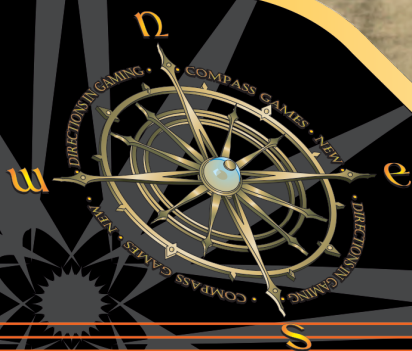


THE RUSSO-JAPANESE WAR

RULEBOOK Port Arthur



Compass Games
New Directions in Gaming

If any of these parts are missing or damaged, please contact the publisher:

Compass Games LLC
PO Box 271
Cromwell, CT 06416
USA

Phone: (860) 301-0477

E-Mail: support@compassgames.com

Historical Research, and Game Design—Marc William Miller

Art Direction—Paul Richard Banner Game Production

Project Director—Julian Thomas

Art and Design—Tiffany Munro

© 2023 Compass Games, LLC

Public domain art from Thrilling stories of the Russian-Japanese War by Miller, James Martin, 1859-1939

Contents

Page 3: 1. INTRODUCTION, 2. GAME COMPONENTS, 3. TURN SEQUENCE, Table 1

Page 5: 5. ZONES OF CONTROL, Table 2

Page 6: 6. STACKING, 7. SUPPLY

Page 7: 8. COMBAT, Table 3

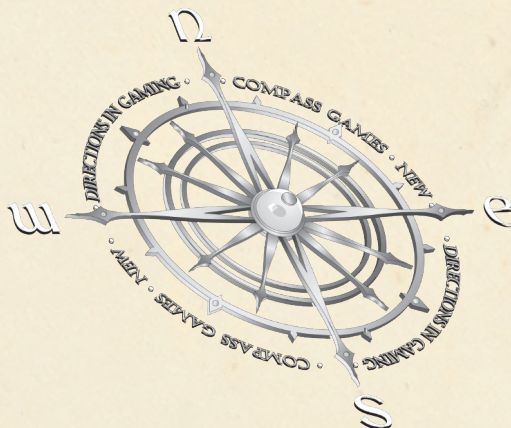
Page 8: 9. HIT REGENERATION, 10. FORTRESSES, 11. RUSSIAN COMMAND PARALYSIS
12. SPECIAL UNIT TYPES

Page 9: 13. INVASION

Page 10: 14. THE NAVAL CAMPAIGN, 15. VICTORY

Page 11: NOTES ON UNIT DESIGNATION CONVENTIONS, THE MANCHURIAN CAMPAIGN

Page 12: RUSSIAN FORCES, JAPANESE FORCES, UNIT INVENTORY





THE RUSSO-JAPANESE WAR

1. INTRODUCTION

Port Arthur is a strategic game simulation of the land campaign in Manchuria, fought between Russia and Japan from 1904 to 1905.

Individual counters representing infantry divisions and cavalry and artillery at lower levels maneuver on a map depicting the lay of the land in Manchuria, with units engaging in combat while seeking national objectives.

Port Arthur is a companion game to *Tsushima*, covering the Russo-Japanese War's naval campaign. Together, the two games allow a combined simulation of the entire war. Individually, the games are available to the gamer should they wish to devote their time solely to a military or naval environment.

2. GAME COMPONENTS

Port Arthur consists of a game map, a sheet of die-cut counters and markers, and this set of rules and charts. You will need two dice.

The game map portrays Manchuria, from Port Arthur to Mukden. The hexagonal grid superimposed on the map regulates terrain and permits a discrete definition of movement and combat effects. Each hexagon represents 6.6 statute miles. In the margin and borders of the map, various charts and tables are presented for ease of play.

The sheet of die-cut counters provides the land forces which contended to possess Manchuria. The format for information on these counters is illustrated in Figure 1 below. Each counter is color-coded to denote nationality, and symbols and color codes are listed in Table 1.

3. TURN SEQUENCE

Port Arthur is played in turns, also called game turns, each representing one month of real time.

Each turn is divided into seven phases: a Japanese player turn of 3 phases, a Russian player turn of 3 phases, and a terminal phase. The sequence of these phases is as follows:

JAPANESE PLAYER TURN

Phase 1. Japanese Movement. The Japanese player may move his troop units.

Phase 2. Japanese Combat. The Japanese player may attack enemy units.

Phase 3. Japanese Supply and Reinforcement. The Japanese player may conduct supply movement and unit hit regeneration. Japanese siege fire occurs during this phase.

Russian Player Turn

Phase 4. Russian Movement. The Russian player may move his troop units.

Phase 5. Russian Combat. The Russian player may attack enemy units.

Phase 6. Russian Supply and Reinforcement. The Russian player conducts supply movement and unit hit regeneration.

Phase 7. Terminal Phase. All other activity occurs during this phase, including contention for control of the seas and turn record notation.

At the end of each phase, mark the fact by moving a marker counter to the next phase box on the Turn Record Chart. At the end of the terminal phase in a turn, mark the end of the turn by moving the marker counter to the new month. When the transition from December to January occurs, mark the change to a new year.



