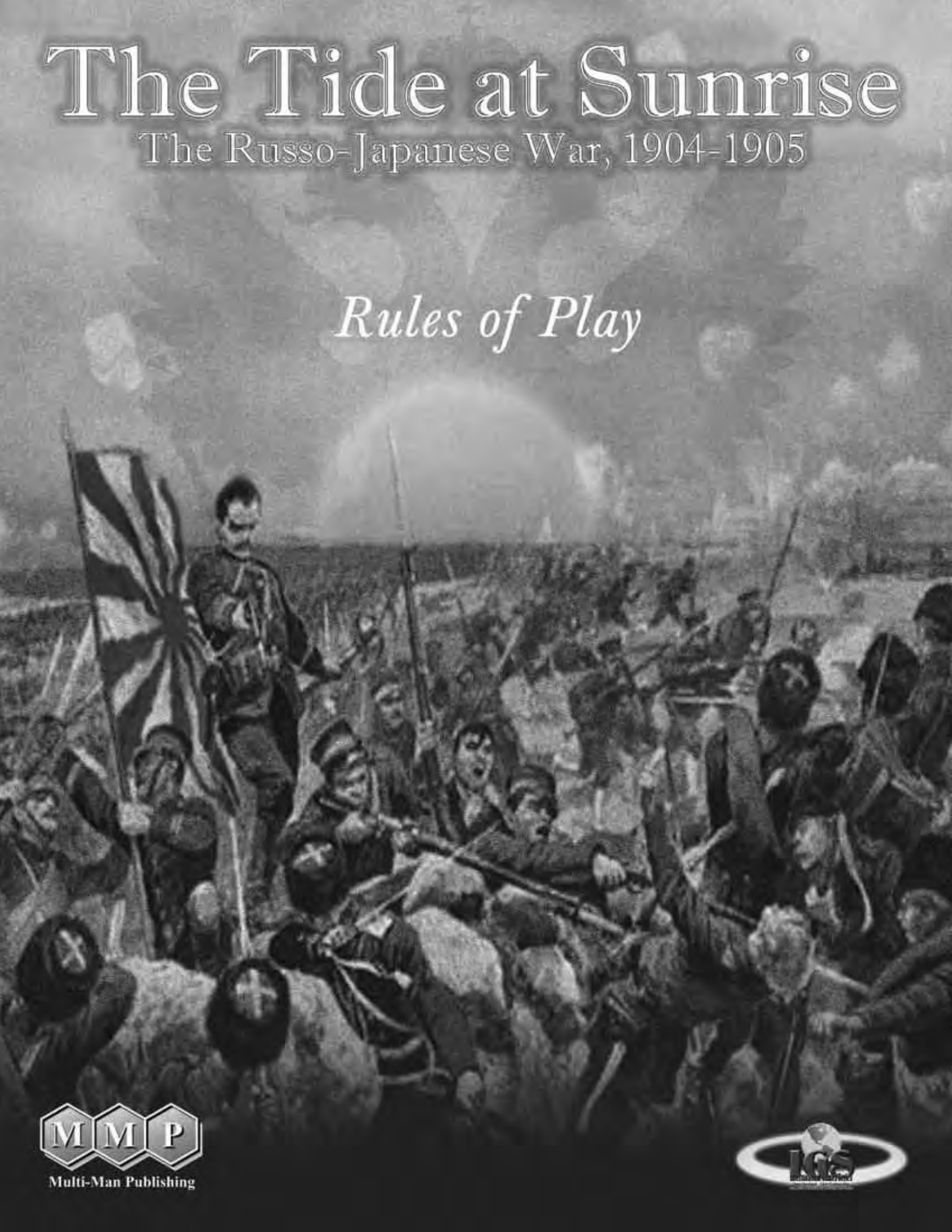
The Tide at Sunrise

The Russo-Japanese War, 1904-1905

Rules of Play



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The Tide At Sunrise

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1.0 Introduction

The Russo-Japanese War began in February 1904 (Meiji 37 in the Japanese calendar), and lasted for a year and a half. It was the first truly modern war in world history. The war was remarkable in its geographic scale, the amount of ammunition expended, and the massive casualties suffered by both sides. As a case in point, Japan expended a total of 34,000 rounds of artillery ammunition during the entire Sino–Japanese War of 1894–95—the same amount as it expended in a single day fighting the Battle of Nanshan on May 25, 1904. In its scale and scope, the Russo–Japanese War presaged both World Wars.

The Tide at Sunrise is a simulation of the Russo–Japanese War of 1904–05. Usually, this game is played by two players; one takes the role of the Russian commander and the other the Japanese commander.

2.0 Components

The game includes the following:

- One rule book
- One sheet of 184 cardboard counters
- One game map
- Two six–sided dice

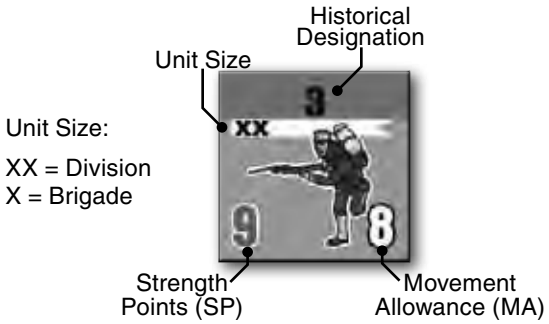
2.1 Units

The military forces of both sides are represented by die–cut counters. These are called units. Each unit contains information pertinent to play: its designation, combat strength, and movement points. Japanese units are blue, Russian units are tan or purple.

