1.0 INTRODUCTION

1.1 Armies of the White Sun (AotWS) is a purpose-designed solitaire wargame covering the fighting in China from the Marco Polo Bridge Incident through Pearl Harbor to the planned 1943 Operation Go-Go aimed at capturing Chongking and ending Chinese resistance at the national level. The single player actively commands the invading Japanese forces, while the rules system directs him in the deployment of the defending Chinese. The player wins (or loses) via the seizure of (or failure to seize) key areas on the map.

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com

1.2 Scale
Each full turn represents 18-24 months except for the last which covers 9-12 months. Each hexagon represents 37 miles (60 km) from side to opposite side.

1.3 Die Roll Modifiers
In all situations, all applicable die roll modifiers are cumulative in their effects.

1.4 Terms Defined
If a rule is said to apply to “Chinese units,” it applies alike to all Nationalist and Communist units. If a given rule applies to only one of those Chinese factions, it will be noted in that specific rule’s wording. Similarly, if a rule is said to apply to “Japanese units,” it applies alike to all Imperial Japanese units as well as to those of their Chinese puppet regimes. If a given rule applies to only one of those Japanese groupings, it will be noted in that specific rule’s wording. See rule 2.6 for more details.

2.0 COMPONENTS

2.1 The components to a complete game of AotWS include these rules, the map-sheet and 280 die-cut counters (also called “units” and “unit-counters”). You must provide one or more standard (six-sided) dice to resolve combat and other probabilistic events that occur during play. You will also need
2.2 The Game Map

The map represents the militarily significant terrain found across the central and eastern portions of China during the era portrayed in the game at these time and space scales. A hexagonal (“hex”) grid is printed over it to regulate unit placement and movement similar to the way squares are used in chess and checkers. A unit is always in only one hex at any one instant. Each hex contains natural and sometimes man-made terrain features that may affect movement and combat. The map’s terrain representations have been altered slightly from their exact real-world configurations in order to make them conform to the hex-grid; however, their relationships from hex to hex are accurate to the degree necessary to present you with the same space/time dilemmas faced by your real-world counterparts in the actual war. Each hex on the map has a unique four-digit number printed in it. They’re provided to help you find specific locations referred to in the rules (for example, the city of Peking is in hex 1419), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed. In order to maintain the proper era feel, the transliterated spellings of the place names on the map are the versions that were most common in authoritative English-language sources during the late 1930s.

2.3 Counters

Most of the counters represent combat units; others are provided as memory aids and informational markers. Carefully punch out all the counters. Trimming the “dog ears” from their corners with a fingernail clipper facilitates handling and stacking during play and enhances their appearance. Each combat unit/counter displays several types of information: nationality, organizational affiliation and size, type, combat dice rolled, step strength, and specific historic identifications.

2.4 Sample Unit

The Japanese “Senda” mechanized division is pictured below. It has a combat die roll number (“CDR”) of “2.” On one side the unit is printed showing its full two-step strength, while on the other side of the counter it’s shown at its “reduced” one-step strength (with a lower CDR of “1”). It’s size symbol is bracketed indicating it’s an ad hoc unit. The asterisk means must take hits before any other units in the Japanese force can be eliminated. The Chinese Garrison units also have an asterisk next to its CDR for the same reason.

2.5 Step Strengths

All combat units contain one or two “strength steps” (also referred to as “step strength” or simply “steps”). That’s an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be a combat-effective formation (a measure of its “robustness” in current US Army jargon). Those units with CDR on only one side of their counters are “one-step” units; those with CDR on both sides of their counters are “two-step” units. If a two-step unit suffers a step loss, it’s flipped so its “reduced” side shows. If a one-step unit, or a two-stepper that has already been reduced, takes a step loss, it’s removed from the map (at least temporarily). No unit may ever give, loan or otherwise transfer a step to another unit. Note that all Chinese units are one-step units. Among the Japanese, all divisions with identification numbers below 100 are two-stoppers, along with the “Sen” and “Kon” divisions. Every two-step unit starts (or later enters or reenters) play with its full two-step strength initially available.

2.6 Sides & Colors

Each unit’s nationality and—among Chinese units—its status as an “elite,” “regular,” or “static garrison” unit is shown by its color scheme (see below). Remember: you, as the player, actively command—decide the details of their movement, combat, and replacement—all Japanese units in the game (including the five Chinese puppet regime units). The activities of the opposing Chinese units (Nationalist and Communist) will be determined by the strictures set out below. Of course, you will still also take some part in that process by deploying the Chinese units as directed and rolling dice for their various activities as and when dictated by the rules.

Japanese Units

- **Imperial Japanese Forces**—red on white
- **Japanese-Controlled Chinese Puppet Regime Forces**—black on yellow

Chinese Units

- **Nationalist Elite Units**—white on red
- **Nationalist Regular (Non-Elite) Units**—white on sky-blue
- **Nationalist Static Garrison (Non-Elite) Units**—black on leaf-green
- **Communist Units**—white on red

Design Note. *Unlike most wargames, there are no “movement points” (or “MP”) printed on any of the counters. Chinese units don’t actually move across the map in the usual sense of that term, so no such points are needed for them (see section 8.0 for details). Japanese units all have the MP allowance designated for each turn. See sections 9.1, 11.1, and 12.1 for more details.*

2.7 Unit Types

Due to the time/space scales used in this game, there is little operational or tactical differentiation among the various unit types. Where those distinctions do exist, they’re noted in specific rules dealing with them.

- **Infantry**
- **Light Combined Arms Mechanized**
- **Horse Cavalry**
- **Heavy Field Artillery**
- **Tank**
- **Garrison Forces**
- **Japanese Surface Warships**
- **Chinese Supply Depot**
- **Chinese Fortifications**
- **American Volunteer Group Fighter Planes A.V.G.**
### 2.8 Unit Organizational Sizes

These have application in terms of the stacking rules. See section 6.0 for details.

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>XXXX</td>
<td>army group</td>
</tr>
<tr>
<td>XXX</td>
<td>army</td>
</tr>
<tr>
<td>XXX</td>
<td>corps</td>
</tr>
<tr>
<td>XX</td>
<td>division</td>
</tr>
<tr>
<td>X</td>
<td>brigade or &quot;column&quot;</td>
</tr>
<tr>
<td>III</td>
<td>regiment</td>
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### 2.9 Abbreviations

The abbreviations on the counters are defined as follows.