THE RUSSO-JAPANESE WAR

TABLE 1—SYMBOLS AND ABBREVIATIONS

Unit Types

	Infantry
	Cavalry
	Cossack Cavalry
	Artillery
	Seige Artillery
	Guard Infantry
	Garrison
	Guard Cavalry
	Kobi (Blue and White)

Symbols

	Hit/Supply Counter
	Port

The seventh (terminal) phase in a turn is used for miscellaneous activity, as required in the rules, such as major ship repair, troop transport, and morale determination. At the end of each phase, mark the fact by moving a marker counter to the next phase box on the Turn Record Chart.

COLOR CODE

RUSSIANS:

Green with White East Siberian

White with Green Russian Siberian

Green with Black Russian European

JAPANESE:

Blue with Black Regulars

White with Blue Kobi

Blue with White Guards

White with Blue and Green Japanese captured

Russian artillery

XXXX Army

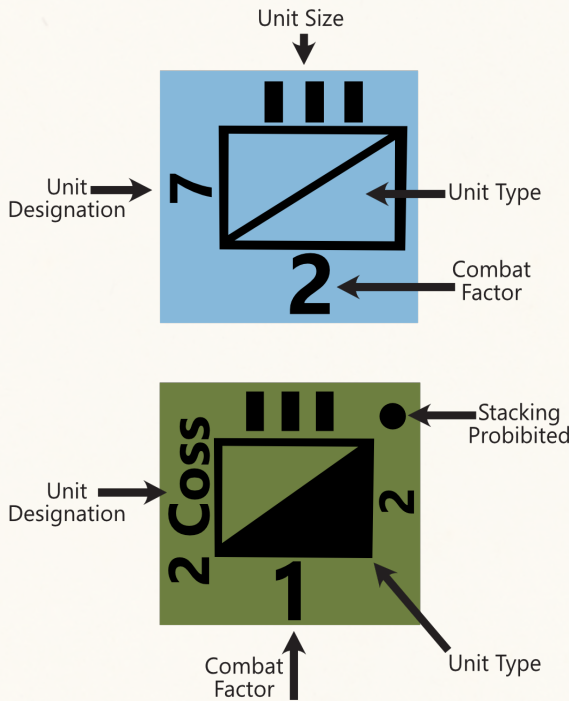
XX Division

III Regiment

II Battalion

At the end of the terminal phase in a turn, mark the end of the turn by moving a marker counter to the new month. When the transition from December to January occurs, mark the change to a new year.

THE RUSSO-JAPANESE WAR



4. MOVEMENT

Each unit in Port Arthur has a movement factor expressed in movement points. The cost for a unit to move into various terrain hexes is also expressed in movement points, and a unit may expend up to its full movement factor each turn as it moves across the map. Thus, for example, a unit with a movement factor of 6 could expend 6 movement points during its movement phase.

Each unit may expend all, part, some, or none of its movement points during its movement phase but may not transfer its unused movement points to any other units, nor accumulate its points for later turns. Units may never move into or through hexes containing enemy units.

The specific costs to enter hexes is given in the Terrain Effects Chart.

Seasonal Movement: Unit movement factors are not printed on the unit counters because they vary with the seasons. Each turn, the Movement Table on the map is consulted, and the current movement factor is determined.

Note that Japanese Cavalry and Kobi have the same, rather poor movement factor, while Russian Cossack and Cavalry have a definite movement advantage.

TABLE 2—MOVEMENT RATES

Unit Type	Spr	Sum	Fall	Win
Infantry	3	5	4	3
Guards	3	5	4	3
Japanese Cavalry	3	5	5	3
Guard Cavalry	3	5	5	3
Kobi	3	5	5	3
Russian Cavalry	6	10	9	6
Cossack	6	10	9	6
Garrison	2	3	3	2
Artillery	2	3	3	2
Special Garrison*	1	2	2	1
Siege Artillery	1	2	2	1
Supply Ctrs	2	3	3	2

*Special Garrison units are the Russian break-down battalions for the 1st Siberian Infantry division.

Railroad Movement: Movement by railroad is at an accelerated rate, provided the rail line in use is under friendly control. Friendly control is exerted if all rail hexes traversed are garrisoned by having a friendly unit in or adjacent to the rail hex. Units moving along a rail line expend 1/5 movement points per hex entered.

Japanese rail movement is restricted to 3 units per turn until the railroad yards at Dalny (the Dalny city hex, 4520), the coal mines at Yentai (hex 1020), and the railroad connecting them are under Japanese control.

Fortress Troop Movement: All units within 4 hexes of a friendly fortress are exempt from movement penalties, costs, and restrictions, providing they move no farther than 4 hexes from the fortress, and remain in supply.

Fortress troops using fortress troop movement may be removed from the board, and replaced on the map (still within 4 hexes of the fortress) in any combination or position desired, provided they are placed in supply.

Strategic Movement: The movement of units between Manchuria and other areas is accomplished using strategic movement zones, each representing approximately one month's travel time.