Most units are printed on both sides. Units enter the game at full strength, as shown on the front of their counters. During the course of the game, units may become Disrupted as a result of combat losses or supply status. This is indicated by flipping the unit to its reverse (reduced) side, and using the lower Combat Factor shown on that side. If an already–Disrupted unit is again Disrupted, it is eliminated instead and removed from play. Some units do not have a Disrupted side; if they suffer a loss, they are eliminated and removed from play. Units may Recover from Disrupted status, and be flipped back to their full–strength side, in the Recovery Phase (9.0).

Note that units when eliminated are removed from the game and never return to play.

Unit Key



Full–Strength Side

Disrupted Side

Japanese Units

Japanese Infantry

Japanese Cavalry

Japanese Artillery

Russian Units

Russian Infantry

Russian Cavalry

Russian Artillery

Russian Garrison

Russian Marines

2.2 Markers

Markers are included to track various game information during play. Their use is explained in the relevant rules sections.

Markers

Game Turn

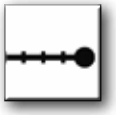
Victory Points

Secret Operations

Japanese Replacement Points

Russian Replacement Points

Russian Port Arthur Replacement Points



Rail Control

Port Arthur Siege

2.3 Game Map

The game map represents the Liaodong Peninsula and the part of Manchuria where the war was fought. The map is overlaid with a hexagonal grid to regulate movement and combat. Each hexagon ("hex") on the map contains one or more natural or man–made terrain features which can affect movement and combat. See the Terrain Effects Chart for details. A hex containing both clear and rough terrain is considered a rough hex; a hex containing both rough and mountain terrain is considered a mountain hex.

The Port Arthur Fort hexes when mentioned in the rules are the fort hexes 0801, 0802 and 0901.

2.3.1 Charts and Tables

Printed on the mapsheet are the various charts and tables needed to play the game.

The Unit Data Table shows general information for the armies of Japan and Russia. Trans is the transport cost for that unit. Repl is the cost to remove a disruption from a specific unit. VPs is the victory point value for the specific unit for both elimination and for neutrality violation and the total is the total number of that type of unit in the country's force pool.

The other tables on the map are described in more detail in the relevant section of the rules.

2.4 Game Scale

Each hex represents approximately 10 km (about 6.2 miles). Each game turn represents one month of real time. Units are divisions and brigades.

3.0 Sequence of Play

This game covers the period of main action in the war from April 1904 to March 1905 (when the Battle of Mukden was historically fought. There are twelve player turns. Victory is determined at the end of Turn 12.

Each Game Turn is comprised of a Japanese Player Turn and a Russian Player Turn, and each Player Turn is divided into several Phases. After the Russian player completes his Player Turn, the Game Turn marker is advanced one space on the Turn Track, and a new turn begins.

3.1 Detailed Sequence of Play

Japanese Player Turn

1. Naval Phase (13.0)

The Russian player declares whether the Port Arthur Fleet and/or the Vladivostok Fleet will sortie to try to reduce the number of Japanese Transport Points available this turn. For each sortie, he rolls two dice and refers to the appropriate section of the Naval Combat Table.

2. Reinforcement Phase (8.0)

The Japanese player declares how many of his available Transport Points will be used to bring Reinforcements onto the map, and how many will be converted to Replacement Points, and adjusts the markers on the Replacements Track accordingly. He then places on the map any Reinforcements arriving that turn.

3. Movement Phase (6.0)

The Japanese player may move eligible Japanese units via normal land movement and/or rail movement, or by amphibious landing.

4. Combat Phase (7.0)

Japanese units may attack adjacent Russian units. For each combat, the Japanese player rolls one die and refers to the correct combat table.

5. Supply Phase (9.0)

The Japanese player determines the supply status of each of his units, Disrupting or Eliminating units as necessary.

6. Recovery Phase (10.0)

The Japanese player may Recover any of his eligible Disrupted units, up to the limit of his Replacement Points.

Russian Player Turn

1. Russian Transport Phase (8.0)

(a) Russian Transport:

The Japanese player rolls one die and advances the marker on the Colonel Akashi Secret Operations Table by the number rolled. If the “x10” marker occupies the 20 space or higher, the Japanese player rolls one die to determine the effect on the Russian player’s transport ability this turn.

Historical note: Colonel (later General) Motojiro Akashi was a Japanese intelligence officer who operated out of St. Petersburg and Finland during the war, conducting espionage activities and supplying Russian revolutionaries with money and weapons. He significantly hindered the Russian war effort. Among his agents was the famous Sidney Reilly, whom Akashi sent to Port Arthur to report on Russian defenses there.

(b) Siberian Winter Phase (Turns 8–12 only):

On Turns 8–12, inclusive, the Russian player rolls one die to determine if his transport ability has been reduced by severe winter weather for that turn only. Any such reduction is cumulative with the effects of Colonel Akashi’s operations.

2. Reinforcement Phase (8.0)

The following two actions are taken, in the order listed:

i) The Russian player then declares how many of his available Transport Points will be used to bring Reinforcements onto the map this turn, and how many will be converted to Replacement Points and/or Port Arthur Replacement Points; he adjusts the markers on the Replacements Track accordingly.

ii) The Russian player then places on the map any Reinforcements arriving that turn, within the restrictions of 8.2.

3. Movement Phase (6.0)

The Russian player may move eligible Russian units via normal land movement and/or rail movement.

