

# OPERATION ICHI-GO

JAPAN'S FINAL THRUST  
IN CHINA, 1944-1945

## RULES of PLAY

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### Credits

**Design:** Ty Bomba  
**Game Developer:** Russ Lockwood  
**Game Art and Layout:** Mark Mahaffey  
**Production:** Steve Rawling  
**Editing:** Jack Beckman  
**Playtesters:** Ty Bomba, Grant Cardwell,  
Sherman Tutweiler, Christopher Perello,  
Daniel Burkley, Dennis Shorthouse

### READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

### 3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

### LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:  
*Against the Odds Magazine* / PO Box 165 / Southeastern, PA 19399-0165 /  
USA / Attn: *Operation Ichi-Go*  
or e-mail us at: [admin@atomagazine.com](mailto:admin@atomagazine.com)

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Operation Ichi-Go* discussion folders at [consimworld.com](http://consimworld.com).



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## 1.0 INTRODUCTION

### 1.1 Ichi-Go: The Final Year of World War II in China, 1944-45

This two-player (but easily solitaire, Module 13.0) wargame models the final Japanese effort to knock Chiang Kai-shek's Nationalist regime out of the war—codenamed Operation “Number One” (*Ichi-Go* in Japanese)—and it only narrowly failed.

Further, the game also allows players to follow an historic “path not taken” by the US by replacing an invasion of Leyte (Philippines) with invasions of Formosa (Taiwan) and the Chinese mainland. During the first half of 1944, the Americans' Pacific Theater high command engaged in an intense debate over offensive strategy. General Douglas MacArthur argued for a return to the Philippines. The Pacific Fleet's admirals wanted a landing on Formosa (Taiwan) and then the Chinese mainland. The admirals claimed their plan made much better strategic sense, and there were several strong points in their favor. Only a decision from President Roosevelt finally resolved the debate in favor of MacArthur.

*Operation Ichi-Go*, the game, allows for easy exploration of this alternative strategic option.

### 1.2 Scales

Each hex represents 37.15 miles (60 km) from side to opposite side. Each turn represents one month. Individual units of maneuver range from brigades, divisions, and corps up to entire Chinese “armies” and “army groups” (which actually approximate Western division-equivalents).

### 1.3 Compass Directions

The compass arrow on the map indicates true north. For play purposes, consider the north edge of the map to consist of hexes 1401 through 3601, with each of the other three map edges taking their designations based on that version of “north.”

### 1.4 City Names

The names of many of the cities shown on the map have undergone one or more changes since the war. For historicity sake, the names shown are the ones in use during 1944.

## 2.0 GAME COMPONENTS

The components to a complete game of *Ichi-Go* include these rules, the mapsheet, and one-and-a-third sheets of die-cut counters (which are also referred to as “units” and “unit-counters.”) Players must provide a standard (six-sided) die to resolve combat and other probabilistic game events.

### 2.1 The Game Map

The map illustrates the militarily significant terrain found in and around central and eastern China in 1944-45 when viewed at these time and space scales. A hexagonal (“hex”) grid is printed over the map to regulate the placement and movement

of units across the area. A unit is considered to be in only one hex at any one time.

Each hex contains natural and/or man-made terrain and/or water features that can affect the movement of units and combat between opposing units. The various terrain and water features on the map alter their exact real-world configurations slightly in order to make them coincide with the hex-grid. Yet the relationships among them from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign.

Also note that every hex on the map contains a unique four-digit identification number to help find exact locations more quickly and to allow for the recording of unit positions if the game has to be taken down before it can be completed. For example, the city of Shanghai is in hex 3106.

### 2.2 Seating

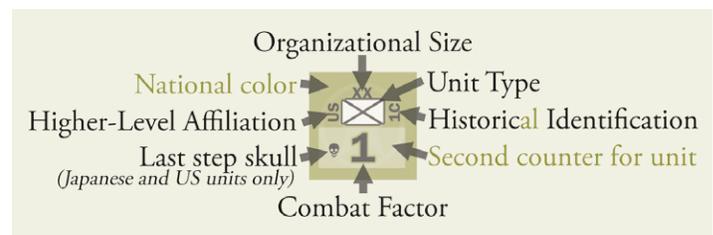
The Chinese (a.k.a. Allied) player should sit off the map's west edge, facing east. The Japanese player should sit opposite him off the east edge, facing west. Note that charts printed on the map correspond to the player seating.

### 2.3 Counters

*Operation Ichi-Go* uses counters to represent combat formations as well as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the “dog ears” from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhances their appearance.

### 2.4 Sample Combat Unit

Each combat unit-counter displays several types of information: nationality (and therefore the side it's on), specific historical identification, type and organizational size, combat factor, last step level (if any), and higher-level affiliation.



### 2.5 Japanese Unit Color Schemes

- China Expeditionary Army (CEA)—red on white
- Kwangtung Army—black on white
- 14th Area Army—orange on white
- Formosa Garrison—blue on white

### 2.6 Allied Unit Color Schemes

- Chinese Regular Army—white on dark blue
- Chinese (static) Militia—black on light blue
- US Army—black on olive drab

## 2.7 Historical Identifications and Abbreviations

All units bear their specific historical identification numbers and/or names to the right of their unit-type boxes. Those abbreviations are as follows.

14AA—14th Area Army  
1C—US 1st Cavalry Division (functions as infantry)  
CH—Chinese  
FG—Formosa Garrison  
GM—Guilin Militia  
HM—Hengyang Militia  
JM—Jian Militia  
KA—Kwantung Army  
LK—Likuo's Army  
N—New  
P—Provisional  
SF—Special Forces Group  
US—United States  
YM—Yichang Militia  
YRD—Yangtze River Defense Force

## 2.8 Unit Sizes

XXXXX—Army Group  
XXXX—Army  
XXX—Corps  
XX—Division  
X—Brigade  
III—Regiment

**Note:** if a unit's size symbol is beneath a bracket, that means it was an *ad hoc* formation put together in the field specifically for this campaign, and not part of its nation's regular armed forces.

## 2.9 Unit Types

 Airborne (paratroop infantry)  
 Infantry  
 Horse Cavalry  
 Static Militia Infantry



Tank

## 2.10 Combat Factors

These numbers are the measures of a unit's ability to conduct offensive and defensive combat operations (Module 11.0).

## 2.11 Movement Factors (MF)

MF numbers measure each unit's ability to move across the hex-grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each and any water barriers along the hexsides around them. Unlike most wargames, the movement factors of the units aren't printed on their counters (Module 10.0; exception, Section 2.12).

## 2.12 Chinese and Japanese Static Units

The five Chinese militia units, as well as the Japanese 2nd Tank Division, are static. That means, once placed on the map, they only move from those placement hexes if a combat result requires them to go into the dead pile. Further, they never attack; they only defend in their hexes of placement. As a reminder of that special status, the static units all have three large factors printed just above their bottom edges: its "0" (zero) attack factor, its defense factor, and its "0" (zero) movement factor.



**Design Note.** *The Japanese 2nd Tank Division is static because, historically, neither the 14AA high command, nor the officers within the unit itself, could figure out how to operate with it in mobile combat. In the event, during the Philippines campaign, the division was dug in, including all its tanks, and was committed to combat as what amounted to a collection of pillboxes.*

## 2.13 Japanese Tank Regiments



Each of the Japanese tank regiments in the counter-mix has a large "1" printed just above its bottom edge, flanked by two outward-pointing arrows: "<1>". That's a visual reminder of those units' special status in combat, with the "1" representing an odds-shift rather than a true combat factor (Section 11.17). Except when participating in combat as described in that rule, the regiments aren't deployed on the map and should be held off to the side.