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AVG</td>
<td>American Volunteer Group aka the “Flying Tigers”</td>
</tr>
<tr>
<td>Gddg</td>
<td>Guangdong</td>
</tr>
<tr>
<td>Gua</td>
<td>Guangxi</td>
</tr>
<tr>
<td>FHG</td>
<td>Forces of the HQ of the Generalissimo</td>
</tr>
<tr>
<td>HDG</td>
<td>Hainan Defense Group</td>
</tr>
<tr>
<td>M</td>
<td>Marine Detachment</td>
</tr>
<tr>
<td>N3</td>
<td>New Third</td>
</tr>
<tr>
<td>NMC</td>
<td>National Military Council Direc-Subordinate Forces</td>
</tr>
<tr>
<td>NR</td>
<td>North Route</td>
</tr>
<tr>
<td>N4A</td>
<td>New Fourth Army</td>
</tr>
<tr>
<td>NW</td>
<td>Northwestern</td>
</tr>
<tr>
<td>P</td>
<td>Provisional</td>
</tr>
<tr>
<td>Sha</td>
<td>Shanxi</td>
</tr>
<tr>
<td>SR</td>
<td>South Route</td>
</tr>
<tr>
<td>WG</td>
<td>Wuhan Garrison</td>
</tr>
<tr>
<td>8RA</td>
<td>Eighth Route Army</td>
</tr>
</tbody>
</table>

#### Chinese Units

- AVG: American Volunteer Group (aka the “Flying Tigers”)
- Gddg: Guangdong
- Gua: Guangxi
- FHG: Forces of the HQ of the Generalissimo
- HDG: Hainan Defense Group
- M: Marine Detachment
- N3: New Third
- NR: North Route
- N4A: New Fourth Army
- NW: Northwestern
- P: Provisional
- Sha: Shanxi
- SR: South Route
- WG: Wuhan Garrison
- 8RA: Eighth Route Army

#### Japanese & Puppet Units

- HA: Hopei Army
- Kaw: Kawabe
- Kon: Konoye
- Kun: Kunizaki
- LCS: Li Chung-Shan
- M: Mongolian
- PB: Pacification Brigade
- Sak: Sakai
- Sen: Senda
- Shg: Shigito
- Szk: Suzuki

### 2.10 Japanese Hex-Control Markers

These are also included as informational and memory aids. Their crucial function is explained in the rules that follow.

### 3.0 SET UP & HEX CONTROL

#### 3.1 Chinese Set-Up

The only Chinese units that begin play on the map are the black-on-green garrison, fortification, and depot units. Those unit’s set-up locations are noted on their reverse sides and they should be placed in those exact hexes. Those are all static units and, once placed on the map, they cannot be moved except to go into the dead pile. After completing the Chinese on-map set-up, take all the Chinese units that have a large “1” on their back sides and place them into the “Chinese Force Pool” container described in 2.1. Next place all the Chinese units that have a large “2” on their back sides into the “Turn 2” box of the Turn Track printed on the mapsheet; then place all the Chinese units back-printed with “3” into that same track’s “Turn 3” box, and put all the Chinese units with “4” on them into the “Turn 4” box. (Place the AVG unit into the Turn 2 box, and see 7.6 and 10.1 for more details about its appearance in play.)

#### 3.2 Japanese Set-Up

Take the Japanese units with a “1” in their upper-left corners and place them in the Reserve Holding Box printed in the northeast corner of the map. Place the Japanese units with “2,” “3,” or “4” in their upper-left corners and place them into the correspondingly numbered boxes on the Turn Track. Finally, make an easy to reach off-map pile of the Japanese battle-flag hex-control markers.

#### 3.3 Hex Control

At the start of play, the Chinese control all the hexes on the map. A hex’s control status switches from the Chinese to the Japanese as described below. Such control-switching can’t occur more than once (from Chinese to Japanese) for each hex on the map. Hex control is important for purposes of determining victory (see 4.0) and supply (see 9.11 & 9.12).

#### 3.4 Japanese Control Markers

Every time a moving Japanese unit or stack (a “force,” see 9.0) enters a hex beyond the current limit of Japanese controlled territory, temporarily halt that force and roll three dice (these need to be different sizes or colors to differentiate them). Two dice will determine a potential random event and the third die will generate a potential defending Chinese force (if any) for that hex. After resolving the random event and any resultant battle, if the attacking Japanese force defeats the defending Chinese force, that hex has been taken control of by the Japanese. In such cases immediately place a Japanese control marker in the hex.

For example, the player has a force attacking Peking from off-map. He has three dice: one red, one white, and one yellow. He has designated the red die as the first number of the random event, the white die as the second number of the random event, and the yellow die as the Chinese Defending Force die roll. He rolls the three dice and obtains a result: 1, 2, and 3. The first two dice are read as Random Event 1-2 (Chinese Command Unity) and the third die results in two defenders being generated.

Once a Japanese unit or stack has finished its movement, some of the control markers can be removed: where all of the RR hexes between two controlled territories have control markers, the control markers can be removed from the RR hexes. RR hexes between two cities under control are assumed to be controlled. However, if the player controls two cities and does not control all of the RR hexes between them, use the RR break markers to denote the RR hexes that are not controlled (see example).

Alternatively, if an attacking Japanese force is repulsed by the Chinese defense, the control status of that hex remains unchanged (at least for the time being). See sections 8.0, 9.0, and 10.0 for more details on this aspect of play.

For example, at the beginning of the game, the Japanese player has no controlled territory on the map. He begins an operation by attacking Peking (1419). He continues, hex by hex, to attack along the RR to Shiankiaschuang (1920). At this point, he could pick up the RR control markers between the two cities, but would also need to place two RR break markers at 1420 and 1518 to indicate no connections have made from Peking to other cities along other RR lines.
3.5 Japanese Turn 1 Set-Up
At the start of Turn 1, all the units available for Japanese on-map operations are to be found in the Reserve Holding Box. Move them off-map (to an easily reached location in front of you). You may organize them and put together stacks as you see fit for each subsequent operation. After this point, the Reserve Holding Box is where units that complete their first round operation will go and be eligible for the second round of operations. During the Second Operations Phase, eliminated units will go to the Turn 2 box. Japanese units with asterisks that are eliminated have a special routine: roll one die and place the unit that many turns ahead; if the die roll places them beyond Turn 4, the unit is permanently out of the game. Chinese Puppet units do not roll; they are simply removed from play. Draw on the fresh off-map units, as needed, for entry onto the map along its north edge from 1416 to 1428 inclusive, along the Chinese coast via amphibious operations, or from controlled cities able to trace a line of controlled RR hexes or Yangtze River hexes to the map edge or coast.