4. Combat Phase (7.0)

The Russian player may attack Japanese units that are adjacent to Russian units. For each combat, the Russian player rolls one die and refers to the combat table.

5. Supply Phase (9.0)

The Russian player determines the supply status of each of his units, Disrupting or Eliminating units as necessary.

6. Recovery Phase (10.0)

The Russian player may Recover any of his eligible Disrupted units, up to the limit of his Replacement Points. Note that the Russian player must track Replacement Points for units in the vicinity of Port Arthur separately from the rest of his forces.

After the Russian Player Turn is finished, the turn ends. Victory Points are calculated and recorded on the Victory Track. Advance the Turn marker and begin a new turn.

4.0 Zones of Control

Every undisrupted ground unit exerts a Zone of Control (ZOC) into the six hexes adjacent to it. ZOCs extend into most terrain types and across river hexsides, and hinder enemy movement, retreats and the tracing of supply lines. Friendly and enemy units may exert a ZOC into the same hex, in which case the hex is considered to be in the ZOC of both sides. Friendly units never negate enemy ZOCs for any purpose, including the tracing of supply lines.

Disrupted units do not have a ZOC.

Japanese ZOCs do not extend into Russian Fort hexes and thus do not affect a Russian unit's movement or retreat into or through those hexes.

4.1 Effects of ZOC

4.1.1 A unit must stop when entering an enemy ZOC. A unit may exit an enemy ZOC only at the start of its movement, and the first hex it enters must be free of enemy ZOCs. There is no cost in MPs to enter or leave an enemy ZOC.

4.1.2 A unit that begins its move by exiting an enemy ZOC may continue moving up to the limits of its movement allowance, and can enter another enemy ZOC later in its move, but no unit may move directly from one enemy ZOC to another.

4.1.3 No unit may retreat into or through an enemy ZOC, regardless of the presence of friendly units or ZOCs. If forced to do so, the unit is eliminated instead.

4.1.4 Supply lines may not be traced through enemy ZOCs. Note that the presence of friendly units in a hex does not negate an enemy ZOC for the purpose of tracing supply.

4.1.5 Disrupted units may not enter enemy ZOCs voluntarily and may not attack. A Disrupted unit that begins its Movement Phase in an enemy ZOC must leave that ZOC during the Phase or it is eliminated at the end of the Phase.

5.0 Stacking

5.1 A hex may contain more than one unit; this is called Stacking.

5.2 A hex may contain up to two divisions. Brigade units are considered half a division for Stacking purposes.

Thus a hex could contain a maximum of two divisions, or one division and two brigades, or four brigades.

5.3 Friendly and enemy units may never occupy the same hex.

5.4 Stacking limits are enforced at the end of the each player's Movement Phase and at the end of each retreat and pursuit during the Combat Phase. Stacking limits are not enforced during the Reinforcement Phase; a player may stack as many Reinforcements as desired in a hex.

5.4.1 There is no limit on the number of units that may pass through a given hex during movement, even if this hex is already occupied by friendly units up to the Stacking limit. Stacking is enforced at the end of the Movement Phase, not during it.

5.4.2 At the end of the Movement Phase, if any hex contains more than two divisions, the opposing player may remove enough units to bring the hex within Stacking limits. If the removal of a brigade would bring the hex within Stacking limits, then a brigade (rather than a division) must be chosen. Beyond that, the choice is up to the opposing player.

Example: a hex is found to contain a Japanese division, two infantry brigades and an artillery unit. The Russian player may remove either the artillery unit or one of the infantry brigades to bring the hex within Stacking limits.

5.5 Stacking limits are enforced at the end of each retreat and each pursuit during the Combat Phase. If a hex is overstacked as a result of units retreating into it, the opposing player may remove units to bring the hex within Stacking limits, per 5.4.2.

5.6 Units removed through overstacking are considered eliminated for all purposes, including victory determination.

6.0 Movement

During the Movement Phase, the players may move their own units on the map using the following rules.

6.1 General Movement Rules

6.1.1 A player may move his units only in the Movement Phase of his own player turn. Note that Pursuit and Retreat occur as a result of Combat, and are not considered movement. During his Movement Phase, a player may move some, all or none of his units, at his option. Movement is voluntary; a player does not have to move all of his units, or any of them (Exception: Disrupted units must leave enemy ZOCs—4.1.5).

6.1.2 The number of hexes that a unit can move is indicated by its Movement Allowance. A unit pays Movement Points for each hex it enters. The number of Movement Points paid depends on the terrain in the hex entered (or, in the case of rivers, the hexside crossed). See the Terrain Effects Table for the cost of each terrain type.

6.1.3 Units stacked together at the start of the Movement Phase can be moved together. A stack's Movement Allowance is that of the slowest unit in the stack. Units may be dropped off from a stack during movement (and the dropped off unit may not move any more during this Movement Phase), but a moving stack cannot "pick up" units in hexes that it passes through. The order in which units or stacks are moved is up to the owning player.

6.1.4 Units moving along a railroad (i.e., from one railroad hex to another, connected railroad hex) pay ½ Movement Point per hex entered, regardless of the terrain in the hex, and do not pay the +1 cost for crossing rivers. Note that this is different from rail movement (6.2).

6.1.5 A unit does not have to expend its entire Movement Allowance, but once it stops and another unit or stack begins moving, any remaining Movement Points are lost. A unit must finish its movement completely before the next unit or stack starts movement.