THE RUSSO-JAPANESE WAR

Each zone may contain any number of units at any time, but the number of units capable of moving from any one zone to its neighbor is restricted. In each zone box, a number appears adjacent to the path to the next box. This is the number of combat strength points that may move to the next zone in one turn. For example, the transport capacity in Russian strategic zones is 20. Out of all the units located in the European Russia zone, the Russian player would be capable of moving only 20 combat strength points into the Irkutsk zone in one turn. More units could enter Irkutsk from the Harbin zone, and units in Irkutsk at the beginning of the turn could still move to European Russia, but only 20 combat strength points could move from European Russia to Irkutsk.

Japanese strategic movement zones generally have a higher transport capacity but are treated in essentially the same way. Additionally, however, Japanese strategic movement between Japan and Fusan, Cis-Yalu Korea, and Invasion Ports is by sea and may be affected by Russian Control of the Seas (see the Naval Campaign Rule). The location of the Invasion Ports of the strategic zone marked with the Invasion Port Anchor is subject to Japanese choice under the Invasion Rule. Units may not enter a strategic movement zone unless no enemy units are present in that zone.

5. ZONES OF CONTROL

Each infantry unit (including Japanese Guards Infantry and Guards Kobi) has a Zone of Control (ZOC) extending into the six hexes immediately adjacent to it. This Zone of Control affects the movement of enemy units and may be used to judge possession of territory.

Any unit which enters an Enemy Zone of Control (EZOC) must stop and may move no farther during the movement phase of that turn. A unit that begins a turn in an EZOC may move to any uncontrolled hex and then continue movement normally, or it may expend its entire movement factor to move directly to an adjacent, otherwise enterable hex in an enemy ZOC.

Zones of Control do not extend into town

hexes, across river hex sides, or across full rough hex sides. The Fortress Troop Movement Rule allows a player to ignore enemy ZOCs under certain circumstances.

6. STACKING

More than one unit may be present in a hex, subject to certain restrictions:

1. No more than five units may be present in a hex.
2. No more than two of the five possible units in a hex may be divisions. (Divisions are marked with the XX on the top of the unit box.)
3. Units with a stacking prohibitor symbol may not stack. They may move into the same hex for unit consolidation, but it must be completed by the end of the phase.

A hex may only contain units of one player; their opponent may not move their units into the hex.

Stacking restrictions apply at the end of the owning player's movement phase. Each unit violating stacking receives one hit and may neither attack nor defend. The owning player always designates which units are in violation of stacking.

Unit Consolidation: Some units may be consolidated into larger units. In all such cases, two units of the same size and type will bear an identical higher unit designation (to the left of the unit symbol box) and a larger unit counter with that designation will be provided. When the two smaller units are in the same hex during the movement phase, the owning player may remove the two from the map and substitute the larger unit counter.

For example, the Japanese First-13 and the First-14 Cavalry Regiments may be consolidated to form the Japanese First Cavalry Brigade, allowing greater strength within stacking limitations.

Kobi Brigades: Japanese Kobi Brigades may only attack if stacked with the infantry division of the same designation. They may defend normally in all cases.





THE RUSSO-JAPANESE WAR

7. SUPPLY

Units may not make attacks unless they are in supply. Non-artillery units are adversely affected if defending while out of supply. Artillery units out of supply defend at zero strength.

Supply is judged in two ways: to an intrinsic supply source or a supply counter over a traced supply line of a specific length.

Intrinsic Sources: Russian Fortresses, Japanese Invasion ports, and Japanese-held Cis-Yalu Korea serve as intrinsic supply sources, each with a capacity of 4. Each source may serve to supply 4 attacks per turn. Intrinsic sources are never expended when used and may be reused on succeeding turns.

Russian Fortresses and Japanese Invasion Ports are specific hexes. Japanese held Cis-Yalu Korea is defined as all hexes east of the Yalu River (running from hex 1706 to hex 1004), as well as the strategic movement zone. If the map area is free of Russian units, any hex may serve as the source of supply. If not, supply must be traced from the strategic zone.

Supply Counters: Hit markers are also used to represent supplies; each marker can supply one attack. The supply counter is expended when used to supply an attack and removed from the map. Supply counters are created without cost in European Russia or Japan. A supply counter is always worth 2 combat strength points for the purpose of transport by sea or by strategic movement zone

Supply Lines: A unit or stack is in supply if it can trace a supply line, free of enemy units or their Zones of Control, to a supply counter or intrinsic source. This line may be A) three hexes or less to a road, and then seven hexes or less along the road to the source for a total length of ten hexes or less, B) three hexes or less to a rail line, and then any distance along the rail line to a supply source, or C) within 4 hexes of a supply source.

During his combat phase, the attacking player must designate the source of supply for each attack at the instant of attack. If a supply

counter is used, it is expended and removed from play. The defending player is in supply if he can trace any supply line to a supply source. Supply is not expended in defense, and one source may supply any number of units defending. If units are attacked while out of supply, the attacker adds 2 to the combat die roll.

Units in strategic movement zones are always in supply.

When supply counters are in a stack, place them under all units to avoid confusion with hit markers. Note that supply counters are also expended for hit regeneration.

Supply counters move at the rate of garrison troops, but during the supply and reinforcement phase.

Supply or lack of supply does not affect movement ability.