Note: each subsequent operation can start from any controlled city.

3.6 Japanese Turn 2 Set-Up
During Turn 2’s Administrative Phase (see 3.2.1), presuming you’ve passed the Turn 1 Japanese survival check (see 4.1), all the hexes within that area of the map thereby automatically and permanently become Japanese-controlled territory. That’s also true of any cities and intervening RR or Yangtze River hexes the Japanese took control of during Turn 1 that lay beyond the First Turn Minimum Objective Line (FTMOL, see 4.1) presuming there are sufficient garrison forces. Should there be insufficient garrison forces, the Japanese player gives up control of those cities he is unable to garrison and any RR or Yangtze River hexes leading into those cities.

To determine if there are sufficient garrison forces, set aside 50 Japanese units of your choice. After FOTMOL garrison is set aside, place one unit (a two-step unit counts as one unit) on cities outside of the FTMOL. The player may not have sufficient forces to garrison all cities beyond the FTMOL. If so, the player determines which cities to give up. He may also give up any or all cities beyond the FTMOL at his option in order to free up more units for operations. The remaining units not used for garrison duties constitute the initial operational forces for Turn 2.

3.7 Japanese Turn 3 Set-Up
During Turn 3’s Administrative Phase (see 5.2.1), repeat the set-up procedure as described in Turn 2. The FTMOL area of the map remains Japanese-controlled territory along with all hexes you took control of during Turns 1 and 2 that lay beyond that line. Once again, the player may give up cities beyond the FTMOL if garrison forces are unavailable, and he may remove garrison units beyond the FTMOL in order to increase forces available for operations in Turn 3; however, this should be balanced towards completing the victory conditions at the end of Turn 4.

Turn 3 is unique in that, during it, you may start up to four Japanese units via the mainland south map edge. All the south edge hexes from 5816 to 5828 inclusive and the railroads running from there are available for unit-entry and supply during Turn 3 and 4.

3.8 Japanese Turn 4 Set-Up
During Turn 4’s Administrative Phase (see 5.2.1), all the hexes within the FTMOL area of the map remain Japanese-controlled territory along with all hexes you took control of during Turns 1, 2, and 3 that lay beyond that line. Repeat the set-up procedure for Turn 2. Once again, the player may remove garrison units beyond the FTMOL in order to increase forces available for operations in Turn 4. Note the three hexes of Hong Kong and Macao require only one unit for garrison.

Turn 4 is unique in that, during it, you may start up to eight Japanese units via the mainland south map edge. All the south edge hexes from 5816 to 5828 inclusive and the railroads running from there are available for unit-entry and supply during Turn 3 and 4.

3.9 Chinese Turns 2, 3, & 4 Preparations
Except for the units described in 3.1, the start of a new turn doesn’t automatically bring into play any further on-map Chinese units (though some of those may still be surviving there from Turn 1). All that’s done to get the Chinese ready for a new turn, during each turn’s Administrative Phase, is place all newly arriving reinforcements and eliminated units eligible for reentry as replacements back into the force pool (see 7.2 and 7.4 for details).

Exception: at the beginning of Turn 4, randomly choose three of the Turn 4 Reinforcements and place them on Chungking (4224). These form a garrison similar to the other garrisons formed at the beginning of the game.

3.10 Chinese Operational Limits
Note there are never any Chinese movement or combat sorties into Japanese-controlled hexes. Similarly, you’re never required to keep any kind of “solid front” of Japanese units from hex-to-hex along any portion of the map. The counteroffensives the Chinese did launch are accounted for in the random events rules (see 8.0). Further, there is actually a host of Japanese and puppet regime constabulary and militia units which aren’t represented in the counter-mix, but are patrolling for you behind the front line.

4.0 HOW TO WIN
4.1 Turn 1 Japanese Survival Check
During Turn 1’s Victory Check Phase (see 4.1), you first check to see if the Japanese forces under your command have accomplished enough for your efforts to have been considered sufficient by Tokyo to continue the war. If, therefore, at the start of Turn 1’s Victory Check Phase a survey of the map shows you’ve failed to take control of all the cities lying within the “First Turn Minimum Objective Line” (FTMOL, running along the hexsides from 2704/2804 to 1424/1425, plus the four port hexes in 4102, 4503, 4907 and 4908), play stops at that time and you’ve lost the game to the Chinese. You certainly may have operated so as to take control of other hexes beyond (generally to the west of) that line, but it’s only success within the perimeter of the line (generally to the east of it) that let’s you play past Turn 1.

Design Note. The Turn 1 survival check is necessary in the historical sense because the Japanese originally believed taking the area encompassed by the FTMOL area (especially Nanking, the initial Chinese capital, and then Wuhan, the second Chinese capital) would be enough to bring on an overall Chinese collapse. Without that rule, then, given historical hindsight, you’d be artificially able to immediately concentrate on attaining what became the later war’s objectives.

4.2 Winning as the Japanese
You may win the game any time after you pass the Turn 1 preliminary survival check if you’ve operated so as to also capture Chungking (4224), Chengdu (4028), and the eight ports (3302, 3702, 4906, 5007, 5107, 5513, 5615,
and 5710) outside the FTMOL area (including Hainan and the European Treaty Ports). Further, you must also create a path of contiguous Japanese-controlled non-coastal RR hexes from 5819 on the southern map edge to either 1417 or 1419 on the northern map edge. Note: This will likely require “repair” of some or all of the RR hexes broken by CCP attacks during Turns 2 and 3.

4.3 Losing as the Japanese
If, at the end of Turn 1, you’ve failed to take any city within the FTMOL, you lose the game. If, at the end of Turn 4, you’ve failed to accomplish any of the conditions given in 4.2, you lose the game at that time.