6.1.6 Movement Points may not be transferred from one unit to another, or accumulated from turn to turn.

6.1.7 A unit entering an enemy ZOC must stop immediately, regardless of remaining MPs. A unit beginning its movement in an enemy ZOC may exit that ZOC at the start of its movement, but may not move directly from one enemy ZOC to another (4.1).

6.2 Rail Movement

6.2.1 Up to two Russian units, and one Japanese unit, may move by rail each turn.

6.2.2 Rail movement is performed during a unit's Movement Phase. To move by rail, a unit must begin the Movement Phase on a rail hex. It can move any distance along friendly–controlled rail hexes, at a cost of one half of its Movement Allowance. The unit may then continue moving normally with its remaining Movement Points.

6.2.3 A unit moving by rail may not begin its movement in an enemy ZOC, and may not enter an enemy ZOC during rail movement; it may enter an enemy ZOC using normal movement after completing its rail move.

6.2.4 A unit may only move along friendly–controlled rail hexes. At the start of the game, all railroads are under Russian control. A rail hex changes control when an enemy unit enters the hex regardless of whether it stops in the hex or not. However, any change of control takes effect at the end of the Movement Phase.

Thus, a unit cannot move by rail through rail hexes that were enemy–controlled at the beginning of the current Movement Phase, even if friendly units have since occupied or passed through those hexes.

6.2.5 Use the Rail Control markers to mark the area of Russian rail control.

6.3 Special Movement Restriction for the Russian Player

Russian Fort Garrison and Marine units may only enter Port Arthur Fort hexes. If they suffer a Retreat result in Combat and there are no adjacent friendly–controlled Forts to retreat to, they are eliminated instead.

Subject to Stacking restrictions, other Russian units may freely enter and exit Fort hexes.

7.0 Combat

During a friendly Combat Phase, the owning players' units may attack enemy units occupying adjacent hexes. Combat is always conducted at the current combat phase player's option; it is never mandatory.

7.1 Combat Restrictions

7.1.1 No unit may attack more than once in a turn.

7.1.2 No unit may be attacked more than once in a turn.

7.2 Stacks in Combat

7.2.1 All units in a defending hex must be attacked together.

7.2.2 Not all units in an attacking hex are required to attack, or to participate in the same attack. Different units in the same hex may attack adjacent defenders in different hexes, in which case the attacks will be resolved separately. If a unit does not participate in an attack, it is not affected by any adverse combat results that the attacker may incur.

7.2.3 Attacking units in more than one hex may combine in an attack, as long as all attackers are adjacent to the defending hex.

7.2.4 A unit may only attack one adjacent enemy–occupied hex in a single Combat Phase. Defending units in separate hexes are never combined in a single attack.

7.3 Artillery

There are 5 artillery units in the game and they each may perform ranged fire.

x2 x1 x4 x2

7.3.1 Artillery units may provide ranged support for a friendly attack. Artillery has a range of two hexes for this purpose. An artillery unit's Combat Strength may be added to the combat total of any one attack against an enemy unit two hexes from the artillery unit's hex. Artillery may fire at a hex without any other units attacking as well but there must be a friendly unit adjacent to the enemy unit you are attacking with ranged fire.

7.3.2 An artillery unit may not provide ranged support if it is currently in an enemy ZOC, but may attack normally against adjacent enemy units.

7.3.3 Artillery units providing ranged support or firing ranged fire do not suffer any adverse effects from that combat.

7.3.4 Artillery units use their printed Combat Strength in all combat situations: ranged support, ranged fire, normal attacks and defense.

7.4 Combat Procedure

1: Attack Designation

The phasing player must declare all of his attacks before resolving any of them, by indicating which of his units will attack, and which hexes they are attacking. Once designated, the phasing player may resolve the attacks in any order he wishes.

2: Calculate Odds

For each combat, the Combat Strengths of all the attacking units are added together, and then divided by the combined Combat Strengths of all the defending units. The result is expressed as an odds ratio, rounded in favor of the defender.

Example: Attacker strength is 27, defender strength is 10, 27:10 = 2:1

Example: Attacker strength is 10, defender strength is 12, 10:12 = 1:2

Odds greater than 7–1 are resolved on the 7:1 column of the CRT; attacks at odds of less than 1:2 are not allowed.

3: Apply Column Shifts

The terrain in the defender's hex may shift the Combat Results Table column used to resolve the attack to the left.

Example: The odds are 8:1, but the defending units occupy a mountain hex; this shifts the CRT column two to the left, so that attack is resolved as a 6:1.

Note that the "raw odds" may be greater than 7:1. In that case, calculate the actual odds (8–1, 9–1, 10–1, etc), and then apply any shifts normally; but if the final, adjusted odds are greater than 7:1, the combat will be resolved on the 7:1 column. Thus a 15–1 with no shifts will be resolved on the 7–1 column, while a 9–1 with three shifts will resolved on the 6–1 column.

4: Select Combat Table

If a Russian unit occupies a Fort hex, the attack is resolved on the Fort Combat Results Table. Otherwise, the attack is resolved on the Standard Combat Results Table. The attacker rolls one die, and cross–references the number rolled with the appropriate column of the correct Combat Results Table. Results are applied immediately, before the next combat is resolved.

7.5 Combat Results

When artillery units are providing ranged support or firing on their own, they never suffer any results from the Combat Table and may never pursue.

