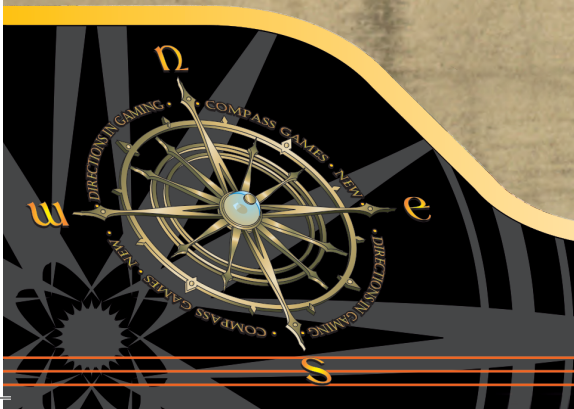
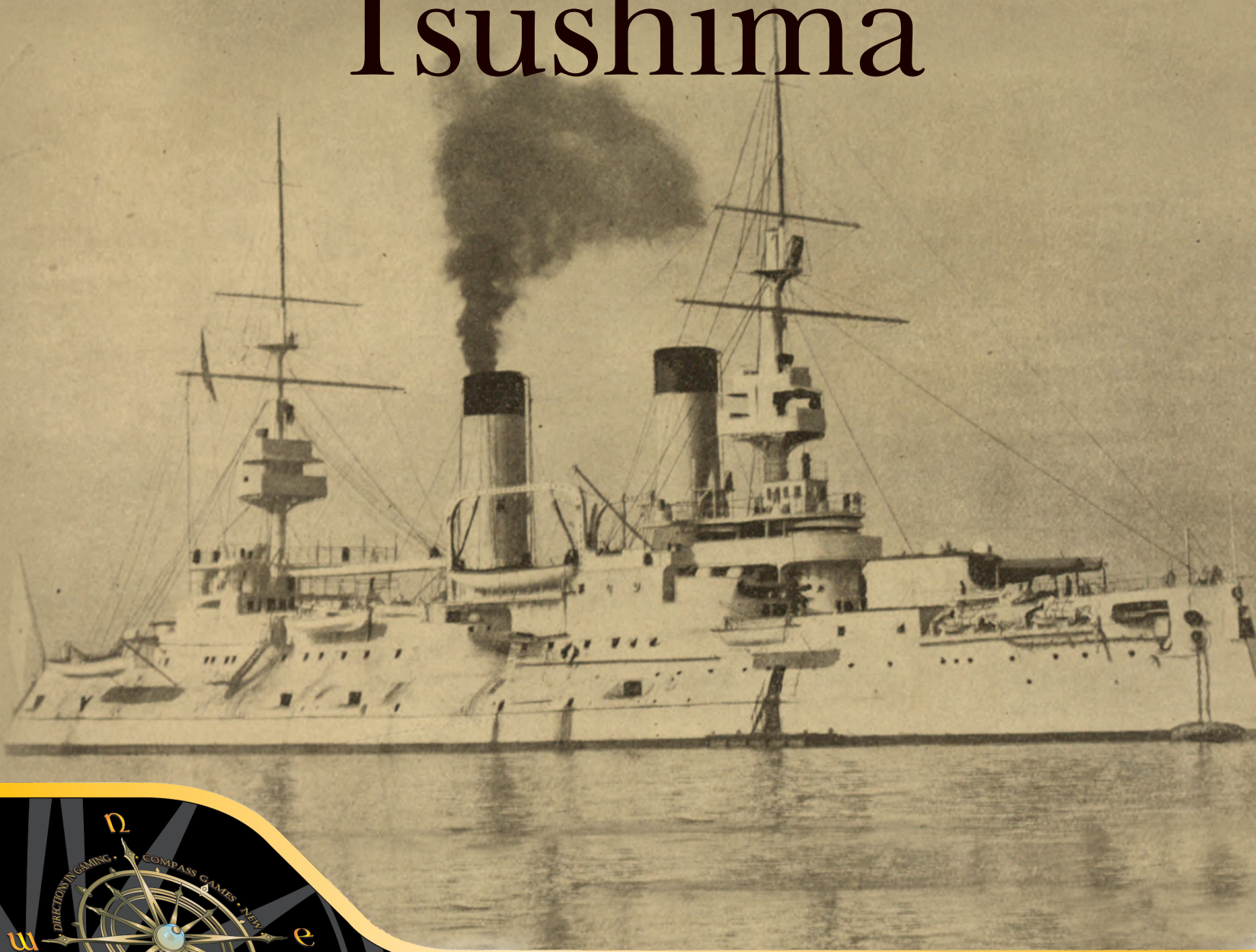