5.0 TURN SEQUENCE
5.1 Every turn of AotWS is divided into “phases,” which are then each subdivided into individual actions. You should conduct all your various actions, and complete the phases of each turn, as given in the outline below and as described in the rest of the rules that follow.

5.2 Turn Sequence Outline
I. Administrative Phase (3.0)
   A. Reinforcements/Replacements (7.0)
   B. Garrisons (3.6-3.9)
II. First Japanese Movement & Combat Phase (8.0, 9.0, 10.0)
III. Second Japanese Movement & Combat Phase (8.0, 9.0, 10.0)
IV. Victory Check Phase (4.2)
   A. First Turn Minimum Objective Line
   B. Ports
   C. North/South trace
   D. Chungking
   E. Chengdu

5.3 Second Japanese Movement & Combat
All Japanese forces in the Reserve Box are eligible to participate in the Second M&C Phase (i.e., only those units with asterisks that were eliminated and placed further along the Turn Record/Reinforcement Track are not eligible). This includes units that were part of a force that survived operations whether by running out of MP, random events, or player choice to stop. Note that the player may also elect to not conduct further operations in either the First or Second M&C Phase and proceed to the next Phase.

5.4 Ending a Turn
After the resolution of the current turn’s Phase IV, move the Turn marker (use a Control marker, penny, or other token) ahead one box on that track on the mapsheet and start a new turn with Phase I. All four turns are identical in their phase structure.
5.5 Ending Play
The game ends at the end of Turn 4 or whenever you, in your role as Japanese commander, become convinced you can no longer win and you thereby concede defeat to the system, whichever comes first.

6.0 STACKING

6.1 Stacking is the term used to describe the piling of more than one unit of the same side in the same hex at the same time. The stacking rules given below are in effect all through game play, in every phase of the turn sequence, from set up through to victory determination.

6.2 Japanese Stacking Limit.
You may not have more than eight Japanese units in the same hex at the same time including the Hainan “super-hex.” Note that step strength has no bearing on the stacking count.

6.3 Japanese Yangtze River Flotilla (YRF)
This unit doesn’t count for stacking. For more details on its operations, see 9.17.

6.4 Chinese Stacking Limit
The Chinese appear in play via the set up instructions and each one of their defensive force die rolls (see 8.2). Within those strictures, it’s impossible for the Chinese to over-stack.

6.5 Both sides’ stacking limits are mutually exclusive. That is, the number of Japanese units in a hex in no way affects the stacking limit of Chinese units in that hex and vice versa.

7.0 REPLACEMENTS & REINFORCEMENTS

7.1 Reinforcements are units that enter play for the first time after a game has already begun.

7.2 Chinese Reinforcements
During Turn 2’s Administrative Phase, take all the Chinese units you earlier placed into that box on the Turn Track and put them into that side’s force pool container. Do the same during Turn 3’s Administrative Phase with the Chinese units printed with “3” on their reverse sides, and then go through the process again on Turn 4 with the Chinese units on the Turn Track with “4” printed on their reverse sides.

7.3 Japanese Reinforcements
The process is much the same with arriving Japanese reinforcements; however, their turns of arrival are printed on their front sides in their upper-left corners. They don’t go into any force pool container, rather, they’re included in your set-up for each new turn as described above in rules 3.6, 3.7, and 3.8.

7.4 Replacements are increments of new troops and equipment, not represented by their own unit counters, which are used to reclaim previously eliminated Japanese and Chinese units and return them to play. The only units that don’t automatically replace each turn are Chinese garrison units that have been previously eliminated and those elite and regular units that did not pass their post-combat cohesion checks and have been removed from the force pool (permanently eliminated).

On the Japanese side, the Chinese Puppet units are removed from play upon elimination or at the end of Turn 1. When the Japanese units with asterisks are eliminated, roll one die and place them that many turns ahead on the turn track as additional reinforcements. If that would place them beyond Turn 4, they are removed from play. All returning units return to play as if they were reinforcements as described above in 7.2 and 7.3. Japanese two-step units are replaced at full two-step strength whether they were eliminated or finished the prior turn at full or reduced strength.

7.5 Both side’s reinforcement and replacement units, once entered into play as described above, have all normal movement and combat capabilities immediately and fully available to them.

7.6 American Volunteer Group
This unit is only put into the Chinese force pool during Turn 2; withdraw it from play at the start of Turn 3. It also has a unique combat effect; see 10.1.
Starting at the beginning of Turn One. The Japanese player intends to make a big, bold thrust along the railroads to Chengchow on the Yellow River. He hopes to eliminate several Chinese units along the way while avoiding adverse events and losses that would cut the operation short or end in disaster. Success will secure several cities as jumping off points for smaller forces to fan out and occupy the area north of the Yellow River.

The game has been set up and the Japanese start with a stack of 3x two-step divisions, 3x one-step divisions, and 2x one-step brigades entering the map at 1417. The combat strength of the stack is 14 and it has 11 steps. The dice rolls are 2-5 and a 4. The 2-5 Random Event will give +1 to Chinese Defense Rolls (CDR) for the first round. The die roll of 4 for the Chinese Defense Force (CDF) will be two units. Japanese fire and scatter the Chinese. The morale check on the Chinese unit is a 1, so it is eliminated.

Continuing on to 1517, the dice rolls are 6-2 and 4. The 6-2 Random Event is no effect on turn 1. Another two Chinese units are drawn for the CDF: 9 and 1-strength Nationalist units. Japanese fire and achieve more than two hits. Morale checks eliminate the 9 and send the 1 back to the pool.

In Tientsin, the dice rolls are 5-5 and 3. Random Event 5-5 is no effect on turn 1. Two elite units are dug in at the city and fire first with three dice achieving one hit. The Japanese reduce one two-step division. Both Chinese units pass their morale checks and return to the pool.

Continuing on to 1518, the dice rolls are 5-3 and 3. The 5-3 Random Event is no effect on turn 1. One Chinese unit is drawn and turns to be elite so back into the pool and move on to Peking. In Peking, the dice rolls are 1-1 and 4. Chinese units are +1 on all combat rounds. An elite 3 and the Northern Communist unit (strength of 1 on turn 1) are drawn. True to form, they roll four dice at +1 (hit on 4-6) and achieve two hits before going down to Japanese fire. The Japanese reduce the two remaining two-step units. The elite Nationalist 3-strength unit rolls a 3 and goes back in the pool and the Communist unit goes back in automatically.