8. COMBAT

During a player's combat phase, a player may make attacks against enemy units, provided he meets the restrictions and requirements of this rule.

Any unit or group of units in the same stack may attack any enemy unit or group of units in a stack adjacent to them. This is called an attack. The attacking player sums the combat factors of all attacking units and then sums the combat factors of all defending units: A ratio of these sums is formed, always expressing the attacking sum first. This ratio is rounded, if necessary, in favor of the defender to obtain an even ratio as presented in the Combat Results Table.

Die roll modifications may be called for by certain circumstances, and these additions are determined before the die is rolled.

One die is rolled, and the die roll result is modified as necessary and compared to the proper odds ratio column of the CRT. The combat result is noted and implemented immediately before any other attacks are made.

Any number of attacks may be made in a turn, subject to the Supply Rule. No specific unit,



THE RUSSO-JAPANESE WAR

however, may attack or be attacked more than once.

Combat Results: The CRT indicates the results of each battle in terms of hits to be distributed among the defenders in combat. A number on the CRT indicates the total number of hit markers which must be placed on the defending units.

For example, a combat result of 3 would mean that 3 hit markers must be distributed among the defending units. Three hits might be placed on one unit (destroying it), or one hit may be placed on each of the three units, etc. Hits are placed individually and may not be placed on destroyed units.

The owning player determines the placement and distribution of hits on his units. Except in the case of a rout result, hits may only be placed on units attacked.

An R result on the CRT indicates a “Rout.” All units in the defending hex (including units not actually defending) are subject to the rout result. Each unit in the hex receives one hit, and all units are retreated, (together, as a stack) four hexes, by the attacking player. Priority of retreat is restricted only because the attacker may not retreat units out of supply if a position in supply is available.

A unit may retreat (when routed) through enemy ZOCs without ill effect. (If surrounded by enemy units, however, the unit could not retreat and would be eliminated immediately instead)

Hits affect the combat strength and existence of units. The table below indicates the effects of hits on units. Note that, prior to elimination of a unit (by the accumulation of 3 hits), hits may be removed under the provisions of the Hit Regeneration Rule.



TABLE 3—HIT EFFECTS

No Hits	Unit normal in all respects
One Hit	Unit may not attack Defends normally
Two Hits	Unit may not attack Defense strength halved
Three Hits	Unit eliminated

Retreat Before Combat: After an attack is declared against an individual, unstacked cavalry, cossack, or Kobi unit, that unit may retreat one hex, taking one hit, before the attack is resolved. All units in the attacking stack (including those not attacking) may advance into the vacated hex. Because the attack has been allocated, the expenditure of the committed supply is required.

Advance after Combat: Any hex vacated by the defender may be occupied by the attacker using any units adjacent to the vacated hex. This advance must be made immediately after combat resolution. Units that make the advance but have not made any attack may then make any otherwise allowed attack.

Special Restrictions: While attacks against less than a complete enemy stack are allowed, they are restricted. The attack must include, as defending units, ALL divisions before it may consist of any other units. Thus, an attack may be directed against one division, two divisions, or all divisions in the hex and any number of other units present, at the attacker’s option. When less than a full stack is attacked, add one to the die roll result before consulting the CRT.

Suppose all divisions in a stack have been attacked already during the turn. In that case, the remainder of the units in the stack may not be attacked, because it would be impossible to attack the remaining units without also attacking the divisions.

Supply Considerations: If the defending units are out of supply, add two to the die roll before consulting the CRT. Die roll modifications are cumulative.



THE RUSSO-JAPANESE WAR

9. HIT REGENERATION

Hits inflicted on units as a result of combat or stacking may be removed by the expenditure of supply counters. Only one hit may be removed from each unit per turn, and any number of units may have hits removed. One supply counter is expended to remove one hit from one unit, and a supply counter may never be used to remove more than one hit.

The specific unit having a hit removed must be on or adjacent to a supply counter during the player's supply and reinforcement phase, and that supply counter is removed from play; one hit marker is removed from the unit.

10. FORTRESSES

Two fortresses are present on the map, one at Mukden and one at Port Arthur. Each consists of a central fortress hex and a series of adjoining "outer works" hexes.

The special movement provision for fortress troops in the Movement Rule applies to units within 4 hexes of the central fortress hex.

Units in "outer works" hexes are doubled in defense while retaining their normal combat factor in the attack. The outer works benefit applies only to the player occupying the central fortress hex.

Units defending in the central fortress hex (except for cavalry, Kobi, and cossack) are tripled in defense while retaining their normal combat factor in the attack.

Garrison troops normally may not attack because their combat factor is defensive only. However, when in a fortress hex, they may attack at face value.

11. RUSSIAN COMMAND PARALYSIS

Russian reaction to the Japanese attack was slow and poorly directed. Initially, only Russian units within 10 hexes of Japanese units may move. At the beginning of each Russian movement phase, the Russian player rolls one die: When the cumulative total die roll equals or exceeds 20, all

Russian units may move. Command Paralysis does not apply to strategic movement or railroad movement.

12. SPECIAL UNIT TYPES

A. Cavalry: The cavalry symbol is used to denote 4 general types of units (cossack, cavalry, kobi, and guard cavalry) in Port Arthur. All are treated substantially identically, with minor variations due to specific type and nationality.