THE RUSSO-JAPANESE WAR

RULEBOOK  
Tsushima



Compass Games  
New Directions in Gaming



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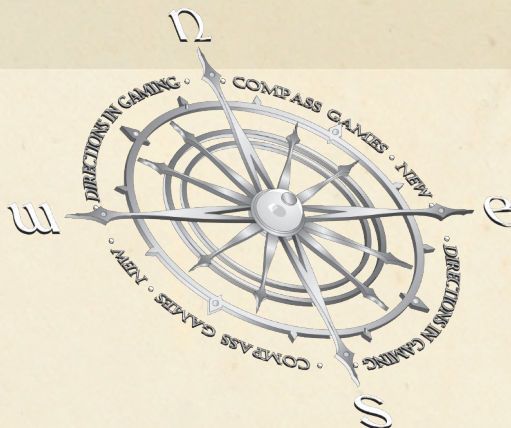
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# THE RUSSO-JAPANESE WAR

## 1. INTRODUCTION

*Tsushima* is a strategic game of the naval war between Russia and Japan, 1904-05. Individual ship counters range the map, searching for the enemy and when encounters occur, engaging in combat.

*Tsushima* is a companion game to Port Arthur, which covers the land campaign of the Russo-Japanese War in similar detail. Together, the two games allow a combined game to simulate all aspects of the struggle. Individually, the games allow investigation and play by persons interested in the more narrow scope provided by a single game.

## 2. GAME COMPONENTS

*Tsushima* consists of a game map, a set of die-cut ship counters and markers, this set of rules and charts, and two dice.

The game map presents a portion of mainland Asia and the Islands of Japan, surrounded by the Pacific Ocean, the Sea of Japan, and the China and Yellow Seas. The hexagonal grid superimposed on the geography regularizes terrain and permits the precise definition of movement and effects. Each hexagon represents 102 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 ship counters provides the naval forces which will range the map, engaging in combat and pursuing victory. The format for information on these counters is given in *Table 1* below. Each counter also uses a ship-type abbreviation and a color code, as shown in *Table 1*

## 3. TURN SEQUENCE

*Tsushima* is played in *turns*, also called *game turns*, each representing one month of real-time. For play purposes, each turn is divided into seven specific phases.

The first six phases in a turn consist of naval activity and are identical. Each naval phase is divided into segments in the following fashion:

Segment 1. *Japanese Movement*. The Japanese player may move ships.

Segment 2. *Japanese Spotting and Combat*.

The Japanese player may attempt to spot enemy ships and, if successful, engage them in combat.

Segment 3. *Russian Movement*. The Russian player may move ships.

Segment 4. *Russian Spotting and Combat*.

The Russian player may attempt to spot enemy ships and, if successful, engage them in combat.

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. 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.

TABLE 1: CODES, ABBREVIATIONS AND SYMBOLS

### Ship types:

A = Armored cruiser  
B = Battleship  
C = Protected cruiser  
D = Destroyer  
T = Torpedo boat  
M = Merchant


### Counter symbols:

 = Flying base  
 = Hit  
 = Fleet  
 = Mine

### Ship Silhouettes:

Silhouette ship counters are accurately drawn to portray the ship represented.