At 1519, there is no random event and no defenders. Same situation occurs in 1620 and 1719. At 1820, still no event, but two units are drawn: an elite unit goes back in the pool and a lone 9-strength is eliminated.
At Shiankaschuang, the dice rolls are 3-1 and a 6—potentially a bad event and a big force. Part of the Japanese force (half a die roll) advances over zealously and they are cut off. Extracting themselves takes them out of the fight. Fortunately, only one step (a brigade) is removed. The CDF is revealed and turns out to be one 1-strength elite and two 1-strength regulars. The elite misses, the Japanese fire back and achieve two hits and removes the two regulars (so they do not get to fire). This forces the Japanese to expand another MP for another round of combat to continue operations (placing an extra control marker to represent the additional MP spent). The elite unit misses again and goes down as the Japanese storm the city. One of the regulars is eliminated and the other two units go back in the pool.

Heading down the RR line to Anyeng, at 2020, no random event and two defenders: one elite back in the pool and a lone 2-strength is dispatched and eliminated. Next, no event, but three defenders: one elite goes back in the pool and regular 12- and 6-strength units are surrounded and destroyed. However, the 6-strength unit manages to slip through and back into the force pool on a morale roll of 6. In Anyeng itself, the Chinese manage to throw up Fieldworks (1-6 random event) and draw three units: one Communist, one National elite, and one Nationalist regular. The Communist unit disappears before battle because it is the southern Communist unit and only appears south of the Yangtze River. The elite unit fires first and scores a hit, removing the remaining Japanese brigade. The Japanese find a way to outflank the Chinese and score three 6’s. The elite unit manages to slip away to fight again while the regular unit is eliminated.
Continuing along the RR towards Chengchow in 2119, the Japanese encounter another Fieldworks and two Chinese. The elite unit goes back into the pool and a 6-strength regular is quickly eliminated. The Japanese then get it easy in 2419, finding nothing. They then head into Hsinshiang. No event, but three 1-strength regulars. Japanese fire is accurate and all three are pushed out, but all three return to the force pool.

At Chengchow, the Japanese use their “Special Smoke” (random event 1-4) for +1 on the first round. That would be great, but the defense turns out to be three elite units, one 3-strength and two 1-strength. The Chinese fire five dice and achieve two hits. The Japanese removes two of his reduced divisions, leaving him with seven dice to roll. The Japanese player gets two hits and removes the 3 and a 1. The Japanese press the attack by spending another MP. The remaining Chinese unit fires again, scoring a hit. The Japanese respond with six dice at regular fire and the remaining Chinese unit is eliminated. All of the Chinese units slip away to fight again, but the Japanese player has achieved his main objective of reaching Chengchow (and eliminating eight Chinese units). With only 3MP left and the possibility he could walk into a three elite unit ambush that could result in a Major Chinese Victory and its permanent +1 to all CDF fire for the rest of the turn, the Japanese player decides to end this operation.
The final map (R10 upper right corner) shows a portion of the just completed operation after adjusting to show city control/rail net. Then the player selects his next operational group and starts them from a controlled city or map edge.
8.0 CHINESE DEFENDING FORCE GENERATION & RANDOM EVENTS

8.1 Chinese units don’t move about the board in the manner of Japanese units (see section 9.0). Instead, each time a moving Japanese force (unit or stack) enters a Chinese-controlled hex, you must temporarily pause its movement to “roll up” (via die roll) that hex’s Chinese defending force (if any). Should the Chinese force pool be exhausted, no forces are deployed for defense except for the already deployed garrisons at Wuhan and Hainan.

8.2 Chinese Defense Table
The particular Chinese defense force for each hex is determined by rolling one die on the Chinese Defense Table, and randomly pulling that number of units from the Chinese Force Pool. In terms of priorities, read from the top down, and roll on the first applicable line. For example, Chungking is a city on the Yangtze River, but it has its own line located on the chart above the “Railroad &/or Yangtze River with City” line.

8.3 Wuhan, Nanking, and Shanghai
Note these cities have static garrison units that are set up at the start of play. That’s also true of the island of Hainan. These units are irreplaceable.

8.4 Hainan Island has its own one-unit static garrison force which is never reinforced in any way.

8.5 CCP Base Area
After The Long March, the CCP formed a base area in the mountainous areas in the Shaanxi province. The four elite CCP regiments are placed here and never go into the Chinese force pool.

During Turns 2 and 3, they conduct raids attempting to destroy logistics and tie down Japanese forces. They shoot first and hit on a 1-2 during Turn 2 and on a 1-3 on Turn 3. If all four units are eliminated in a single turn, the raids will stop for the remainder of the turn—treat as a no effect.

8.6 Appropriate Defense Force Units
Each unit taken from a pool to become part of a hex’s defense force should be pulled blindly, but you should then look at immediately after it is pulled. Examine each newly pulled unit in regard to its appropriateness for joining the defense force in question (see below).

8.7 Preservation of Chinese Elite Nationalist Units
During Turns 1, 2, and 3, Nationalist Chinese elite units will only show up for battles in city hexes. If drawn for a battle during those turns, but there’s no city in that particular battle hex, set them temporarily aside and continue drawing until you’ve got the called-for defensive force from non-elite Nationalist (or Communist) units, and then put the drawn Nationalist elites back into the pool. Note, though, the drawn-and-set-aside elites count toward the total number to be drawn for the defensive force just as if they then did actually show up for the battle.

8.8 CCP Armies are also CCP elite units that are put into the Chinese force pool. If Eighth Route Army (BRA) comes out for a battle in or south of the Yangtze River, draw a substitute unit and then put BRA back in the pool (just as with the no-show Nationalist elites described above). If New Fourth Army (N4A) comes out for a battle in or north of the Yangtze River, draw a substitute and put N4A back into the pool (just as with the no-show Nationalist elites described above). These two units do not undergo post-cohesion checks, but are removed from play at the end of Turn 3. Their combat value is the same as the Turn number. For example, if it is turn 1, they hit only on a one.