## 2.14 Chinese Zero-Strength Regular Units



Note that 15 of the Chinese regular units in the counter-mix have combat factors of zero ("0"). Whenever a zero-strength unit is revealed (Section 11.27), that zero-strength unit is **immediately removed from the map and placed back into the Chinese reinforcement pool** (Section 3.3). It may again be put back into play on the map via that nation's reinforcement process (Section 9.7).

## 2.15 Step Strengths

All ground units in the game have one, two, or four "strength steps" (also simply called "steps"). This arbitrary term expresses the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation. Those units with combat factors on only one side of one counter are "one-step" units; those with combat factors on both sides of one counter are "two-step" units. All Chinese units possess only one step each, where as Japanese divisions each possess two steps while brigades and regiments each possess one step.

If a two-step unit suffers a one-step loss, flip the counter over so its reduced side (the one with the lower combat factor) shows. If a one-step unit, or a two-stepper that's already been reduced, suffers a step loss, it's removed from the map and placed into the "dead pile" (Module 11.0).

All US units are divisions, and each has four steps represented by two counters. When such units are reduced to step strengths

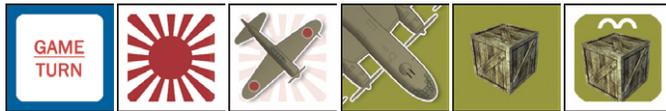
below those represented on their strongest counter, remove that counter from the map and replace it with their weaker “substitute” counter (marked with a stripe). Other than that, the principle of step reduction here is the same as described above. Note that no multi-step US division will ever have both its counters in play on the map at the same time.

Units of all nationalities that start play set up on the map do so at their full-step strength. All units that enter the map as reinforcements after play has begun also do so at their full-step strength.

Note that the “last step” for Japanese and US units is marked with a skull on the lower left of the counter as a reminder that any step loss applied to this unit will result in its removal from the map. Chinese units do not have the skull icon as all Chinese units only have one step.

### 2.16 Markers

The uses of the following markers are explained at appropriate points throughout the rest of the rules.



- Turn (Module 5.0)
- Hex Control (Sections 3.5 and 3.6)
- Airpower (Module 8.0)
- B-29 Heavy Bomber (Case 5.3.2 and Section 8.9)
- US Beachhead (Sections 5.3 and 7.5)
- US Aerial Supply (Sections 7.8)

## 3.0 SETUP AND HEX CONTROL

After deciding who will control each side, both players should sort and place their units on and around the map in the sequence given below.

### 3.1 Initial Unit-Counter Set Asides

If two are playing, both should first cooperatively sort counters into separate piles and place them off to the side of the map within easy reach. Use the following groupings: all Chinese units, all US units, Japanese China Expeditionary Army (CEA—red on white), the Japanese Formosa Garrison (FG—blue on white), the Japanese 14th Area Army (14AA—orange on white), Japanese Kwantung Army (KA—black on white), the Chinese/Japanese flag hex-control markers, and the aircraft markers.

### 3.2 Chinese Militia Setup

Place the five Chinese militia units in the hexes corresponding to the grid numbers printed on them. For example, the “YRD” unit goes into hex 1309. All militia units are deployed with their factors showing.

### 3.3 Chinese Regular Forces Setup



The Chinese commander should take all that nation’s regular units in the counter mix (all those printed white on blue) and place them facedown

such that none are overlapping any others and their question-marked (“untried”) sides are showing upward.

He should then, without looking at the sides with actual combat factors printed on them (their “tried” or “veteran” sides), place one or two of them in each “Chinese Setup Hex” on the map (those hexes containing diamonds).

If the setup hex has a “1” inside the diamond, place one Chinese unit there. If the diamond contains a “2,” stack two units together in that hex. For example, place two units in hex 1904 and place one unit in 2004. In combat, untried units are flipped over to become tried units (Section 11.27).

Then place one untried unit in each “Initially Chinese Controlled City” (blue dot city) that doesn’t contain any diamonds with a set up number in them. For example, one Chinese regular unit would go in Wuzhow (1422), one would go in Shaoyeng (1615), one would go in Ganzhow (2217), etc. Place a regular unit in each such locale even if there is already a militia unit there.

The remaining untried Chinese regular units form the basis for the nation’s “reinforcement pool.” Move them aside, while still being careful not to reveal their tried sides (Section 9.7).

### 3.4 Japanese Setup

At the start of each game, the Japanese commander has available to him the red-on-white units of the “China Expeditionary Army” (CEA). Note that no such designation is printed on those units because that space is taken up with set up or turn-of-entry data.

He should begin to set up the CEA by first placing all the units with one-digit numbers printed in their front-upper-left corners into the boxes of the Turn Track with corresponding numbers. For example, the CEA 3rd Brigade goes into the “Turn 2” (May ’44) box of the track. See Module 9.0 for details on how those units enter into play on the map.

He should next place the three CEA tank regiments off to the side of the map within easy reach (Section 11.17).

All that done, the remaining CEA units all have four-digit numbers printed in their front-upper-left corners, and each of them should be placed directly in those hexes. For example, 1st Brigade has “1906” printed on it, and so it begins the game set up in hex 1906.

### 3.5 Hex Control

“Hex control” is the term used to describe which side is in control of (owns) important hexes at different times during play. In this game, hex control is important when determining victory (Module 4.0). The control status of a hex changes the instant a unit of the other side enters it. The control status of each hex may change any number of times during a game as units of the two sides enter and reenter various parts of the map.

At the start of play, both sides control an initial group of cities (see the Terrain Key on the mapsheet). Outside the cities, the only hexes in which control status is important to keep track of are those of the Greater East Asia Railroad (GEARR), which runs from hex 1801 to 0925, inclusive. At the start, the Japanese control only hexes 1906 through 1812, inclusive, along with hex 0925, of that railroad. See Module 4.0 for more details.

If the Japanese attack Chinese units defending a city and the CRT result causes all Japanese and Chinese units to be eliminated, the Chinese retain control of the city.

### 3.6 Hex Control Flag Markers



A number of hex control markers (Section 2.16) have been provided in the counter-mix. Use them as

memory aids to help you keep track of which city and GEARR hexes are Japanese and Chinese (Allied) controlled as they change status during play. Note that it's not necessary to mark every friendly-controlled city with one of your side's flag markers; rather, only mark those cities that began as enemy controlled (and that were printed as such on the map). Keep unused markers in a pile within easy reach of both players off to the side of the map until they're needed.

## 4.0 HOW TO WIN

The Japanese are on the overall offensive at the start of play, trying to knock China out of the war via the capture of crucial locales. Note, if *Operation Causeway* is launched by the US (Section 5.3) the Japanese victory point and sudden death conditions operable up to that time are negated and a new set of conditions is substituted.

### 4.1 Japanese Sudden Death Victory: No *Operation Causeway*

Prior to the launch (or after the cancellation) of *Operation Causeway*, the Japanese player can win a sudden-death victory by capturing the Nationalist capital of Chungking (hex 0712). Sudden death victory is available throughout all the rest of that game (end of Turn 9). If the Japanese capture Chungking, roll a die, add any modifiers (if applicable), and consult the China Collapse Table:

**China Collapse Table**

Die Roll	Outcome
1-5	China Fights On
≥ 6	China Collapses

#### Cumulative DRM

- +1 if Kunming (0119) is Japanese controlled.
- +1 if all of the GEARR is Japanese controlled.
- +1 if all US Airbases are Japanese controlled.
- +1 if there are no Chinese units east of the GEARR.

If *Causeway* is launched (Section 5.2), this victory condition is no longer available (though the capture of Chungking still has advantages for the Japanese even in that eventuality, see Section 4.3).