Movement factor / speed

Ship class and target size → **C6 6 3** ← Armor class  
  
Primary gun factor (Salvo) → **- 2 (2)** ← Secondary gun factor (Salvo)







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## 4. MOVEMENT

Each ship counter has a movement factor printed in the upper center of the counter. This movement factor expresses, in movement points, a ship's ability to move per naval phase. A ship must expend one movement point to enter a hex. Thus a ship with a movement factor of 6 could conceivably move six hexes in one naval phase.

Ships may expend up to their full movement factor per naval phase. Part, all, or none of this factor need be expended during a phase, but any remainder is lost and may not be accumulated for later phases, nor may it be transferred to other ships.

Ships that enter a hex containing enemy ships must stop and may not move any farther in that phase. Ships beginning a phase in a hex with enemy ships may exit that hex and move normally. Ships beginning a phase in a port (see the Port rule) and with enemy ships present in the same hex are treated as entering the hex if they leave the port.

Ships may enter two types of hexes: *sea* and *partial sea*. Partial sea hexes have a dark blue shoreline border running through some parts of them. Sea hexes do not. Both sea and partial sea hexes may have unbordered islands present, which do not affect this classification. Any hex containing any land is a partial sea hex.

*Running Aground:* If during any naval phase, any ships enter partial sea hexes, including to enter ports, there is a chance that a ship will run aground.

During the movement segments of each naval phase, note those ships which enter partial sea hexes. At the end of the movement segment, roll one die: if the result is a 6, something has probably run aground. The owning player then rolls one die for each ship that has entered a partial sea hex, in any order, until a 6 is achieved on one ship, or until all ships have been examined without a 6 result. Achieving a 6 on a ship indicates that it has run aground. Roll one die again to determine the damage it received: 1 or 2 indicates one hit, 3 or 4

indicates 2 hits, and 5 or 6 indicates the ship was sunk.

If destroyers or torpedo boats were among the ships entering partial sea hexes, treat each counter as one ship. If either of these type counters is designated as the ship to run aground, the counter automatically receives one hit, in lieu of the procedure given above.

Running aground is only rolled once per naval phase, per player, and encompasses all of a player's ships that have entered partial sea hexes during the phase.

*Divisional Movement:* Ships never cruised independently, instead sailing in cruiser or battle divisions for mutual assistance and protection. Before ships leave port, they must be placed in cruiser or battle divisions, each numbering between 3 and 6 ships. Battle divisions may only contain type B ships. Cruiser divisions may contain any mix of type A and type C ships. Destroyers and torpedo boat counters already represent more than one vessel and may not be placed in divisions.

A division of more than 6 ships may not be created. A division of fewer than 3 ships may only be formed if the port contains 1 or 2 ships of the required type. The existence of such a division may not be continued after sufficient ships become available to bring it to minimum strength.

Each division is restricted to the speed (movement factor) of its slowest ship. For example, if a division is formed of 3 ships with movement factors of 6, and one ship with a movement factor of 4, the division may only move 4 hexes per turn.

*Strategic Movement:* The movement of ships between European waters and the area covered by the game map is accomplished using strategic movement zones, each representing approximately one sea and one month's travel time.

Any ships in a strategic movement zone may move to an adjacent zone during the terminal phase of a turn. Any vessels at the south edge of the game map may move to the China Sea strategic movement zone by spending one movement point. Vessels in the China Sea zone may move to







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the game map at any time during the turn in the appropriate movement segment of a naval phase.

Ships may not remain in a zone during the terminal phase unless there is a friendly port in that zone. If no friendly port is present, the ships must move to an adjacent zone.

Morale requirements do affect ships at sea in a strategic movement zone.

## 5. STACKING

There is no limit to the number of counters which may be present in a hex on the map. Both friendly and enemy counters may be present in the same hex.

At times, the total number of counters in a hex may become unmanageable. For convenience, each player receives 5 fleet markers. At any time, a player may shift his ships from their hex to a block on his Fleet Composition Chart, placing the appropriately numbered fleet marker on the map hex instead. It is important to remember that using fleet markers is only expedient for managing large numbers of counters.

Counters are always placed face up on the map and on the Fleet Composition Chart, but stacks of counters may not be examined in detail by the enemy player. A hex's entire contents are not revealed until spotting is successful, and the counters are transferred to the Battle Board.