8.2 Chinese Defense Table

<table>
<thead>
<tr>
<th>Hex Priority Type</th>
<th>Die Roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shanghai (2504) &amp; Chungking (4224)</td>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Railroad &amp;/or Yangtze River with City (e.g. Changsha)*</td>
<td></td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Railroad &amp;/or Yangtze River*</td>
<td></td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Others**</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Note: add one to the result for all hexes in Szechuan during Turn 4. (see 12.4).

*From 2505 to 4123, inclusive.
**Excluding Hainan and the CCP Base Area, which have fixed garrisons.

The Japanese did not attack the CCP base area as it was beyond their logistical capability and their focus was on defeating the Nationalist and regular forces. If, for any reason, the Japanese player decides to attack the CCP Base Area, each and every hex will be defended by the CCP regiments. Roll one die and place that number of brigades (max of four). These units may be used repeatedly. Each brigade hits on a die roll equal to or less than the Turn number (1 on Turn 1 up to 1-4 on Turn 4).
8.9 Note that all combat takes place “in hex” rather than across hexsides.

8.10 Successful & Subsequent Hex Defenses
If the Chinese defense of a hex with a “rolled up” defense force defeats a Japanese force attacking it, at the end of that battle simply leave all the involved defending units, line and support, in place in that hex on the map. If that same hex comes under attack again that same phase by a new Japanese force, don’t roll up a new (or reinforcing) defense force; simply use the one already in place in that hex. During Phase I of every turn, remove all previously “rolled up” on-map defense forces from the map and place them back in their pools.

8.11 Random Events
Whenever you first enter a Chinese-controlled hex, you must check to see if that entry has generated a random event. To do that, roll two dice and consult the Random Events Table (found on page 16). Designate one of the dice as generating the first number, and the other die designates the second. So, for example, a roll of a “1” and a “4” would bring the “Special Smoke” event into effect.

8.12 Event-Mandated Losses
If the moving Japanese force is called on to take a step loss(es), but then no Chinese defensive garrison actually shows up to defend that hex, the event-mandated loss(es) still take place.

9.0 JAPANESE MOVEMENT & SUPPLY

9.1 The Japanese units and stacks in the various hexes across the map at the start of each turn’s Phase II are each termed a “force.” Each such force is moved and fought one a time; once you’ve begun the movement or combat of one Japanese force, you may not begin that of another force until you’ve completed the actions of that first force. Each Japanese force has 22 MP on Turn 1. The Movement Allowance varies by Turn (See 11.1 and 12.1).

9.2 A moving force neither drops off nor picks up units as it moves. When you initially start moving with a force, you may decide to do so with one, two, or a few units at a time, which then immediately reconstitutes the still unmoved units in the original hex as a new force that’s still eligible to conduct its own movement and combat that phase.

9.3 Combat is a function of movement. That is, each time a moving Japanese force enters a Chinese-controlled hex, combat may occur there. It costs nothing “extra” for you to launch a force into its first round of combat in a hex; if it had the movement points needed to enter that hex in terms of paying all the involved hexside and in-hex terrain costs, combat may occur.

9.4 Battles are potentially multi-round affairs. Each round of combat after a force’s first attack, however, costs that force another movement point expenditure from its allotment for that phase equal to the entry cost of that hex.

9.5 If a round of combat ends with all the Chinese defenders having been removed from the hex, the attacking Japanese force may resume its movement and combat if that’s what you want to do and the force has the needed remaining movement points to move off in the direction you want to send it.

9.6 If a round of battle ends with Chinese defenders still in the hex and you don’t want to risk any more Japanese losses by pressing ahead with another round of combat or if you don’t have the needed movement points remaining to pay for it, that battle ends in a Japanese defeat. In such cases move the thwarted Japanese force back into the hex from which it entered the battle hex. That force’s movement and combat are over for that turn.

9.7 Movement Points (MP)
Remaining Table
To keep track of a moving force’s remaining MP, use your memory or the table printed on the map-sheet and the marker provided.

9.8 All Japanese force movement takes place from hex-to-hex within the strictures given on the Terrain Effects Chart printed on the map-sheet. No force may ever give or loan MP to another force nor may any hexes be skipped over during movement. All movement is from hex to adjacent hex across traversable hexsides with the moving force deducting the MP needed to pay all involved costs as it moves. No unit may ever move farther than allowed by its remaining MP nor is any moving force guaranteed any minimum movement capability.

9.9 Within the strictures of rules sections 6.0, 7.0, 8.0, 9.0, and 10.0, any Chinese-controlled hex may potentially be attacked any number of times, by any number of Japanese forces, in any number of combat rounds during each Turn’s Phase II.

9.10 Movement Costs Table
All movement costs on the TEC are paid on a per-hex basis by terrain type. Each hex terrain cost is defined by the terrain type (natural or manmade) as defined in the table below reading from top to bottom.

**TERRAIN KEY**

- **Turn One Victory Line**
- **CCP Base Area**
- **European Colonial Areas**
- **Yangtze River Primary Navigation Area**
- **Yangtze River Secondary Navigation Area**
- **Yangtze River Tertiary Area**
9.10 Movement Costs Table

<table>
<thead>
<tr>
<th>Terrain Types</th>
<th>Entry Costs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supplied RR &amp;/or</td>
<td>1</td>
</tr>
<tr>
<td>Supplied Yangtze***</td>
<td></td>
</tr>
<tr>
<td>Rough</td>
<td>4</td>
</tr>
<tr>
<td>All Others</td>
<td>2</td>
</tr>
</tbody>
</table>

***This cost only available when moving from one such hex to another over a hexside crossed by a supplied railroad or river.

9.11 Japanese Railroad & River Supply

To be able to move and fight, Japanese units must “trace supply.” Japanese units in either of the holding boxes are automatically in supply while in those locations. On the map, Japanese supply originates in the railroad hex at 1417 and, on Turns 3 and 4, the railroads at 5819 and 5822 also become available for that purpose. Similarly, the Yangtze River, tracing from 2504, is also available as a Japanese supply line.

To be in supply, a Japanese force must be no more than six hexes from nearest friendly controlled railroad or Yangtze River supply hex provided you can trace a path of Japanese-controlled hexes back to one of the source hexes given above. As each further rail or Yangtze River hex is brought under Japanese control, that farthest hex of control becomes a new supply source. Note that railroad and Yangtze River hexes are completely interchangeable and mixable over the course of any Japanese supply line. When counting supply line lengths, count from the force needing supply back toward its nearest supply hex; further, count each rough hex as two hexes. No Japanese force may move or attack out of supply.