**Note.** There's only one chance per game for China to be made to collapse via the capture of the Nationalist capital of Chungking. If the die roll check is passed via a "China Fights On" result, the table never gets consulted again during the game. It's assumed Chiang Kai-shek and his regime politically survived a move to some new location off-map (and out of Japanese reach) to the west. Also note that consulting the table may not be delayed—roll the moment Chungking is captured.

### 4.2 Victory or Defeat on Points: No *Operation Causeway*

If the end of Turn 9 is reached and *Operation Causeway* was not launched (Sections 5.2 and 5.3), and China never collapsed as described in Section 4.1, the game ends. Determine the winner based on Japanese victory points (VP).

Both players look over the map in regard to each of the possible Japanese VP awards listed in the table below. Note that the supply state of the various VP hexes is irrelevant; only their control status matters. For each condition fulfilled at that time, the Japanese player is awarded one VP.

If the overall Japanese VP tally is zero or one, the game ends in a Chinese (Allied) victory. If the overall Japanese VP tally is two, the game ends in a draw, which was the historic outcome. If the overall Japanese VP tally is three or more, the game ends in a Japanese victory.

#### Japanese Victory Point Table: No *Operation Causeway*

- 1 VP if all US airbases are Japanese controlled (historic outcome).
- 1 VP if all of the GEARR is Japanese controlled (historic outcome).
- 1 VP if one or more Japanese units is within five or fewer hexes of Chungking or that city is Japanese controlled. Count from Chungking in as straight a hex-path as possible to the nearest Japanese unit; don't count the Chungking hex; do count the Japanese unit's hex.
- 1 VP if Kunming is Japanese controlled.
- 1 VP if there are no Chinese units in any hex east of the GEARR.

### 4.3 Victory or Defeat on Points: *Operation Causeway* Launched

If *Causeway* is launched on Turn 7 (Section 5.2), and China wasn't previously collapsed (as per Section 4.1), the Japanese sudden death victory is no longer available *and* the VP scheme in Section 4.2 is ignored. Instead, the Japanese player may gain a different sudden death victory (Section 4.4).

Barring sudden death, play is otherwise extended through the end of Turn 12, and at that time both players should look over the map in regard to each of the possible Japanese VP awards and debits listed below.

Note: the supply state of the various VP hexes is irrelevant; only their control status matters.

If the overall Japanese VP tally is zero or less, the game ends in a Chinese (Allied) victory. If the overall Japanese VP tally is one, the game ends in a draw. If the overall Japanese VP tally is two or more, the game ends in a Japanese victory.

#### Japanese Victory Point Awards:

##### Operation Causeway Launched

- +1 VP if one or more Japanese units is adjacent to the US beachhead hex on Formosa.
- +1 VP if one or more Japanese units is adjacent to the US beachhead hex on mainland China.
- +1 VP if the Japanese control Chungking (0712).
- +1 VP if all of the GEARR (1801-0925) is Japanese controlled.

#### Japanese Victory Point Debits:

##### Operation Causeway Launched

- 1 VP if there are no Japanese units anywhere on Formosa.
- 1 VP if the Allies control hex 1801 of the GEARR.
- 1 VP if the Allies control hex 0925 of the GEARR.
- 1 VP if game ends and the Allies control Shanghai (3106) or Wuhan(2008).

#### 4.4 Japanese Sudden Death Victory:

##### Operation Causeway Launched

If *Causeway* is launched, the Japanese player immediately wins the game the instant he gains control of either the US beachhead hex on Formosa or the US beachhead hex on the mainland.

#### 4.5 Chinese (Allied) Sudden Victory

Whether *Causeway* is launched or not, the Chinese (Allied) player immediately wins the game the instant he gains simultaneous control of both Shanghai (3106) and Wuhan (2008).

## 5.0 SEQUENCE OF PLAY

Turns are divided into a maximum of 10 “phases,” with each phase carried out to completion before starting the next phase. Once a player has finished a particular phase, he may not go back to perform some forgotten action or redo a poorly-executed one unless his opponent graciously permits it.

Note that Phases I, II, and III do not apply unless *Causeway* is launched on Turn 7, at which point they are performed.

If *Causeway* is indeed launched on Turn 7, Phase IV is no longer performed for the rest of the game.

When all phases are completed, the turn ends and a new turn begins.

A game without the launch of *Causeway* lasts nine turns, but lasts 12 turns if *Causeway* is launched.

## 5.1 Turn & Phase Sequence

- I. US Naval Landing (Turn 7, 8) or Naval Transfer Phase (Turn 9+)
- II. US Movement or Combat Phase\*
- III. US Combat or Movement Phase\*
- IV. Airpower Phase\*
- V. Japanese Reinforcement Phase
- VI. Japanese Movement or Combat Phase
- VII. Japanese Combat or Movement Phase
- VIII. Chinese Movement or Combat Phase\*\*
- IX. Chinese Combat or Movement Phase\*\*
- X. Chinese Reinforcement Phase

\*Skipped permanently if *Causeway* is launched (Section 5.2).  
 \*\*The Japanese player determines the Chinese phase sequence until *Causeway* is launched.

## 5.2 Operation Causeway and US Participation

At the start of Turn 7 (October 1944), the Chinese (Allied) player rolls a die, adds all die roll modifiers (DRM) applicable at that moment, and both players together should cross-index that result on the *Causeway* or Philippines table. Only one check of the *Causeway* or Philippines table per game!

### Causeway or Philippines Table

Die Roll	Outcome
0-5	US invades the Philippines.
≥ 6	<i>Causeway</i> launched.

### Cumulative DRM

- +1 or -1 if all airbases are Japanese controlled. If all the bases are Japanese controlled, roll a die to determine if this DRM will be positive or negative. If the result is 1-3, it positive; if it's 4-6 it's negative (see Design Note below).
- +1 if all of the GEARR is Japanese controlled (1801-0925).
- +1 if any Japanese force is within five or fewer hexes of Chungking (0712) or that city is Japanese controlled.
- +1 if any Japanese force is within five or fewer hexes of Kunming (0119) or that city is Japanese controlled.
- +1 for every Chinese controlled mainland port city. A “port city” is any city on a coastal hex.

*Design Note.* When the airbases fell, a faction within the US high command took that as an indicator that there needed to be direct intervention in China in order to simply ensure that country stayed in the war. The opposition (MacArthur) pointed to it as an indicator of just the opposite: that no US intervention could be effective in reshaping the war in China. Neither of those outcomes could've been known with certainty at the time the decision had to be made, so we model that with this variable (and diametrically opposed) outcome.

### 5.3 Operation Causeway Launched: Effects

If the US launches *Operation Causeway*—thereby invading Formosa rather than the Philippines—the following rules changes, along with the altered victory conditions described above in Sections 4.3 and 4.4, immediately go into effect and remain in effect for the rest of that game.