## 6. SPOTTING

Ships in the same hex with enemy ships may not attack them unless spotting occurs.

Spotting is contingent on the location of the hex and the type of ships present. The owning player (the Japanese player in his Spotting and Combat segment, the Russian player in his) analyzes the situation and, using *Table 2.*, forms a cumulative die roll modification. He then rolls one die and applies the modification. If the result is 5 or greater, the enemy ships in the hex have been spotted, and both players' ships are transferred to the Battle Board for combat resolution.

A Battle Marker is provided as a counter bearing crossed swords for convenience. This marker

should be placed on the map when counters are removed to mark the exact hex of the battle.

An option allowed in *Table 2.* for the hidden player is to *evade*, representing a policy of non-combat. Once evade is selected during a turn, none of that player's ships may search under this spotting rule for the remainder of the turn (not phase). The player may use the evade die roll modification in any further encounters during the turn.

Spotting in the strategic movement zones occurs if both players have ships in the same zone and either player rolls 10 or greater using two dice.

The spotting procedure is always optional; players are not required to try and spot the enemy.

TABLE 2: SPOTTING DIE-ROLL MODIFICATIONS

- +1 For each destroyer counter belonging to the searching player
- 1 For each ship with 2 hits belonging to the searching player
- 1 For each ship with a morale level of -2 or less belonging to the searching player
- +2 If any searching ship began the previous movement segment in the hex
- +1 If the search is in a partial sea hex
- 2 If the hidden player elects to evade

(Ships in a port are automatically spotted)

The net die-roll necessary to spot is 5. Die-roll modifications are cumulative.

## 7. MORALE

Ships generally should return to port by the terminal phase of a turn. They may remain at sea indefinitely, however, by suffering reduced morale.

If ships remain at sea during the terminal phase, the owning player keeps a precise record of which ships have been at sea and for how long.

Ships at sea during the normal turn have normal morale. Ships with normal morale that remain at sea during the terminal phase of a turn are reduced to -1 morale. Ships with -1 morale at sea during the terminal phase are reduced to -2 morale. Each additional turn spent at sea reduces morale







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one more point, always during the terminal phase.

Morale is improved by remaining in port for at least 4 consecutive phases, one of which must be a terminal phase. Morale is improved by one level (-3 becomes -2, or -1 becomes normal, etc.) for each set of 4 consecutive phases spent in port.

Morale may only be raised or avoided in a friendly port, marked with a port symbol, and in the player's possession. Note that certain strategic movement zones have ports deemed friendly to one player or the other. These ports may be used to avoid or rebuild morale.

The morale value of a ship is used as an additional modification to the ship's combat die roll in attack and defense.

## 8. COMBAT

When spotting occurs, all ships in the hex are transferred to the Battle Board for combat resolution. Players may feel it necessary to mark the specific hex from whence the counters came, using an excess counter to avoid possible confusion. All ships are transferred to the Battle Board.

Ships are placed on the Battle Board in the battle and cruiser divisions they have been sailing. Initially, ship divisions are placed on the grey-shaded columns of the Battle Board, the Russian on one side and the Japanese on the other. Divisions should be placed on the board in each player's desired order of sail, battle divisions first, then cruiser divisions. It is assumed that the two columns are sailing parallel, in the direction of the arrows on the Battle Board.

Placement of the counters within a divisional stack is also important. The topmost counter in a stack is the lead ship, with other ships in the stack following in descending order.

Destroyers and torpedo boats may not be stacked and need not be placed in the blue-shaded column. Instead, the owning player may place them in the blue shaded column, between divisional stacks, or in either column adjacent to the blue column, adjacent to divisional stacks.

*Sequencing:* The combat portion of the Spotting and Combat Segment proceeds in a simple se-

quence of firing and movement rounds. The spotting player moves his ships on the Battle Board, and both fire their weapons; the other player moves his ships, and both players fire their weapons again.