9.12 Japanese Coastal Supply

Japanese units within six hexes of a friendly controlled coastal hex are also in supply if they can trace a path of friendly controlled hexes from their location back to that coastal hex. Again, count rough terrain as two hexes for this purposes. This kind of supply can’t be mixed or interchanged with Yangtze/railroad supply. Note that, within these structures, Japanese units needn’t have entered the map via amphibious movement (see below) in order to make use of coastal supply.

9.13 Japanese Amphibious Movement

A maximum of ten units may be moved via amphibious movement per phase. All amphibious moves must enter a Chinese coastal or island hex. Note that each turn’s total amphibious capacity may be used up in one maximum stack or in several sub-stacks (that might land at the same or different hexes). Also note there is no amphibious movement from the map into either holding box; it’s all one-way. Puppet units never move amphibiously. There are no special or punitive movement or combat costs involved in amphibious movement. Simply begin the normal movement cost and defensive garrison generations in the first Chinese-controlled coastal hex entered and proceed normally from there.

9.14 No Pocket Breakouts

If you maneuver Japanese forces in such a way as to entirely surround one or more Chinese-controlled hexes with Japanese-controlled hexes you have formed a “pocket.” Note, however, that nothing special happens. That is, there are never any Chinese “breakout” attempts and the pocketed hexes simply remain Chinese-controlled until such time as you decide to try to take them in the normal way.

9.15 Hainan Island

Hainan Island is for all purposes considered to be one large and irregularly shaped hex (5710). It is considered a port.

9.16 European Treaty Ports

There are four hexes of European Treaty Ports on the Chinese coast: French Kwangchowan in 5511, Portuguese Macao in 5107, and British Hong Kong in 4906/5007. No Japanese movement or combat or supply tracing may take place into any of those hexes at any time during Turns 1 or 2. During Turn 3, these ports must be occupied by the end of the turn. No defensive units are called up and no combat occurs—the hexes simple need to be occupied.

9.17 Imperial Japanese Navy Yangtze River Flotilla (YRF)

This unit appears at Shanghai the first time you attack that hex during Turn 1. If that attack fails to take that hex, or simply fails to take place that turn, the YRF is thereby out of play for the rest of the game. The YRF moves from one connected Yangtze hex to another, and must be accompanied by at least one Japanese or puppet ground unit in order to do so. It doesn’t count for stacking and it can’t be given up to satisfy step losses. If the YRF is ever left alone in a hex, immediately remove it until the next turn’s Phase I and then place it back in Shanghai. Otherwise it starts Turns 2, 3, and 4 in any Japanese-controlled hex.
Yangtze River hex with a city in it. It’s not a two step unit: it operates with CDR of two in the primary-navigation portion of the river, and is flipped over to show its CDR of one in the secondary-navigation portion (see below). It may not go into the tertiary portion of the river.

9.18 Yangtze River Navigability
The Yangtze is divided into three navigability portions (or sectors). The primary sector runs from Shanghai, on the coast, to 3618 inclusive. The secondary sector runs from 3619 (marked with an anchor symbol on the map) to 4224 inclusive. Those first two sectors are the same in all their effects except as note for YRF movement in the rule above. The tertiary sector, which runs from 4324 to 4727 inclusive, only has applicability in terms of the appearance of the two CCP armies (see 8.8). For regular movement purposes, they’re considered non-river hexes.

10.0 COMBAT
10.1 Combat Procedures
After you’ve determined the Chinese defense force in the hex you’re attacking, go through the steps in the sequence given below in order to fully resolve that battle’s first round. Note that when rolling CDR, one “hit” always equals one step loss among the force receiving that hit.

a. If the AVG unit is participating in this battle, its effect is to reduce one involved two-step Japanese ground unit one step or, if no Japanese two-step unit is involved, eliminate any one-step unit. The AVG’s participation counts toward the overall Chinese defensive force in that hex for that battle. When the one Japanese step is eliminated, put the AVG back into the force pool; it doesn’t generate any more effects for that battle. The AVG may fight any number of times on Turn 2; after each battle, roll one die: on a 1 eliminate the AVG permanently, on a 2-6 return it to the Chinese force pool (it is removed from play at the start of Turn 3).

b. Roll one die for each strength point of CDR among the involved Chinese force. Those hits are implemented and take effect instantly among the involved Chinese force.

c. Roll one die for each strength point of CDR among the involved Chinese Communist (red) and Nationalist elite units (white on black). Those hits are implemented and take effect instantly among the involved Japanese force.

d. Roll one die for each strength point of CDR among the involved Japanese ground units (including Puppet units). Those hits are implemented and take effect instantly among the involved Chinese force.

e. Roll one die for each strength point of CDR among the involved regular and garrison Nationalist Chinese units. Those hits are implemented and take effect instantly among the involved Japanese force.

f. After all those rolls and hits have been implemented, that round of combat is over.

g. If all the involved Chinese units have been eliminated by Japanese fire, you’ve won that battle. Put all eliminated but replaceable Japanese units in the Reserve Box (if this is the first phase) or in the box for the next turn (if this is the second phase). For Japanese units with asterisks roll one die for each unit and place the unit that number of turns ahead on the Turn Track (eliminated if beyond turn 4).

h. Japanese Garrison (green) units are removed from the game. For each eliminated Elite or Regular Nationalist Chinese unit, roll one die: if the die roll is greater than the combat value of the unit, put it back in the Chinese force pool. If it is equal to or less than the combat value, it is eliminated. Chinese Communist units always return to the force pool.

i. Adjust the Japanese Control markers as needed to designate the new control status of the hex where the battle was just fought.

j. If, instead, all involved Japanese units were eliminated by Chinese fire, the battle is also over but you have lost it. Surviving Chinese units remain in place in the battle hex. They may potentially be attacked again that same phase by a fresh Japanese force. All eliminated units are placed as above.

k. If a combat round ends and there is/are one or more surviving involved units on both sides, you need to decide if you will initiate another round of battle. If you decide to continue, process both sides’ already eliminated units as described above, then go back to the first step and execute a new battle round.