1. The Allied player, rather than the Japanese player, determines and announces the Chinese phase sequence every turn. Also see Section 5.9.
2. The Allies have what is in effect automatic air superiority. Remove from play all the tactical airpower markers (Section 2.16). The Japanese player must roll a die to determine his units' movement factors (Section 5.8) and also suffers attenuated combat supply (Section 7.4).
3. The Allied player rolls a die at the start of each turn to determine if he's allowed a B-29 raid that turn (Section 8.9).
4. The Allied player takes one US Beachhead Marker (Section 2.16) and up to eight US infantry divisions and moves them ashore into hex 3221, the Formosan port city of Takao-Tainan.
5. The Japanese player then deploys the four divisions of his earlier set-aside Formosa Garrison into any hex or hexes on that island other than 3221.
6. The Japanese player next deploys onto the map all the divisions and brigades of the Kwantung Army via the hexes described in Section 9.1. Set aside that army's tank regiments and see Section 11.17.
7. The Japanese player has available as reinforcements the units of 14th Area Army (14AA) in the Philippines to move from there to Formosa and/or the Chinese mainland via naval transport. Each turn during Phase V, starting this turn, he openly rolls a die, subtracts one from it, and then blindly selects that number of 14AA units to try to bring ashore until there are no more left in that pool.
8. If the final number ever comes up a zero, no more 14AA units are available for the rest of the game. He may land arriving 14AA units that survive their water crossing at any friendly mainland port city and/or any Formosa coastal hex (port or not) which is *not* adjacent to any US units.
9. For every 14AA unit, roll for its transport survival. Each **brigade** survives on a roll of one, two, or three, but is eliminated on a roll of four, five, or six. Each **division** survives at full step-strength on a roll of one or two, survives at reduced step-strength on a roll of three or four, and is entirely eliminated on a roll of five or six. Also see Section 11.28 for a unique rule governing the 14AA's 1st SF Group.
10. If the 14AA's 2nd Tank Division survives its crossing, once it's placed on either a Formosa or mainland hex, it may not move from there, except possibly to go into the dead pile, for the remainder of the game.

11. One of the Japanese divisions withdrawn on Turn 5 (Section 9.2) should be placed into the 14AA pool as soon as *Causeway* is launched. It may reenter the game via the process described above in step 7.

12. On Phase I of Turn 8, the Allied player takes the other US Beachhead Marker, along with up to eight other as yet unentered US infantry divisions, and moves them ashore on mainland China via any port city lying south of hex 2817. If there are any Japanese or Chinese units in that hex, the Allied player simply moves them one hex out of the city in any direction of his choice. This mainland landing is mandatory on Turn 8 and may not be delayed or aborted.

13. The US 11th Airborne Division becomes available for deployment during the US Movement Phase of Turn 8 or later. See Sections 7.8 and 8.11 for details.

14. Finally, note that if *Causeway* is not launched, on Turn 9 the Japanese player may take two divisions from his Formosa Garrison and enter them as normal reinforcements on the mainland that turn. See Section 9.3 for details.

*Design Note.* In regard to points 4 and 12 above, US forces never fight their way ashore onto Formosa or the mainland. Japanese doctrine at the time didn't call for that kind of strategy, and they didn't have the combat power to carry it out had they attempted to do so.

### 5.4 Japanese 38th Army Participation

The Japanese force set up in hex 0925 belongs to 38th Army, which is headquartered off-map in Indochina. It never moves or attacks, nor can it be attacked during Turn 1. Starting with Turn 2, that force is fully available for normal use by the Japanese player, and it no longer has any special protection against Allied attack.

### 5.5 Move and Fight or Fight and Move

The Japanese player announces that Japanese units will either move first and then perform combat in Phases VI and VII, or, perform combat first and then move. The order may be changed each turn.

The **Japanese** player announces that Chinese units will either be forced to move first in Phase VIII and then perform combat in Phase IX or be forced to perform combat first in Phase VIII and then move in Phase IX. The order may be changed each turn. Note that the Japanese player never chooses the order in which individual Chinese units and stacks are moved and/or fought.

If *Causeway* is launched on Turn 7, the **Allied** player (not the Japanese player) now decides the movement-combat order in Phases II and III for US units and Phases VIII and IX for Chinese units. The order may be changed each turn.

*Design Note.* Other than variable, turn-by-turn, situational advantages, there are no additional bonuses or penalties involved in the choice of any national force's phase sequence.

## 6.0 STACKING AND FOG OF WAR

“Stacking” is the word used to describe the placement of more than one friendly unit into a single hex at the same time. Stacking rules are only in effect during reinforcement entry and among friendly units at the end of movement. Opposing units never stack together.

### 6.1 Splitting Stacks

Units beginning the movement phase stacked together need not remain together and may be moved individually and/or in partial stacks (Section 10.4).

### 6.2 Japanese Stacking Limit

The Japanese player may stack up to five units in a hex. For stacking purposes, each brigade and division, the latter whether at half or full strength, counts as “one unit.” In regard to the Japanese tank regiments, they don’t actually stack or move about the map in the normal way; see Section 11.17 for the details concerning them.

### 6.3 Chinese Stacking Limit

The Allied player may stack up to four Chinese units in a hex. For stacking purposes, each non-static unit in the Chinese order of battle counts as one unit, no matter its nominal organizational size. The five static militia units don’t count for stacking. Chinese and US units may pass through each other’s hexes during moves but never end a move stacked together.

### 6.4 US Stacking Limit

The Allied player may stack up to eight US units in a hex. For stacking purposes each unit in the US order of battle counts as one unit, no matter its step strength. US and Chinese units may pass through each other’s hexes during moves but never end a move stacked together.

### 6.5 Free Stacking Markers

None of the markers shown in rule 2.16 have any stacking value. They are a convenience to the players and may be added to any stacks in accordance with the rules governing their particular uses.

### 6.6 Fog of War

Neither player may ever look beneath the top unit of enemy stacks until the time comes in the combat resolution process for that battle’s odds computation. Once such an examination has been made, the attacker may no longer call off that attack. Neither player may examine the tried sides of as-yet untried Chinese units until their participation in combat causes them to be flipped over (Section 11.27).

## 7.0 SUPPLY

Japanese and US units require supply in order to be able to operate at their full movement and combat potentials. The Chinese, however, are always in supply, but continually suffer under unique movement and combat strictures (Sections 5.3 and 11.23).

### 7.1 Japanese Supply

Japanese units are in supply if they can trace a continuous path of hexes of any length to any of the friendly-controlled hexes on the north map edge or to hex 0925 on its south edge. These supply source hexes lose their supply capacity when enemy controlled; however, they also regain it if they’re retaken by the Japanese. This path never crosses all-lake or all-sea hexsides, nor into or through enemy-controlled city hexes (even if there are no actual US or Chinese units in them at the time), nor into or through hexes containing enemy units.

The path may be traced through hexes adjacent to Chinese units and cities and may be as long and twisting as needed, even if the hexes are deep inside the Chinese mainland and were never traversed by Japanese units.

Also note that Japanese units in initially-Japanese-controlled cities (see the Terrain Key on the map), and that have never yet been under Allied control, are in supply in those cities, though units outside such places may not trace supply to them. **Exception:** Kaifeng, in hex 1091, at the start of play, functions as both a map edge supply source and a supply-providing city.

*Design Note:* Though the Japanese had supply problems, they mostly came from their own lack of materiel to put into their supply lines, and not from any Chinese ability to actually disrupt them.

### 7.2 Japanese Supply States

The Japanese supply state is determined at the moment of movement or combat.

Japanese units that can trace such a path are in full supply.

Japanese units that cannot trace such a path are out of supply (OOS).

Starting Turn 7 and lasting until the end of the game, all Japanese units suffer “attenuated” supply (Section 7.4).

### 7.3 OOS Effects on Japanese Units

At the start of a move, Out Of Supply (OOS) Japanese units have their movement cut in half from the usual 6 movement points to 3 movement points.

At the start of combat, OOS Japanese units retain full defensive combat strength, but have their attack strength cut in half (round up all fractions). Note that this halving is in addition to any other effect.

Japanese units may move into hexes that would cause them to suffer from OOS effects.

No Japanese unit or stack is ever eliminated simply for being OOS.

OOS effects take precedence over Japanese attenuated supply effects (Section 7.4).

## 7.4 Attenuated Japanese Supply

At the start of Turn 7 (whether *Causeway* gets launched or not), Japanese supply becomes permanently attenuated.