The movement rates for the various units is listed on the map and in the Movement Rule.

Certain Russian cavalry and cossack units are marked with a stacking prohibitor and may not stack with other units.

If unstacked, cavalry, cossack, and guard cavalry are tripled when defending in a pass hex.

B. Artillery: Artillery units have special characteristics, differentiated into regular artillery and siege artillery.

Regular artillery functions as an ordinary unit, but it may neither attack nor defend if out of supply.

Siege artillery functions entirely differently. Each siege artillery unit has a range of 2 hexes. A stack of siege artillery may thus attack a hex not adjacent to it. The total combat strength of the siege artillery firing is noted, and the Siege Fire Results Table is consulted. A die is rolled, and the resulting hits are applied to the target stack.

Siege artillery fire always requires the expenditure of a supply counter and may never use intrinsic supply. Siege artillery in supply to a supply counter defends normally. If out of supply, it defends with a strength of zero. Siege fire takes place during the Supply and Reinforcement Phase of the players turn.

Russian artillery, represented as a part of Russian divisional strength, may be captured. In every case where a Russian division receives a rout result in combat, and the Japanese player occupies the vacated hex, the Japanese player receives one 2-factor captured artillery unit on a die roll of 5 or 6. Roll once for each routed division.





THE RUSSO-JAPANESE WAR

C. Kobi Brigades: The Japanese mobilization system included second line reserve, or Kobi brigades, drawn from the same areas as the mobilized infantry divisions. All white with blue brigades in Port Arthur are Kobi brigades. Although essentially infantry, their characteristics dictated that they be portrayed with a cavalry symbol.

A Kobi brigade may only attack if stacked with the infantry division of the same number, and it may always defend.

Kobi brigades appear in the Japan zone on the May 1904 turn and may not be used before that time.

D. Garrison units: Units bearing the garrison symbol represent fortress or non-combat troops. Generally, they only defend if engaged in combat.

E. Japanese Army Headquarters: Japanese Army Headquarters allow an extension of supply lines and the ability to make coordinated attacks.

Two Japanese stacks, each adjacent to the same Army Headquarters, may make a combined attack against an enemy stack or partial stack. This is an exception to the normal rule allowing only units in the same stack to attack together.

Each Army headquarters may function in the above manner no closer than 5 hexes to another Army headquarters.

Army Headquarters are infantry and do have zones of control.

F. The Siberian First Infantry Division: This unit may be broken down, at any time, into 14 1d factor troop battalions, for use in garrisoning the railroad. Once broken down, it may not reform. Normally they may not attack.

G. Japanese Guard Units: The Imperial Guard Division, its Kobi Brigade, and the divisional cavalry regiment were committed to the battles in Manchuria.

A rout result in a hex containing these units does not apply to them. All other units are routed and marked with one hit. Guard units will only receive the one-hit result on a die roll of 3 or higher and retreat if that die roll is 5 or higher. Roll once

for each unit per rout result. Note that Guard Kobi has a zone of control, while regular Kobi does not.

13. INVASION

The Japanese player may place invasion port counters and transfer troops from Korea to them by sea. During the Japanese movement phase, the Japanese player may place one invasion port counter in any partial sea hex, free of enemy units or their zones of control. They have a total of 4 such counters and may place no more than one per turn. Note that unless the port is placed in a hex containing a road, its supply line ability will be quite short. The Japanese may only use invasion mobility (the movement after landing) through an invasion port. Ordinary ports on the map do not count. No more than one invasion port counter may be placed in any one hex

Each port is an intrinsic supply source. Once placed, it may not be moved. A port may be destroyed if enemy units enter the hex containing it.

Up to 20 combat strength points may be transferred, using the strategic movement zones, to invasion ports per turn, provided the Japanese player has control of the seas. Unlike other strategic movement zones, a unit may never end a turn in the invasion zone. They must be transferred to the port ashore during the movement phase. Units transferred may move their full movement factor after landing.

14. THE NAVAL CAMPAIGN

As the war in Manchuria progressed, four important events occurred at sea, each with its own effects felt ashore. These four events were: The initial attack on Port Arthur; the Russian Fleet Sorties; the Fall of Port Arthur; and the Arrival of the Baltic Fleet. Each influenced the assumed Japanese control of the seas.

The Attack on Port Arthur: On the initial turn, the Japanese player rolls one die; a result of 5 or 6 indicates the attack was ineffective, and the Russian controls the seas for Feb, Mar, and April. Otherwise, control of the seas remains with the Japanese.





THE RUSSO-JAPANESE WAR

The Russian Fleet Sorties: Every turn (except no sooner than June if the initial Japanese attack on Port Arthur is successful), the Russian fleet may sortie. Each player rolls one die: if the Russian rolls at least three times the Japanese roll, Russia controls the seas for this and the next turn. Otherwise, control of the seas remains with the Japanese.

However, if the Russian sorties and the Japanese roll equals the Russian roll, the Russian fleet is crippled and may not sortie again until it makes an enabling roll of 5 or 6 on the turn before the sortie.