10.2 Hit Numbers
A CDR die roll is a “hit” on a 5 or a 6 when rolled by any Imperial Japanese units or Chinese elites (white on black). Japanese Puppet units and Nationalist Chinese non-elites only hit on a 6.

10.3 Flood Plain Hexes
If a battle is being fought in a flood plain hex, start by rolling a die to check for a flood, even before checking for a random event. If that result is a six, remove Japanese units from the game. For each eliminated Japanese unit, put the unit back in the Chinese force pool as needed to designate the new control status of the hex where the battle was just fought.

10.4 Chinese Depots
During Turn 1, if a battle hex contains a Chinese depot, that marker always and automatically absorbs the first step loss generated by Japanese hits. In doing so, the marker is itself permanently eliminated. Remove any still surviving depot markers at the start of Turn 2.
10.5 Fortifications & Rough Terrain
If a hex contains rough terrain or a fortification marker, during a battle, all Imperial Japanese CDR hit only on sixes for the first round. There are no effects in subsequent rounds. Permanently remove the fort marker when the Japanese take the hex.

10.6 Great Chinese Victories
Any time a Japanese force that started with four or more units is eliminated in combat (not by random event), it constitutes a “Great Chinese Victory.” For the rest of that phase all Chinese CDRs are increased by one. This may occur anew each phase (but the effect isn’t cumulative within or from phase to phase or turn to turn, i.e., only once per phase).

10.9 Allocating Step Losses
Whenever you have step losses to allocate among an engaged Japanese force, you’re generally free to apportion them among those involved units as you see fit. The exception is all units with asterisks must be eliminated before any replaceable ones eliminated. You’re always free to apportion Chinese eliminations any way you want.

11.0 TURNS 2 & 3 SPECIAL RULES
To simulate the logistical constraints brought on by the immense area of occupation and Japanese war efforts in other areas as well as the lack of strategic direction prevalent during the 1939-1942 time frame, the following special rules apply during Turns 2 and 3.

11.1 Japanese forces have only 12 MP per operation and are limited to one to four units per operation. There is no Second Movement & Combat Phase.

11.2 The objective for each operation is randomly determined by consulting the Turns 2 and 3 Objective Table. Each objective generally allows for the player to determine the specific objective as well as the force to allocate in an operation to take the objective. For each objective the player must assign at least one unit. Roll for Chinese defense force as per the Defense Table. Rounds continue until all non-garrison Japanese units have participated in an operation.

11.3 The first time Changsha is the objective, draw three Chinese units plus a fort and a depot and place in Changsha. Roll for additional units as usual.

11.4 In the case of CCP guerrilla attack, one CCP unit from the Base Area is presumed to have conducted a raid and at least one Japanese unit must be assigned and one round of combat occurs between the CCP unit and the Japanese force. The RR hex chosen must be one that increases the number of breaks the Japanese will have to repair if possible (i.e., 1417 and 1618 would be first and second, then 2215 and 2219. The next one would depend on the Japanese RR net.

12.0 TURN 4 SPECIAL RULES
This game presumes that after the Midway disaster and the American invasion of Guadalcanal, the leadership in Tokyo recognized the necessity of bringing the conflict in China to a conclusion in 1943 and backed Operation Go-Go rather than siphon off combat and logistical support to aid the defense in the Solomons and elsewhere in the Pacific.

12.1 Japanese forces have 18 MP per operation. There is a Second Movement & Combat Phase.

12.2 The player is free to conduct operations as he sees fit.

12.3 All RR break hexes must be repaired by moving a Japanese unit into the hexes and defeating any Chinese Defense forces.

12.4 Add one Chinese unit for all hexes in Szechuan province except Chungking. For Chungking, roll once and add the indicated number of units to the garrison deployed there.

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Turns 2 and 3 Objective Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Additional forces. One division on garrison duty is ordered into action. Pick any one division and add it to your available forces for this turn.</td>
</tr>
<tr>
<td>2</td>
<td>Additional forces. One brigade on garrison duty is ordered into action. Pick any one brigade and add it to your available forces for this turn.</td>
</tr>
<tr>
<td>3-4</td>
<td>Capture Port. Select a Chinese controlled port and attempt to capture it. If Turn 3, includes European Treaty Ports (no Chinese Defense die roll-just designate one unit and occupy). If all ports occupied, roll one die: 1-3 = Drive on Changsha, 4-6 = Guerilla attack.</td>
</tr>
<tr>
<td>5</td>
<td>Drive on Changsha. Attempt to capture Changsha. The Japanese player must select one to four units and start them in the closest controlled city (usually Wuhan or Yuchow). Chinese defense force in Changsha is three units, a fort and supply depot, plus a die roll of additional units. If Changsha has been captured, roll one die for an alternate objective: 1-3 Capture Port, 4-6 Guerilla attack.</td>
</tr>
<tr>
<td>6</td>
<td>Guerilla attack. Select one CCP unit and pick a RR hex North of hex row 30xx between two Japanese controlled cities that does not have a RR break counter. Conduct one round of combat. If the CCP survives, place a RR break counter on the hex. If the CCP unit is eliminated, no RR Break counter is placed and the CCP unit is placed on the next turn.</td>
</tr>
</tbody>
</table>
**Excluding Hainan and the CCP Base Area which have fixed garrisons.**

*From 2505 to 4123, inclusive.

**Excluding Hainan and the CCP Base Area which have fixed garrisons.**

---

### 8.2 Chinese Defense Table

<table>
<thead>
<tr>
<th>Hex Priority Type</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
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<td>2</td>
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<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Railroad &amp;/or Yangtze River with City (e.g., Changsha)*</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Railroad &amp;/or Yangtze River*</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Others**</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

*Note: add one to the result for all hexes in Szechuan during Turn 4. (see 12.4).*

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### 9.10 Movement Costs Table

<table>
<thead>
<tr>
<th>Terrain Types</th>
<th>Entry Costs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supplied RR &amp;/or Supplied Yangtze***</td>
<td>1</td>
</tr>
<tr>
<td>Rough</td>
<td>4</td>
</tr>
<tr>
<td>All Others</td>
<td>2</td>
</tr>
</tbody>
</table>

***This cost only available when moving from one such hex to another over a hexside crossed by a supplied railroad or river.