EX (Exchange):

The side with the lower total Combat Strength flips all of its units to their Disrupted sides; already Disrupted units, and units that have no Disrupted side, are eliminated instead. The other side then Disrupts units with a combined Combat Strength at least equal to the original combined Combat Strength of the lower side.

DR (Defender Retreat):

All defending units are retreated (6.6) two hexes. Attacking units may pursue (7.7).

DD (Defender Disrupted):

All defending units are flipped to their Disrupted side and retreat two hexes; already Disrupted units, and units that have no Disrupted side, are eliminated instead. Attacking units may pursue.

DE (Defender Eliminated):

All defending units are removed from the game map. Attacking units may pursue.

AR (Attacker Retreat):

All attacking units retreat two hexes. Defending units may not pursue.

AD (Attacker Disrupted):

All attacking units are flipped to their Disrupted sides and retreated two hexes. Attacking units that have no Disrupted side are eliminated instead. Defending units may not pursue.

AE (Attacker Eliminated):

All attacking units are removed from the game map. Defending units may not pursue.

2EX (Double Exchange)

All defending units are flipped to their Disrupted sides; already Disrupted units, and units without a Disrupted side, are eliminated instead. The attacker then Disrupts units with a combined Combat Strength of at least twice that of the defender's original total strength. If the attacker cannot satisfy this requirement, then all attacking units are eliminated instead.

EXR (Exchange Retreat):

All defending units are Disrupted and retreat two hexes; already–Disrupted units, and units without a Disrupted side, are eliminated instead. The attacker then Disrupts units with a combined combat strength at least equal to the total original strength of the defending units. Remaining un–Disrupted attacking units may pursue.

2EXR (Double Exchange Retreat):

All defending units are Disrupted and retreat two hexes; already Disrupted units, and units without a Disrupted side, are eliminated instead. The attacker then Disrupts units with a combined Combat Strength of at least twice that of the defender's original total strength. If the attacker cannot satisfy this requirement, then all attacking units are eliminated instead. Any attacking units that remain undisrupted may pursue. Note that these results are applied sequentially – the defender must Disrupt and perform his retreat before the attacker Disrupts any of his units.

7.6. Retreats

7.6.1 Attacking or defending units may be forced to retreat as a result of combat.

7.6.2 Players retreat their own units. A retreat is always two hexes (Exception: 7.6.5). The exact retreat path is up to the player, within the following restrictions:

1. A unit may never retreat into or through an enemy ZOC. If forced to do so, it is eliminated instead
2. A unit may not retreat into or through an all–sea hex.
3. The unit must retreat to a hex in which it can legally stack, if possible.
4. The unit must end its retreat in a hex that is in supply, if possible.
5. The unit must retreat to the hex that is closest in hexes to a friendly Victory City or a friendly Port Arthur Fort hex or a friendly–controlled port, if Japanese.
6. Units may retreat into different hexes when retreating.

7.6.3 The restrictions above are given in order of priority; thus if more than one retreat path exists, the retreating player must choose one within legal Stacking limits before one that is in supply, or one that is in supply before one that is closer to a friendly owned Victory City or port.

7.6.4 A unit may retreat into or through China (11.0), but the owning player incurs all penalties for doing so.

7.6.5 If the first hex retreated into is a friendly, intact Fort hex, retreating units may end their retreat in the Fort, as long as Stacking restrictions are met.

7.7 Pursuit

7.7.1 When a defending hex is vacated as a result of combat, attacking units which were not Disrupted in the attack may pursue. Defending units, and artillery units providing ranged support, may never Pursue.

7.7.2 Pursuing units may ignore enemy ZOCs. Terrain does not affect a Pursuit, except that pursuing units may not enter hexes they could not move into in the Movement Phase.

7.7.3 Pursuing cavalry may move up to three hexes, and infantry up to two hexes. Artillery which attacked an adjacent defender normally may Pursue one hex. The hex vacated by the defender must be the first hex entered by each pursuing unit, but pursuing units are not otherwise restricted in their Pursuit path, and do not have to follow the path of the retreating unit.

7.7.4 No unit may Pursue more than one hex if the combat hex was a Fort.

7.7.5 Units which Pursue are considered in supply during the following Supply and Regroup Phase, even if they cannot trace a supply line (9.0).

7.8 Disruption

Disrupted units may not enter enemy ZOCs voluntarily or participate in an attack. Disrupted units do not have a ZOC.

8.0 Reinforcements and Replacements

Russian and Japanese units that do not start the game on the map are placed in their respective nation's Force Pool. Each turn the players receive the number of Transport Points listed on the Turn Record Chart. From this number received, the Japanese player must deduct any previous results from the Naval Combats Table and this total is the number of Transport Points received this turn. The Russian player must deduct any previous results from the Colonel Akashi Secret Operations Table and possibly from winter weather for this turn and this total is the number of Transport Points received this turn. Transport Points represent the ability to move units from the player's Force Pool to the map, or, when converted to Replacement Points, to flip Disrupted units back to their full–strength side during the Supply and Recovery Phase.

8.1 Transport Point Allocation

8.1.1 The number of Russian and Japanese Transport Points received in a given turn is listed on the Turn Record Chart. The number of Russian Transport Points may be reduced as a result of winter weather (14.2) or the activities of Colonel Akashi (see 14.1); the number of Japanese Transport Points may be reduced as a result of Russian naval action (see 13.0).