The Fall of Port Arthur: When Port Arthur is occupied by the Japanese, the Russian fleet may not sortie again.

The Baltic Fleet: After 6 successive turns without controlling the seas, the Russian player may elect to commit the Baltic Fleet. It sorties exactly 8 turns later. If the Russian player controls the seas, it makes port without combat. If the Russian player does not control the seas, it must fight. If it does not win, it is crippled. If Port Arthur has not fallen, it makes port there. If Port Arthur has fallen, it makes port at Vladivostok.

The Baltic Fleet is a new fleet and may sortie under the above rule, and it may sortie alone or in the same turn as the original fleet. Both Russian fleets must be defeated (if they both sortie) for the Japanese to control the seas.

The Baltic fleet may be combined with the original fleet (if both are uncrippled), making a new, stronger fleet. This new fleet controls the seas if its die roll exceeds the Japanese die roll result.

Russian control of the seas prohibits the direct transfer of Japanese units between Japan and Cis-Yalu Korea, and between Cis-Yalu Korea and invasion ports. Invasion ports may not be placed, and they lose their ability as intrinsic supply sources until the Japanese regain control of the seas.



15. VICTORY

The final goal in the campaign was always victory, which comes in several levels:

Russian Strategic Victory—

The Russians must control Port Arthur, Mukden, and the rail line from Port Arthur to Harbin, free of enemy units and their zones of control, at the end of the game.

Russian Tactical Victory—

The Russians must control Mukden and the rail line connecting Mukden with Harbin, free of enemy units or their zones of control, at the end of the game.

Japanese Tactical Victory—

Seize and hold, free of enemy units or their zones of control, both Port Arthur and Mukden, by the end of the game.

Japanese Strategic Victory—

Clear the map entirely of Russian units by the end of the game.

Optional Victory—

If the battle bogs down, and both players are in positions to frustrate the other's victory (you may note that the above conditions are not truly exclusive), optional victory may be allowed if both players agree.

First, both players agree to stop hostilities and begin determining optional victory. Time is important: every ten minutes passed in this phase, one full game turn elapses. If negotiations do not bring an agreement, either player may return to the map and continue fighting.

Under optional victory, there are two basic forms of victory, combat and territorial.

Combat victory is determined by each player counting the total unregenerated hits inflicted on his units. The player having the least hits has a combat victory.

Territorial victory is based on the total territory conquered by the Japanese. Both players must agree as to which holds the most

THE RUSSO-JAPANESE WAR

strategic position. Conceivably, a third party may be brought in for a judgment.

For those who prefer more straightforward victory conditions, settle any ties and stalemates by comparing total hits inflicted (not counting regenerated hits) and awarding the victory to the player receiving fewer.

NOTES ON UNIT DESIGNATION CONVENTIONS

Historical unit designations are printed on most combat unit counters. In cases where there is only one designation, on either the right or the left of the unit symbol box, that designation is the historical designation for that unit. If there are two designations, the one on the left is of the parent unit, and the one on the right is of the specific unit represented by the counter.

Some units may break down and re-combine under the Unit Consolidation portion of the Stacking Rule. The following is a list of the parent units for which component units are provided. Only these units and their components are allowed to use the Unit Consolidation rule.

Japanese

First Cav X

Second Cav X

Russian Siberian

Coss XX

Russian East Siberian

1 Inf XX (see Rule 12F)

Russian European

31 Inf XX

35 Inf XX

2 Cav X

2 Coss X

Ural Cav X

1 Coss X

Indep Coss X

Orenbg Cav XX

Units are listed by designation, unit type, and unit size.

THE MANCHURIAN CAMPAIGN

1904-05

Korea and Manchuria

Both Russia and Japan, in the developing years at the end of the 19th century, aspired to enter and fill the power vacuum in Manchuria and Korea. Russia and Japan were the only nations of any power with legitimate interests in the area.

In 1894, the Sino-Japanese War secured a lasting interest in Korea for Japan and a fleeting interest in Manchuria and Port Arthur. European pressure (noticeably Russian) forced a Japanese withdrawal, and the subsequent Russian occupation of Manchuria grated harshly. Negotiations for a Russian evacuation of the area, opened in August 1903, continued unsuccessfully until they concluded that talk would never resolve the problem.

As a Chinese philosopher later said: "Power comes from the barrel of a gun."

This game of the conduct of the Manchurian Campaign lasts 23 turns (from Feb 1904 to Dec 1905) or until six turns after the fall of Port Arthur, whichever occurs first. Place counters on the Time Record Chart at Phase I, February, and 1904.

Consult the Tables of Forces listed below, and place the units and items as directed. The Russian player sets up first. Units are prescribed by strength, type and unit size. Any units which fit this description may be deployed.

RUSSIAN FORCES

Anywhere West of the Yalu River—

Two Inf XX 10

Three Cav III 2

One Coss X 2

Within 4 hexes of Port Arthur—

One Inf III 3

Two Inf XX 10

One Gar II 4d

One Gar II 2d

Anywhere on the Railway—

Two Inf X 6

Three Inf XX 10

Three Cav III 2

Two Coss X 2

One Inf XX 12





THE RUSSO-JAPANESE WAR

(use the 1st Siberian Infantry Division, or its breakdowns. See Rule 12F.)