Each Japanese stack rolls for movement points (MP): On a 1, 2, or 3, units have 3 MP. On a 4, Japanese units have 4 MP. On a 5, Japanese units have 5 MP. On a 6, Japanese units have 6 MP.

In combat, Japanese attacks suffer a one-column-leftward odds shift in addition to all other applicable shifts (Module 11.0).

In defensive combat, Japanese defensive factors remain unaffected.

If a Japanese unit or stack on attenuated supply becomes OOS, ignore the one-column-left shift given above for Japanese attacks on attenuated supply and substitute the halving process given for normal OOS calculations. Similarly, OOS Japanese units still retain their full defensive factors during the attenuated supply portion of the game.

## 7.5 US Supply



US units are in supply if they can trace a continuous path of hexes of any length to a Beachhead marker, are located on a coastal hex (Section 7.7), or are located in a hex with a US Aerial Supply Marker (Section 7.8).

The path to a Beachhead never crosses all-lake or all-sea hexsides, nor into or through enemy-controlled city hexes (even if there are no actual Japanese units in them at the time), nor into or through hexes containing enemy units.

If a Japanese unit ever enters a US Beachhead hex (not Aerial Supply Marker hex), the game ends in a sudden-death Japanese victory (Section 4.4).

## 7.6 US Supply States

US units are either fully supplied or are out of supply (OOS).

## 7.7 US Coastal Supply

US units in coastal hexes, both on Formosa and the mainland, are always automatically in supply while in those hexes.

## 7.8 US Aerial Supply



The Allied player may place the US Aerial Supply Marker atop any otherwise OOS unit or stack of US units anywhere on the map. US units in the aerially-supplied hex are fully supplied in that hex,

but units outside the hex may not trace their supply to the marker. The marker may be deployed no more than once per game turn; it may be placed at any time during the game turn and, once placed, it remains in its placement hex until the Allied player removes it or the Japanese gain control of that hex. It's available anew at the start of each game turn.

## 7.9 OOS Effects on US Units

At the start of a move, OOS US units have their movement cut in half from the usual 6 movement points to 3 movement points.

At the start of combat, OOS US units retain full defensive combat strength, but have their attack strength cut in half (round up all fractions). Note that this halving is in addition to any other effect.

US units may move into hexes that would cause them to suffer from OOS effects.

No US unit or stack is ever eliminated simply for being OOS.

## 8.0 AIRPOWER

### 8.1 Air Superiority Pre-Causeway



At the start of the Airpower Phases of Turns 1 through 6, both players roll a die. Subtract the lower result from the higher—the winner gets that many airpower markers (from one through five). Reroll ties.

On Turn 1 the Japanese player adds one to his die roll result before comparing it to the roll of the Allied player.

On Turn 7 and higher, the Japanese player subtracts 2 from his die roll. The modified result can never be below 0 (zero).

Note: both players never have airpower markers deployed on the map at the same time.

### 8.2 Placement

Place available airpower markers, one per hex, in any hex on the map. Friendly and enemy ground unit presence has no bearing on placing airpower markers. All available markers must be deployed.

### 8.3 Range

Every airpower marker on the map effects the hex in which it's placed and all six of the immediately surrounding hexes. That's termed the marker's "range." If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of it.

### 8.4 Airpower's Effects on Enemy Movement

Units entering a hex within enemy airpower range pay one extra movement point (MP) per each such hex entered and pay one extra movement point (MP) per river hexside crossed.

Your own airpower markers have no effect on the movement of your own forces.

### 8.5 Airpower and Combat

An attack into a hex within friendly airpower range gains a one-column rightward shift (cumulative with all other applicable bonus and penalty shifts). Conversely, an attack launched into

a hex within enemy airpower range results in a one-column leftward shift (cumulative with all other applicable bonus and shifts) for the defending units. Airpower shifts never amount to more than one column per battle, no matter how many markers are in range.

### 8.6 Marker Retrieval

Deployed airpower markers remain on the map until the end of each game turn, at which time they're retrieved for use again in the next turn. Airpower markers are never subject to CRT results. They remain in play until the end of the turn no matter what the ground combat result is.

### 8.7 USAAF Airbase Losses

If the Allied player controls only five of the eight USAAF airbases when rolling for airpower in Phase IV, subtract one from his rolled result before comparing it to the Japanese roll. If the Allied player controls only four bases, subtract two from the roll; if he controls only three bases, subtract three from the roll; if he controls only two bases, subtract four from the roll; if he controls only one base, subtract five from the roll; if he controls zero bases, do not roll the die for airpower.

NOTE: The modified result can never be below 0 (zero).

Note that airbases can be recaptured by the Allied player and, that accomplished, their effect is added back into his air superiority die roll calculation.

### 8.8 Effect of *Causeway* on Air Superiority

If *Operation Causeway* launches on Turn 7, Phase IV is eliminated and never used for the rest of the game. The Allies have air superiority for the rest of the game.

### 8.9 B-29 Heavy Bomber Raid(s)



If *Operation Causeway* does **not** launch on Turn 7, the Allied player may, once per game, at the start of any game turn of his choice, place the B-29 marker atop any Japanese-controlled city.

All Japanese units that start or move within three hexes of the B-29 marker during that turn are OOS for that turn (even if they move out of the marker's extended range).

If *Operation Causeway* launches on Turn 7, at the start of every game turn (including Turn 7), the Allied player rolls a die to see if he gets a B-29 attack that turn. On a roll of 1, 2 or 3, the Allied player may place the B-29 marker. On a roll of 4, 5 or 6, the Allied player does **not** get a B-29 marker.

### 8.10 Chinese Airlift Capacity

During all turns during which the Allies have air superiority, both before and after the launch or cancellation of *Causeway*, the Allies have a one-Chinese-unit aerial-transport capacity.

The selected Chinese unit may be tried or untried, but it must start the Chinese Movement Phase in any friendly-controlled

mainland city hex, from where it may be moved to any other friendly-controlled mainland city on the map. After the transfer, the Chinese unit may roll for movement (Section 10.15).

Chinese militia units never use airlift movement.

### 8.11 US 11th Airborne Division



If *Operation Causeway* is launched, this US unit becomes available as a reinforcement on Turn 8. It may be landed at one of the US Beachheads as a regular ground unit infantry reinforcement, or it be entered into play via airdrop, during the US Movement Phase that turn or on a later game turn. If it enters via airdrop, it may do so in any clear or rough hex that doesn't contain any Japanese unit at that time. The 11th Airborne makes only one airdrop per game.

The game turn of its airdrop, the unit uses up the one-unit Chinese airlift capacity and also uses up the US Aerial Supply Marker. Once landed, the 11th Airborne moves and fights like any other US unit.

Unlike other US units, the 11th may use airlift transport (Section 8.10) instead of a Chinese unit. If the 11th is airlifted in this way, the US Aerial Supply Marker is still available for use. Unlike Chinese units, the 11th may be airlifted between Allied-controlled Formosa and mainland China cities.

US units (except the 11th Airborne) never use airlift.

## 9.0 REINFORCEMENTS

Reinforcements is the term used to describe all those units, of all nationalities, which don't start play already on the map at the beginning of Turn 1 but enter play during the various reinforcement phases of later turns. All Japanese and US reinforcements enter play at their full step strengths, and all Chinese reinforcements do so in their untried state. As soon as they're placed on the map, all arriving reinforcements immediately begin to operate normally in all phases of that and subsequent turns.

### 9.1 Japanese Reinforcements: No *Causeway*

During Turns 1 through 9, if there's no *Causeway*, the only Japanese reinforcements available are those set up according to Section 3.4 along with a division from Formosa (Section 9.3). Such units are never available prior to the turns of entry shown on their counters; however, the Japanese player may delay their arrivals, decided on a unit-by-unit and turn-by-turn basis.

