deal which included Panzer 1 tanks. Instructors and mechanics accompanied the vehicles to China to train the crews and support staff. The Sd.Kfz 221 came equipped with a single turret mounted MG34 medium machine gun whilst the Sd.Kfz 222 mounted a 20mm gun and co-axial MG34 medium machine gun. The open-topped turret also allowed the crew to use their weapons for anti-aircraft fire.

Cost: 60pts (Inexperienced), 75pts (Regular), 90pts (Veteran)

Weapons: 1 turret-mounted MMG. **Damage Value:** 7+ (armoured car)

Options:

 Sd. Kfz 222: May replace the turret-mounted MMG with a light automatic cannon with coaxial MMG for +25pts

Special Rules:

- Open Topped
- Recce
- Flak

TRANSPORTS AND TOWS

In the Sino-Japanese War the Chinese primarily used the German Buessing-NAG heavy truck design as its main transport option. Initially purchasing large numbers of these trucks from Germany, they were soon copied and produced locally. This truck was strong enough to negotiate rough roads whilst easily transporting artillery, supplies and troops.

Cost: 34pts (Inexperienced), 43pts (Regular), 52pts (Veteran).

Weapons: none.

Damage Value: 6+ (soft-skin)

Transport: 14 men

Tow: Light howitzer, light anti-tank gun, light anti-aircraft gun.