In Vladivostock—

Two Inf XX 10

One Gar II 4d

Two Cav III 2

One Garr II 6d

In Harbin—

Two Cav III 2

In Irkutsk—

Two Cav III 2

In Chabarovsk—

Two Coss III 1

In European Russia—

All remaining counters, and unlimited supply counters.

JAPANESE FORCES

In Fusan—

One Gar II 2d

In Japan—

All remaining counters, and unlimited supply.

UNIT INVENTORY

The next page is a reproduction of the unit counter sheet, as printed and provided with the game. It provides a complete record of the unit counter and markers necessary for the game, even after you have punched out all of the counters in the original sheet.

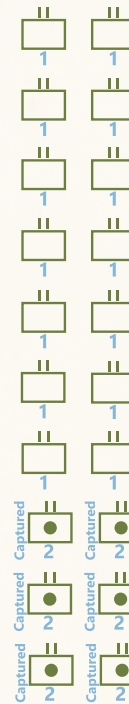
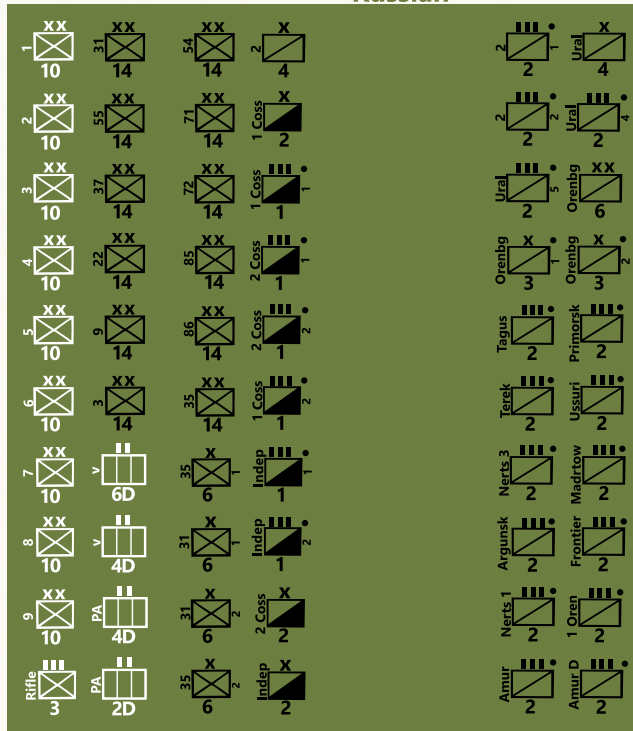




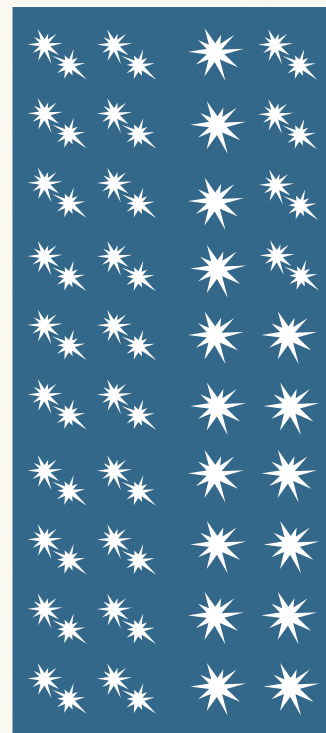
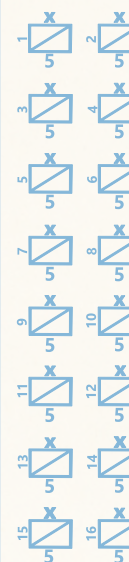
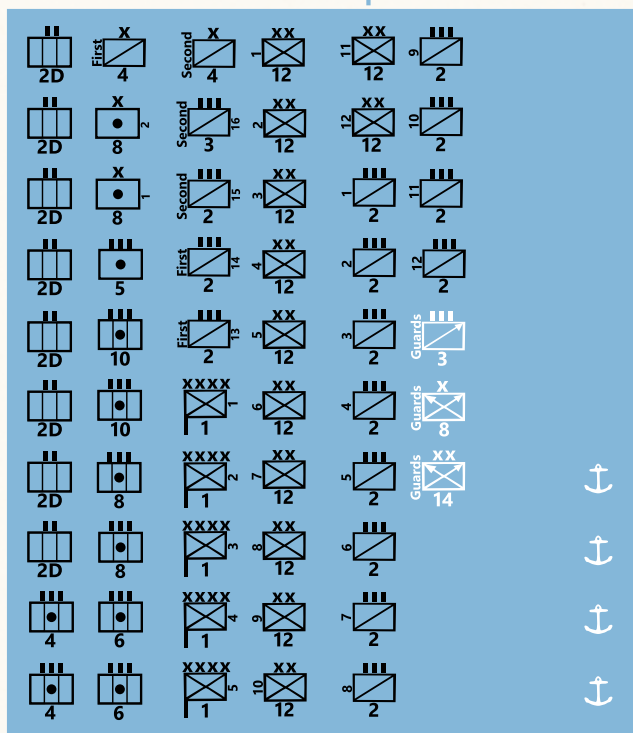
THE RUSSO-JAPANESE WAR