Reinforcements enter the map via any functioning north mapedge supply source hexes and/or via any Japanese-controlled cities on the rail line from which a path of friendly-controlled railroad hexes can be traced back to 1801 at the time of their entry. Stacking rules are in effect during all reinforcement entries. Japanese reinforcements using the rail line may appear in cities adjacent to Chinese units. Japanese reinforcements never appear in hex 0925 or any other southern mapedge hexes.

## 9.2 Japanese Withdrawals

At the start of Turn 5's Phase V, the Japanese player must withdraw from the map two full-strength, 4-factor divisions, both of which must have identity numbers less than 101 and both of which must be in supply at that moment. Historically, the two divisions withdrawn were the 26th and 62nd, but any unit meeting the requirements will do.

Remove the selected units from the map, with one permanently removed from the game, and the other placed in the pool of 14AA units, eligible to return to the game if *Causeway* is launched.

If a full-strength, 4-factor division is unavailable, remove two half-strength divisions instead. If half-strength divisions are unavailable, remove two brigades per division instead (four brigades in total).

## 9.3 Japanese Formosa Garrison Reinforcements:

### No *Causeway*

If *Operation Causeway* isn't launched, on Turn 9's Phase V, the Japanese player may select any two of the four divisions from his otherwise out-of-play Formosa Garrison force and enter them into play as reinforcements as described in Section 9.1. Historically, the two divisions transferred to the mainland were the 50th and 66th, but any two units will do.

## 9.4 Japanese Additional Reinforcements:

### *Causeway* Launched

If *Operation Causeway* is launched, the reinforcements described above in Section 9.1 are still available as per that rule, plus the units of the Kwantung Army (Case 5.3.6).

As for 14AA (Cases 5.3.7, .8, and .9), the Japanese player rolls a die and subtracts one to determine the number of units blindly picked as reinforcements. If the roll is 1, no 14AA units arrive and no more 14AA units enter play for the rest of the game.

The Japanese player rolls a die for each 14AA unit's survival. Each brigade survives on a roll of one, two or three, but is eliminated on a roll of four, five or six. Each division survives at full-step strength on a roll of one or two, survives at reduced-step strength on a roll of three or four, and is entirely eliminated on a roll of five or six. If the reinforcement picked is the 1st SF Group, do not roll for survival (Section 11.28).

Surviving 14AA units arrive at any friendly mainland port city and/or any Formosa coastal hex (port or not) which is not adjacent to any US units. The Japanese player does not have to allocate arrival hexes prior to rolling for survival.

The 1st SF Group unit automatically is successful at being transported and never rolls for survival (Section 11.28).

## 9.5 Japanese Brigade Absorptions by Divisions

If a reduced-strength Japanese division begins any turn's Phase V in any initially-Japanese-controlled city on the map, along with any infantry brigade, the Japanese player may choose to permanently remove from play that brigade and, in return for doing so, immediately flips over the reduced division to its full-strength side.

Any number of such absorptions may be made in each turn's Phase V but note that each absorbed brigade is **permanently** removed from the game. Any given division may potentially absorb any number of brigades over the course of a game.

## 9.6 Japanese Army Mixing

It is permitted for units of the 14AA, the Kwantung Army, the Formosa Garrison, and the initial on-map Japanese mainland force (the China Expeditionary Army or CEA), to move, stack, attack, and defend together. This includes Japanese tank regiments.

## 9.7 Chinese Reinforcements

During each turn's Phase X, the Allied player openly rolls a die. He then immediately, but randomly, selects that number of Chinese units from the pool created during set up (Section 3.3).

Place all reinforcement units with their untried side showing onto any initially-Chinese-controlled cities that are still under friendly control. Chinese reinforcement units may be placed into one city (subject to four-unit stacking limitation) and may be placed into a city even if Japanese units are in all six surrounding hexes.

If all USAAF airfields are under Japanese control, halve the die roll (round up).

Whenever a Chinese non-militia unit is eliminated in combat, put it back into the reinforcement pool (with its untried side showing), from where it may again be entered into play any number of times. Chinese militia units are permanently removed from the game when they're first eliminated.

## 9.8 US Reinforcements

US forces enter into play via Sections 5.2, 5.3, and 10.11. The Allied player is free to enter them as quickly or as slowly as he wants in any order he wants.

## 9.9 No Chinese on Formosa

Chinese units never set up, move, or otherwise enter Formosa.



## 10.0 MOVEMENT

Every ground unit in the game has a movement factor as determined in in Module 5.0. That factor is the number of “movement points” (also called “MPs”) available to the unit to use to move across the hex grid during its movement in each turn.

Units move from a hex to one of the six adjacent hexes—no “skipping” of hexes is allowed—and pay varied costs to enter a particular hex depending on terrain, rivers, and airpower effects (Section 8.4). Ground unit movement takes place only during its country’s movement phase; no friendly movement takes place during the enemy movement phase.

### 10.1 Limits

Units may use some, all, or none of their MPs during the movement phase, but never exceed their MPs. Unit MPs never accumulate from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. Movement of each unit or stack must be completed before that of another is begun.

Static units never move once they’ve been placed on the map, except to be removed when eliminated.

### 10.2 No Minimum Movement Ability

There’s no minimum movement guarantee for any unit. Units must possess all the required MP needed to enter a given hex, otherwise, the unit cannot enter that hex.

### 10.3 Stack Movement

Units may move individually or as a stack, splitting off or combining as the player decides, as long as each unit never exceeds its available MPs.

### 10.4 Movement Etiquette

When ending the movement of a unit or stack, it is often helpful to rotate the units to face a different hexside to indicate completed movement. Once you begin moving a different unit or stack, you cannot change the position of an already moved unit or stack unless your opponent agrees to allow it.

### 10.5 Terrain and Movement

All terrain features on the map are classified into two broad categories: natural and man-made. Hexes never contain more than one type of natural terrain in any one hex, but more than one type of man-made terrain may exist in the same hex.

### 10.6 Natural Terrain and Water Barriers

There are five types of natural terrain and hydrographic features on the map: clear, rough, mountain, river/lake hexsides, and all-sea hexsides. The effects those various features have on the movement of ground units are described below and also summarized on the Terrain Effects Chart (TEC) printed on the map.

### 10.7 Clear and Rough Terrain

Clear terrain is the “base” terrain of the game; it’s devoid of any natural features that would enhance defense or slow movement

at this level of operations. Each clear hex costs all ground units one MP to enter. All city hexes are considered to otherwise be clear terrain. Note that rough terrain, though it generates a combat bonus for defenders (Section 11.11), also costs all ground units one MP to enter.

### 10.8 Mountains

Each mountain hex costs units two MP to enter.

### 10.9 River Hexsides

Rivers run between hexes, along the hexsides, rather than existing in a hex. Ground units may cross any river hexside by paying one extra MP in addition to the 1MP or 2MP needed to enter a hex on the other side of the river.

### 10.10 Lake and Sea Hexes and Hexsides

Ground units never enter Lake or Sea hexes. Ground units never cross lake hexsides or sea hexsides except for US Naval Transfer Movement (Section 10.11) or Japanese 14AA reinforcements (Cases 5.3.7, 5.3.8, and 5.3.9).

### 10.11 Naval Transfer Movement

Starting on Turn 9, any US unit that begins Phase I in either one of the US Beachhead hexes may be moved to the other Beachhead, observing stacking limits in both hexes. Once ashore in their new location, the newly-landed units may participate normally in the rest of the phases of that turn.

Japanese units never use sea movement between Formosa and mainland China of any kind.