8.1.2 At the beginning of each player turn, the phasing player must declare how many of his available Transport Points will be used to bring new units from his Force Pool onto the map, and how many Transport Points will be converted to Replacement Points. Adjust the markers on the Replacement Track as needed to show the total number of points currently available. The Russian player must further decide how many of his Replacement Points will be allocated to Port Arthur Replacement Pool, and how many to the general Russian Replacement Pool. There are separate markers on the Replacement Track for Port Arthur and general Russian Replacements. In order to allocate Port Arthur Replacement Points, the Russian player must be able to trace a path of railroad hexes free of Japanese units or Japanese ZOCs from the north map edge (hexes 2851 to 3851) to any Port Arthur Fort hex.

The Russian player will likely find this difficult after Turn 1, and may want to plan his Turn 1 allocations accordingly.

8.1.3 Replacement Points may be accumulated from turn to turn, but can never be converted back to Transport Points. Transport Points are not accumulated, and any Transport Points not used that turn are lost.

8.1.4 Generally, each player may decide freely how many Transport Points to spend transporting new

unit(s) and how many to save as Replacement Points; however, this decision must be made in the Transport Point Allocation Phase. A player may not convert Transport Points to Replacement Points once his Movement Phase has begun.

8.1.5 Reinforcements are placed on the map during the player's Movement Phase. Replacements Points are used during the Supply and Recover Phase.

8.1.6 Players may not accumulate more than 20 Replacement Points. Additional points are lost.

8.2 Russian Reinforcements

8.2.1 Russian Reinforcements arrive during the Russian Reinforcement Phase. They may be placed in or adjacent to either Liaoyang, Mukden, Tieling or San'hsing or in any Port Arthur Fort hex. Russian Reinforcements may move normally in the following Movement Phase (including rail movement, 6.2).

8.2.2 Reinforcements may attack normally on the turn they arrive.

8.2.3 Restrictions:

- The Russian player may not send Reinforcements or replacements to Port Arthur if any rail hex from hex 3651 to any Port Arthur Fort hex is occupied by a Japanese unit or in a Japanese ZOC.
- Reinforcements may not be placed in a Japanese ZOC.
- If one of the listed cities that allow reinforcement placement is Japanese controlled, the Russian player may not place reinforcements adjacent to that city.
- Reinforcements may be placed in China but Neutrality violation costs are paid for the initial hex of placement as well as any later movement.
- If there is no legal reinforcement hex that the Russians may use, he may not bring in reinforcements this turn.
- No Russian European divisions (10–6) may enter on Turns 1 or 2; they are available from Turn 3 on.
- No Russian cavalry (3–10) units may enter on Turns 1 or 2. Beginning on Turn 3, a maximum of two Russian cavalry units may enter per turn.

8.2.4 The placement of Russian Reinforcements does not count against the Russian's rail movement capacity for that turn (see 5.2).

8.3 Japanese Reinforcements

8.3.1 All Japanese Reinforcements arrive by sea. As long as the Russian Port Arthur Squadron is intact and capable of sortieing, Japanese Reinforcements may land in any coastal hex east of Nanshan (hexes along the coast from 0707 to 0131) that is free of enemy ZOCs.

However, if the Russian player:

- fails to sortie the Port Arthur Squadron for two consecutive turns, or
- the Squadron sorties and is destroyed, or
- the Squadron is unable to sortie due to damage from a previous naval combat (11.0), then Japanese Reinforcements may land in any coastal hex on the game map that is free of enemy ZOCs.

8.3.2 Once landed, Japanese Reinforcements may move with up to half their printed Movement Allowance.

8.3.3 If the Japanese occupy a port, the Japanese player may, beginning the next turn, land up to two divisions per turn at the port, and these units may use their full Movement Allowance after landing.

8.3.4 Japanese Reinforcement Restrictions:

- No Japanese reserve brigades (4–8) may enter on Turns 1 or 2.
- Japanese 28cm (11–inch) artillery units (the 10–2 Artillery Units) may not enter until Turn 7, or if a Japanese attack against the fort "fails" (see below for what is a failure). If that happens, they may be brought in during the next Japanese Reinforcement Phase. Beginning on Turn 7 or earlier from a failed attack, a maximum of one 28cm unit may enter in a turn until a Japanese attack against a Fort fails. Once an attack on a Fort fails, up to two 28cm units may enter per turn (even prior to Turn 7). These units may land at any eligible Japanese–controlled port.
- A "failed attack" is any attack resolved on the Fort Combat Results Table that does not result in the Fort hex being occupied by Japanese units.

9.0 Supply

Russian supply sources are the northern edge of the map (from hex 2152 to 3851) and the Port Arthur Fort hexes. The Japanese supply sources are occupied port(s) and any hex that is adjacent to the Entry from Korea space.

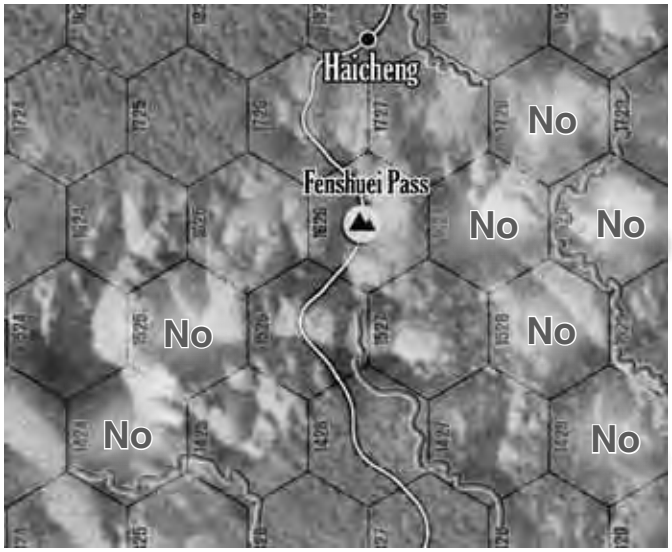
To control a port, the Japanese must be the last player to have had a unit occupy or pass through the port.