Port Arthur Countersheet

Russian



Japanese



THE RUSSO-JAPANESE WAR

Tsushima Countersheet

Japanese

B9 5 7 Mikasa 7(2) 2(4)	B7 4 5 Chin Yen 3(2) 1(1)	A9 6 4 Azuma 4(2) 2(2)	C6 6 3 Yoshino - 3(1)	C6 6 3 Tsushima - 2(2)	C6 4 2 Saiyen 2(1) 1(1)	M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)
B9 5 7 Asahi 7(2) 2(4)	B7 3 3 Fuso 3(1) 1(1)	A8 6 4 Yakumo 4(2) 2(2)	C6 6 3 Otawa - 3(1)	C6 5 4 Itsukushima 7(1) 2(3)	C5 5 1 Idzumi 3(1) 2(1)	M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	1
B9 5 7 Hatsuse 7(2) 2(4)	A8 6 5 Idzumo 4(2) 2(4)	C6 6 3 Nittaka - 2(2)	C5 5 2 Suma - 2(1)	C6 5 4 Matsushima 7(1) 2(3)	A7 6 4 Nisshin 7(1) 3(3)	M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	2
B9 5 7 Shikishima 7(2) 2(4)	A8 6 5 Iwate 4(2) 2(4)	C7 6 4 Chitose 4(1) 1(3)	C5 5 2 Akashi - 2(1)	C6 5 3 Naniwa - 1(3)	A7 6 4 Kasuga 5(2) 3(3)	M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	3
B8 5 7 Yashima 7(2) 2(3)	A8 5 5 Tokaiwa 4(2) 2(4)	C7 6 4 Kasagi 4(1) 1(3)	C5 5 3 Akitsushima 3(1) 2(2)	C6 5 3 Takachiho - 1(3)		M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	4
B8 5 8 Fuji 7(2) 2(3)	A8 5 5 Asama 4(2) 2(4)	C6 6 4 Takasago 4(1) 1(3)	C6 5 4 Hashidate 7(1) 2(3)	C3 5 3 Chiyoda - 1(3)		M1 4 0 Merchant -	M1 4 0 Merchant -	T2 4 0 Torpedo Boat - 1(3)	M1 4 0 Merchant -	5
B8 5 7 Isarevitch 8(2) 3(3)	B9 5 8 Pobieda 4(2) 3(2)	B9 5 8 Petrovsk 5(2) 3(3)	B9 5 8 Poltava 5(2) 3(3)	C7 6 3 Askold 3(3) 1(5)	C7 5 3 Diana 3(2) 1(5)	C7 5 2 Boyarin - 2(2)	C8 6 4 Variag 3(5) 1(5)	A9 6 5 Rurik 3(1) 3(4)	M1 4 0 Merchant -	M1 4 0 Merchant -
B9 5 8 Retvizan 8(2) 3(3)	B9 5 8 Peresviet 4(2) 3(2)	B9 5 8 Sevastopol 5(2) 3(3)	A7 5 6 Bayan 3(1) 2(4)	C7 5 3 Pallada 3(2) 1(5)	C6 6 2 Novik - 2(2)	A9 6 5 Gromoboi 5(1) 2(3)	A9 6 5 Rossia 5(1) 2(3)	C8 6 4 Bogatyr 3(4) 1(2)	M1 4 0 Merchant -	M1 4 0 Merchant -

Russian

A7 6 4 Nevelskoi 7(1) 3(3)	B7 5 6 Navarin 6(2) 3(2)	B7 5 5 Nikolai 3(1) 3(3)	D3 6 1 Destroyer 1(3) 1(3)		
A7 6 4 Amurski 5(2) 3(3)	B8 5 4 Nakhimov 2(3) 1(2)	B5 5 4 Apraxine 7(1) 1(1)	D3 6 1 Destroyer 1(3) 1(3)		
B8 5 7 Souvaroff 8(2) 3(3)	C7 5 3 Dmitri Donskoi 2(2) 1(2)	B5 5 4 Oushakov 6(2) 1(1)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)	1
B8 5 7 Orel 8(2) 3(3)	C7 5 3 Aurora 3(2) 1(5)	B5 5 4 Seniavin 6(2) 1(1)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)	2
B8 5 7 Alexandr III 8(2) 3(3)	C8 6 4 Oleg 3(4) 1(2)	B7 5 4 Monomach 3(2) 1(2)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)	3
B8 5 7 Borodino 8(2) 3(3)	C6 6 2 Izumrud - 2(2)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)	4
B8 5 6 Oslavia 7(2) 2(2)	C6 6 3 Svietlana - 3(2)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	D3 6 1 Destroyer 1(3) 1(3)	5
B9 5 7 Sissoi Veliki 6(2) 2(1)	C6 6 3 Almaz - 3(2)	T2 4 0 Torpedo Boat - 1(3)	D3 6 1 Destroyer 1(3) 1(3)	C6 6 2 Jemtchug - 2(2)	T2 4 0 Torpedo Boat - 1(3)