### 10.12 Man-Made Terrain and Movement

Man-made terrain consists of three types: cities, airbases, and the Greater East Asia Railroad. The movement cost for entering these hexes is determined by the other terrain in those hexes and any water barriers along their hexsides. The railroad does **not** negate paying the extra 1 MP for crossing a river hexside.

### 10.13 Cumulative Costs

The total movement cost for entering any hex is always the sum of all the applicable terrain and water barrier costs involved. For example, a unit crossing a river hexside into a mountain hex would pay a total of three MPs: two MPs to enter the mountain hex and one extra MP to cross the river hexside.

### 10.14 Japanese Movement Factors

On Turns 1 through 6, all Japanese units have six MP. Starting with Phase V of Turn 7, whether *Causeway* is launched or not, Japanese supply becomes “attenuated” (Section 7.4) and each Japanese unit must roll to see how many MPs it has for the Phase. For a stack of units, make just one die roll, even if the units in the stack move off in different directions.

On a roll of 1, 2, or 3, Japanese units have 3 MP. On a 4, Japanese units have 4 MP. On a 5, Japanese units have 5 MP. On a 6, Japanese units have 6 MP.

Note that Japanese units suffer reduced movement from Out of Supply effects (Section 7.3) and are also eligible for Strategic Movement (Section 10.17).

### 10.15 Chinese Movement Factors

All Chinese units must roll for MPs: roll one die and subtract 1 from the roll (giving a result of from zero to 5 MPs).

If *Causeway* is not launched, continue rolling through the end of the game on Turn 9.

If *Causeway* is launched, Chinese units still roll one die, but do not subtract 1 from the roll (giving a result of from 1 to 6 MPs) from Turn 7 through the end of the game on Turn 12.

### 10.16 US Movement Factors

US units have 6 MP. Note that US units suffer half movement from Out of Supply effects (Section 7.9) and are also eligible for Strategic Movement (Section 10.17).

### 10.17 US and Japanese Strategic Movement

US units that begin their movement phase in supply and not adjacent to a Japanese unit may move up to double their normal MPs (12 MP). However, US units using Strategic Movement never move adjacent to any Japanese units and never enter any Japanese-controlled city hexes (even if empty of actual Japanese units at the time).

Japanese units that begin their movement phase in full supply (not attenuated or OOS) and not adjacent to a Chinese unit may move with up to double their normal MPs. However, Japanese units using Strategic Movement never move adjacent to any Chinese or US units and never enter any Allied-controlled city hexes (even if empty of actual Chinese or US units at the time).

### 10.18 Chinese Strategic Movement

Chinese units never use Strategic Movement.

## 11.0 COMBAT

Attacks may occur between adjacent opposing units during the combat phases. Attacking is always voluntary.

The “attacker” is the player whose is initiating combat in his combat phase and the other player is the “defender.” A player decides which units attack or not on a case by case basis, during his own combat phase. Combats are conducted one at a time, with the attacking player picking the order of attacks.

Chinese units only attack once per combat phase. Victorious Japanese and US units have potential for Momentum Attacks (Section 11.25).

### 11.1 Multiple Defenders in One Hex

If there are two or more defending units in a hex, combine their combat factors into one total defense factor. Defending units in a stack never get attacked individually.

No defending unit may ever refuse combat. All defending units in an attacked hex must participate in defense.

### 11.2 Multi-Hex Attacks

Attackers may attack a defender’s hex by as many adjacent units from one, some, or all the surrounding hexes.

Only one hex may ever be the object of any one attack. For example, a unit in hex 2611 may not attack into both 2610 and 2711 in one attack.

### 11.3 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others.

### 11.4 Attack Sequencing

Players may launch as many attacks as allowed and desired in their combat Phase. Attackers need not declare all attacks beforehand and may resolve them in any order as long as the resolution of one is completed before that of the next is begun. Over the course of a full turn’s combat phases, any given Japanese-defended hex might potentially be attacked once in the US Combat Phase and once in the Chinese Combat Phase.

Furthermore, US and Japanese units may conduct Momentum Attacks (Section 11.25) that could see a single stack of units attack, advance, and attack again multiple times.

### 11.5 Stacks Attacking

All attacking units in a stack need not participate in the same attack. Some units in a stack may attack into one hex while others attack into a different hex or do not attack at all.

### 11.6 Combat Procedure

Calculate the odds of the attack. Total all attacking factors involved in an attack against one hex and then total all attacking factors involved in that attack. Divide the defender’s total into the attacker’s total and round **down** any fractions.

For example, if 26 attack factors attack 7 defense factors, the battle yields an odds ratio of 3:1 (“three to one”). That is,  $27 \div 7 = 3.85$ , which rounds down to 3. To turn that “3” into a ratio, set a “1” next to it on the right. In this example, the 27 on 7 becomes “3:1” odds.

### 11.7 Poor Odds Attacks

If the attacker has fewer combat factors than the defender, divide the defender’s total into the attacker’s total and round **up** any fraction.

For example, if a force with 5 attack factors is attacking a force of 11 defense factors; it’s a poor-odds attack. In this case, divide 11 by 5 ( $11 \div 5 = 2.2$ ), and round up (2.2 becomes 3). To turn that into a ratio, set the “1” on the left side of that result. In this example, the 5 on 11 becomes 1:3 odds.

### 11.8 CRT Odds Limits and Nationality Attacks

The Combat Results Table (CRT) is printed on the map. Note that CRT column headings range from less than or equal to ( $\leq$ )1:5 to greater than or equal to ( $\geq$ )10:1. Odds above and below those extremes are resolved using the appropriate CRT end-column.

Pay attention to the CRT, for it has three rows of odds: one for Japanese, one for Chinese, and one for US attacks. Each attacker uses its own line in the attack and never the other two. For example, Japanese attacks use the Japanese line, never the Chinese or US lines.

### 11.9 Odds Shifters

Combat odds may be modified by the terrain in the defender's hex and around its perimeter, as well as by other factors as applicable. All applicable odds shifts are cumulative in their effect. Leftward shifts favor the defender while rightward shifts favor the attacker.

### 11.10 Clear Terrain

Units defending in clear terrain hexes devoid of all other terrain features derive no benefit to their defense.

### 11.11 Rough

Shift the odds one column left (1L) if the defender is located in a rough hex.

### 11.12 Mountains

Shift the odds two columns left (2L) if the defender is located in a mountain hex.

### 11.13 River and Lake Hexsides

All units attacking across river hexsides have their attack factor halved when that battle's odds are being calculated (round up all fractions). Note that a single Japanese 1 strength factor unit attacking across a river hexside is halved to 0.5, but rounded up to 1. Two Japanese 1 strength factor units, stacked together or in separate hexes, attacking across a river hexside are halved for a total strength of 1.

Units never attack across lake hexsides.

### 11.14 Cities

Units defending in cities gain a one column leftward odds shift. Further, the US and Japanese concentric attack bonus (Section 11.15) is never available when attacking any defenders occupying a city hex.

### 11.15 Concentric Attack

If a defending hex, other than a city hex (Section 11.14), is attacked by Japanese or US units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack receives the "concentric attack" rightward odds shift bonus. The shift for Japanese concentric

attacks is one column rightward (1R) and the shift for US concentric attacks is two columns rightward (2R).

Chinese attackers never gain the concentric attack bonus, even if they surround all six hexes.

Note that some "edge" hexes on the map preclude concentric attacks. For example, attackers in hexes 1601, 1702, and 1801 do not get the concentric attack bonus against defenders in hex 1701.

### 11.16 US Naval Gunfire Support

If *Causeway* is launched, all US and Chinese units attacking into a coastal hex, or defending in coastal hexes, on both the mainland and on Formosa, get a one column odds shift in their favor; if attacking, to the right, and if defending, to the left.