9.1 Tracing a supply line

A unit is in supply if a path of any length can be traced from any friendly supply source to the unit via hexes which are not:

- enemy–occupied, or
- in an enemy ZOC, or
- a full mountain hex (i.e., a mountain hex that does not also contain a peak symbol, road, or railroad, and is surrounded by other mountain hexes).

The hex occupied by the unit itself can be in an enemy ZOC and/or a full mountain hex.



Supply Tracing Example: In the situation shown above, the mountain hexes containing the word "No" cannot have supply traced *through* them, as they are full mountain hexes surrounded by other mountain hexes, and do not contain either a peak symbol, a road, or a railroad. Note that supply can be traced through hex 1626 as it contains both a peak symbol and a road.

9.2 Supply Effects

If a unit is found to be out of supply during the Supply and Regroup Phase, it is flipped to its Disrupted side. If the unit is already Disrupted, or does not have a Disrupted side, it is eliminated instead. Exception: units which pursued in the preceding Combat Phase are automatically considered in supply. Note that a unit could conceivably attack and pursue for several consecutive turns, and thus maintain its in–supply status.

10.0 Recovery

10.1 In the Supply and Recovery Phase, the phasing player may use his available Replacement Points to Recover (flip) Disrupted units back to their full–strength side.

10.2 The cost in Replacement Points to Recover a unit is listed on the Unit Data Table.

10.3 Disrupted units may not be Recovered while in an enemy ZOC or out of supply.

10.4 To Recover a Disrupted unit, simply flip it over to its full–strength side, after reducing the total on the Replacement Track by the appropriate amount.

Example: A Japanese 9–8 division costs 2 Replacement Points to Recover; a 4–8 reserve brigade costs 1 RP.

10.5 Russian units in or west of the Nanshan Fort hex must use Port Arthur Replacement Points to Recover; other Russian units use general Replacement Points.

10.6 Units which has been removed from the game map for any reason are permanently eliminated and may not be rebuilt. Recovery affects only Disrupted units, never eliminated ones.

11.0 China

Yuan Shikai, China's nominal leader in 1904, proclaimed Chinese neutrality and declared a no–fire zone west of the Liao River; Both Russia and Japan formally accepted this declaration.

11.1 Penalties for violating Chinese neutrality

If either player enters any hex of China, either through regular movement, a Retreat after Combat or a Pursuit, the other player receives VPs equal to the elimination value (16.2) of the violating unit(s). This penalty is incurred for every unit and for each hex entered. Note that the units themselves are not eliminated or otherwise affected by violating the Chinese Neutrality

Example: a Japanese 9–8 division moves three hexes through China. The Japanese player immediately loses 6 VPs: 2 (the value of the 9–8 division) x 3 (the number of Chinese hexes entered) = 6.

11.2 China and supply

Supply lines may not be traced into or through any hex of China.

12.0 Forts

12.1 Port Arthur, the three hexes adjacent to it, and Nanshan (hex 0806) are Fort hexes.

12.2 Japanese ZOCs do not extend into Fort hexes; Russian units in a Fort extend ZOCs out of the Fort normally.

12.3 When the Japanese attack a Fort hex, the Fort Combat Table is used. Other terrain in the hex does not affect the combat.

12.4 Once occupied by a Japanese unit at the end of any Combat Phase, a Fort is considered permanently destroyed, and the fort is considered non–existent.

12.5 A destroyed Fort no longer acts as a Russian supply source.

12.6 Pursuing units must end their Pursuit when they enter a Fort hex.

13.0 Naval Combat

Naval combat occurs in the Naval Phase of the Japanese Player Turn, if the Russian player declare a sortie with his Port Arthur and/or Vladivostok fleets.

13.1 Resolving Naval combat

13.1.1 Each player rolls one die and adds the two together. Refer to the Fleet Sortie Table (Port Arthur and/or Vladivostok) and apply the results immediately.

13.1.2 If the fleet conducting the sortie suffers damage, it is unable to sortie again for the number of turns indicated on the table.

13.1.3 As long as the Russian Port Arthur Squadron is capable of sortieing this current game turn, Japanese Reinforcement placement is restricted (8.3); in addition,

Japanese–controlled ports west of Port Arthur may not act as a supply source.

13.1.4 Once eliminated, a fleet can never attempt another sortie.

13.1.5 Japanese transport reductions from the Naval Combat Table are permanent and cumulative throughout the game. Round fractions up if necessary.

13.2 Port Arthur Fleet

13.2.1 If the Japanese player conducts an attack on Lushun (hex 0801) with at least one 28cm siege artillery unit, the Port Arthur Fleet may never sortie again, and the restrictions in 13.1.3 are permanently lifted. Place the Port Arthur under siege marker in Port Arthur as a reminder.

13.2.2 The Port Arthur fleet, if without a Port Arthur under Siege marker, may be traded in by the Russian player for a 5–2 marine unit. If the Russian player chooses to do this, the Port Arthur Fleet may no longer sortie but may attempt to evacuate. You may also place the 5–2 marine unit if Marine Conversion is allowed on the Naval Combat Table. You can only receive one of these units per game.

13.2.3 Evacuating the Port Arthur Fleet

Once a Japanese 28cm siege artillery unit has attacked Port Arthur, the Port Arthur Fleet may no longer sortie, but it may attempt to escape to Vladivostok. This is resolved on the Evacuation of Port Arthur Fleet on the Naval Combat Table.

13.3 Vladivostok Fleet Restriction

The Vladivostok Fleet may not sortie between Turns 8–12, inclusive, due to winter weather conditions.

14. Russian Transport Reduction

The number of Russian Transport Points available each turn is listed on the Turn Record Chart. Reductions from Colonel Akashi's Secret Operations are permanent and cumulative. There are two ways in which the number of Transport Points can be reduced:

14.1 Colonel Akashi's Secret Operations

During the Russian Transport Phase, the Japanese player rolls one die and advances the marker on the Colonel Akashi's Secret Operations Track equal to the result. Once the marker reaches the 20 space or more, the Japanese player uses the number just rolled and applies the result listed at the bottom of the current column (i.e. if the value on the table was 28, and the player rolls a 5, the new value is 33 and the player looks at the effect in the 30 column). Use the 20 column if the total is 20–29 and use the 30 column if the total is 30–39. Subtract the resulting number from the Russian player's Transport Points for the current turn. For example, when using the 40–49 column, a die roll of 1 or 2 results in a strike and a die roll of a 6 results in a riot.

14.2 Siberian Winter

The Siberian Railroad's capacity decreased during the winter months. On Turns 8–12, the Russian player rolls one die; if a 6 is rolled, 2 points are subtracted from his Transport Points for the current turn (in addition to any subtraction caused by Colonel Akashi).

15. Set Up

15.1 Russian Set–up

- Any Port Arthur Fort: 5–2 (Fort Garrison) x 2, 3–10 x 1 and 3–6 x 1
- Darian (0705): 3–6 x 1
- Liaoyang (2230): 3–10 x 1 and 3–6 x 1
- West side of the Yalu River (roughly running from hexes 0431 to 0643): 3–10 x 1 and 3–6 x 3
- Nanshan (0806) 3–6 x 2

15.2 Japanese Set–up

The Japanese player places the following units on the "Entry from Korea" space. There is no Stacking limit in the space, but normal Stacking limits must be observed at the end of the Japanese Movement Phase.

- 9–8 x 3
- 2–10 x 1
- 8–6 x1
- 3–6 x 1

15.3 Marker placement

Place the x1 VP and the x10 VP marker in the "0" space on the Victory Point Track.

Place the Japanese Replacement Points marker and both Russian Replacement Points markers on the "0" space.

Place the x1 and x10 Akashi markers on the "0" space on the Colonel Akashi's Secret Operations Table.

Place the Game Turn marker on the 1 space on the Game Turn Track.

15.3 Turn 1 Special Rules

- There is no Naval Phase or Japanese Reinforcement Phase on Turn 1. Play begins with the Japanese Movement Phase.
- The Japanese player shifts all his attacks one column to the right in the Japanese Combat Phase on Turn 1.
- Russian units in Nanshan, Darian and Port Arthur may not move On Turn 1. Reinforcement(s) and/or Replacement Points arrive normally.

16. Victory Conditions

At the end of Turn 12, the Japanese player wins if he has 70 or more Victory Points (VPs). Otherwise the Russian player wins.

Victory Points are awarded for the following:

1. Occupation of towns.
2. Elimination of enemy units
3. Naval Sortie results
4. Neutral Zone Violation

Note: VPs for eliminated units, Occupation of Victory Hexes, Naval Sorties and Neutral Zone Violation should be recorded on the Victory Point Track the moment they occur. Note that the total may rise or fall as the game continues.

16.1 Occupation

If the Japanese player controls the following towns, he receives the indicated number of VP:

Town	VPs
Port Arthur (Lu Shun):	20VP
Mukden:	10VP
Liaoyang:	10VP
San'hsing:	10VP
Yingkou:	5VP
Darian:	5VP
Fushun:	5VP
Tieling:	5VP

To control these towns, the Japanese player must be the last player to have had a unit occupy or pass through the town. ZOCs have no effect on town control.

16.2 Elimination of enemy units

The Japanese player receives VPs for each Russian unit eliminated, and loses VPs for each Japanese unit eliminated. The number of VPs received/lost depends on the type of unit eliminated:

Russian unit eliminated	Japanese VPs
10–6	3VP
7–6	2VP
3–10	1VP
3–6	1VP
4–4	1VP
5–2	1VP

Japanese unit eliminated	Japanese VPs
9–8	-2VP
4–8	-1VP
2–10	-1VP
8–6	-1VP
3–6	-1VP
10–2	-1VP

16.3 Naval Sorties

Certain results on the Naval Combat Table award VPs to one side or the other. Record these as they occur.

16.4 Chinese Neutrality Violation

Violations of the Chinese neutrality incur VP penalties per 11.1, and are recorded as they occur.

17.0 Credits

Designer: Yokihiro Kuroda

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Playtesting: Pat Hirtle, Tomoki Kondo, Nick Richardson, Tony Buman, Steve Rupar

Manchurian Geography Research: Jonas Ishibori, Wei Jen Seah

VASSAL support: Brent Easton

Special thanks to Pat Hirtle

18.0 The Optional Naval Game

The optional naval game allows the players to use the provided navy counters and is available for download at www.multimanpublishing.com.