### 11.17 Japanese Tank Regiments

The Japanese player starts with three separate tank regiments in his initial historic order of battle. If *Causeway* is launched, the Japanese player receives seven more tank regiments as reinforcements with the Kwantung Army.

Japanese tank regiments never deploy and move on the map. Instead, they are committed as desired to support an attack or defense on the mainland (only, never on Formosa).

One tank regiment may be committed to support one brigade or division that is in supply or attenuated supply. For example, a force of one Japanese division and two brigades could be assigned up to three supporting tank regiments.

When attacking Chinese units, the Japanese player must announce the commitment of tank regiments *before* flipping over any untried Chinese units to show their actual strength. When defending, the Japanese player must announce commitment of Tank Regiments *before* the Allied player rolls the die.

One tank regiment shifts the odds one column in favor of the Japanese, but also results in the automatic elimination of all the committed tank regiments (no matter the actual rolled result). Their auto-elimination is counted toward satisfying any Japanese numeric step losses from the combat result.

Tank regiments never participate in Momentum Attacks.

### 11.18 Airpower in Combat

An attack into a hex within friendly airpower range gains a one-column rightward shift (cumulative with all other applicable bonus and penalty shifts). Conversely, an attack launched into a hex within enemy airpower range results in a one-column leftward shift (cumulative with all other applicable bonus and shifts) for the defending units. Airpower shifts never amount to more than one column per battle, no matter how many markers are in range (Module 8.0).

### 11.19 Final Combat Resolution

After calculating the odds and making all applicable shift adjustments, the attacker rolls a die and cross-indexes that result within that odds ratio column to get a combat result. For example, a result of “6” rolled for a Japanese attack made at 2:1 odds yields a combat result of “2/4.”

### 11.20 Numeric Combat Results

Numeric combat results are given in terms of steps lost by the involved forces of one or both sides. The number printed to the left of each result’s slash applies to the involved attacking force; the number printed to the right of the slash applies to the involved defending force.

For example, a combat result of “2/4” would mean the involved attacking force must lose a total of two steps, while the involved defending force must lose a total of four steps.

The defender removes steps first, and then the attacker. Losses never carry over from one battle to the next or from one phase to the next.

Any combat losses in excess of the step strength of the units involved are ignored.

### 11.21 Apportioning Numeric Step Losses

Players apportion step losses among involved attacking or defending units as desired. **Exception:** never eliminate a Japanese or US division until all units of their side involved in that battle are reduced to one-step strength.

### 11.22 DE (Defender Eliminated) Result

If a DE result is obtained, all defending units, no matter their combat or step strengths, are fully eliminated and removed to the dead pile. Depending on the situation, the only possible attacker losses would be Japanese tank regiments (Section 11.17), 1st SF Group (Section 11.28), or Chinese attackers (Section 11.23).

### 11.23 Chinese Attacker Losses

Whenever Chinese units attack (not defend), their step losses are always twice what’s shown on their CRT result. If the CRT calls for 2 step losses, Chinese attackers lose 4 steps. If the CRT calls for 0 step losses (including DE results), Chinese attackers lose 1 step.

*Design Note.* Chiang Kai-shek always loathed sending his forces into the attack. Now you understand why.

### 11.24 Advance After Combat

At the end of every attack, whenever the defender’s hex is left empty of all units, any surviving victorious attacking units, except static units, may advance into that hex. Advancing after combat is an option, never mandatory, and the attacker may advance some, none, or all of units involved subject to stacking limits.

Such advances aren’t part of normal movement, don’t cost any MP, and must observe normal terrain and stacking restrictions. Advance after combat must be performed immediately and before any other attack.

Victorious defending units and static units never advance and remain in place.

### 11.25 Japanese and US Momentum Attacks

Japanese and US units in supply that advance after combat may attack an adjacent hex of defenders immediately (owning player’s choice), but this is always done only as one hex of attackers versus one hex of defenders, which may mean some victorious attacking units remain in their original hexes and do not participate in the Momentum Attack. Further, the option to do so must be exercised immediately, prior to starting the resolution of any other prepared assault. Momentum Attacks never include any units that had not advanced after combat, even if those units did not participate in an attack this phase.

If a momentum attack is successful in clearing another defended hex, and victorious attacking units advance after combat again, they would then be allowed to make yet another momentum attack that same phase. This process may continue any number of times. Momentum Attacks are resolved as normal attacks, including air support if available.

Momentum Attacks may attack a previously attacked enemy unit. For example, if a Japanese attack from 1902 into 1903 left a Chinese unit in 1903, then a different stack of Japanese units may attack that Chinese unit in 1903, as long as they are using a Momentum Attack.

Japanese units may make Momentum Attacks only during Turns 1 through 6. *Causeway* does not affect this restriction. Japanese tank regiments never participate in Momentum Attacks.

US units may make Momentum Attacks only if they can trace supply to a Beachhead. US units using only coastal or aerial supply never make Momentum Attacks.

Chinese units never make Momentum Attacks.

### 11.26 Chinese Militia

The five Chinese militia units never attack, either by themselves or with other non-militia units stacked in the hex. Chinese militia only defend.

Furthermore, although Chinese non-militia units may launch attacks from hexes containing a militia unit, that militia unit never advances after combat and is never eliminated to satisfy Chinese step losses from an attack.

### 11.27 Chinese Untried and Zero Strength Units



Whenever a Chinese unit that's still showing its untried (question-marked) side first goes into combat, either on offense or defense, it's flipped over to reveal its actual strength. In general, once that's done, such revealed units continue to show their tried sides until such time as they're eliminated and put back into the Chinese reinforcement pool.



If the unit is a zero (0) strength unit (Section 2.14), immediately eliminate it and put it back into the Chinese reinforcement pool. It never participates in attacks or defense and is thus never taken as a step loss. It may be blindly drawn in a future turn and placed on the map.

If a lone Chinese defender, or a stack of Chinese defenders, turns out to be a zero-strength unit or units, the Japanese attack has, in effect, scored a DE result and an advance after combat may be made.

If a lone Chinese attacker, or stack attacking units, turns out to be zero-strength units, the only possible defender losses would be any Japanese tank regiments that might have been committed to that battle.

### 11.28 Japanese 1st Special Forces Group



This paratroop unit, part of 14AA, may be drawn as a reinforcement unit, but never rolls for transport survival and never gets placed on the map. Instead, the Japanese player puts it to the side and uses it much like a tank regiment.

The Japanese player commits the 1st SF by announcing the attack it supports, either on the mainland or Formosa. The 1st SF generates a one-column right (1R) shift for that attack.

The 1st SF is automatically and permanently eliminated after the attack, but may be used to satisfy step losses. Even if that called for loss is zero, the 1st SF remains eliminated.

The 1st SF never supports Japanese defense of a hex. It only supports an attack. It never participates in Momentum Attacks.

### 11.29 Japanese Intrinsic City Garrisons

All initial Japanese-controlled cities (red squares) on the mainland and Formosa possess a 1 strength point, one-step intrinsic garrison. The garrisons never attack, only defend, and only defend when no Japanese units are in the city hex. If Japanese units are in the city hex, the intrinsic garrison is ignored; do not add the 1 strength point to Japanese defense factors. If all Japanese units in the city hex are eliminated, surviving Chinese units that observe stacking limitations may advance and capture the city.

The 1 strength point intrinsic Japanese garrisons receive the favorable one-shift left on the CRT for defending a city.

If initial Japanese-controlled cities are captured by the Allies but subsequently liberated by the Japanese, the intrinsic garrison returns.

Japanese intrinsic garrisons never appear in captured initial Chinese-controlled cities (black circles).

There are no Chinese or US intrinsic garrisons.