While both players thus alternate movement, combat firing is simultaneous, with firing occurring between all ships at one time. Damage is noted as it occurs but takes effect only after all fire is resolved. Thus, a ship might well be sunk by gunfire in a firing round, but it would still be allowed to fire its weapons during the round. At the end of the round, damage takes effect.

*Movement:* Ships in combat are assumed to be steaming in a parallel column in the same direction. The only movement of concern is the opening and closing of range between columns, represented by moving counters to other columns on the Battle Board. Their speed in the same direction is not shown. Any merchant ships present may be placed in a column adjacent to the shaded column.

Merchant ships may move 1 or 2 columns on the battle board. Destroyers and Torpedo Boats may move 1, 2, or 3 columns. Ships (but not destroyers or torpedo boats) that have sustained two hits may only move one column per movement round.

A division may only move with the speed of its slowest ship. Damaged ships may be dropped from a division to allow the division to move faster. Undamaged ships may not be left behind, and the lead ship in a division, even if damaged, may never be left behind.

*Flight:* If either player concludes he is out-matched or defeated, he may attempt to flee. All divisions must begin flight together, leaving behind any ships having two hits. (If the lead ship of a division has sustained two hits, that division may not begin flight until the lead ship is sunk and then must follow this procedure independently. A player may not fire on his own ships.) Merchant ships may begin flight immediately. They are treated separately from all other fleeing ships, and other ships need not begin flight when the merchants do.

Gunnery salvos on fleeing ships are halved, dropping fractions (but never reduced to less than 1 salvo per gun). The fleeing player then rolls one die







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during each of his subsequent movement rounds: each time he rolls a 1, 2, or 3, his fleeing ships may move 3 columns. After achieving this 3 column movement three times, his fleeing ships may move 3 columns per movement round until they have escaped from the Battle Board.

Ships that have escaped from the Battle Board return to the map hex from whence they came and, at the end of the Spotting and Combat segment, are all retreated one hex by the non-fleeing player. Ships leaving the Battle Board without using the flight rule do not retreat.

Ships damaged in flight are automatically left behind by the fleeing division.

Flight may only be used for escape, not for chase.

After successfully implementing the flight, the player may disregard the divisional movement rule for those ships until the end of the second following naval phase.

If a ship or group of ships is attempting to exit a port hex, is spotted, and flees the Battle Board successfully, it does NOT retreat but must remain in the port hex.

TABLE 3: BATTLE BOARD MOVEMENT RATES

Destroyers and Torpedo Boats: **1, 2, or 3 columns**

Undamaged ships: **1, or 2 columns**

Ships having one hit: **1, or 2 columns**

Ships having two hits: **1 column**

*An increased movement rate is always allowed for escaping ships under the provisions of the flight portion of the Combat Rule.*

**Displacement:** The restricted size of the Battle Board makes displacement important. If ships exit the edge of the Board, the entire array of ships on the Board must be examined, and if the limits of the Board are not being fully utilized, all ships are displaced to make use of the area.

For example, if Japanese divisions are on column 7 and Russian divisions have just exited from column 12, the limits of the Board are not being used. At this point, the Japanese divisions may be

shifted back to column 1, and the Russians may be equally shifted to column 7. The total relationship of the ships to each other is retained as if the board was merely shifted beneath the vessels.

When a point is finally reached that the Japanese ships are on column 1, and the Russian ships exit at column 12, the Russian ships have escaped and return to the hex from whence they came.

**Firing:** Each ship counter has one or two *gun factors*, each indicating the relative strength of the guns on the ship. The first gun factor pertains to the ship's primary guns and the second factor to the ship's secondary battery. This gun factor may be applied unaltered against a target on an adjacent column of the Battle Board. Each gun factor is reduced by 1 for each additional range column to the target. A gun factor adjusted for range is called an *effective gun factor*. An effective gun factor of zero, or less, automatically has no effect. Gun factors are never reduced by combat.

Each gun factor has a *salvo superscript*, indicating the number of times that gun factor may fire in a firing round. Salvos are reduced by combat damage.

Each ship has an *armor class* which is used in the computation of combat. Armor class is constant and never reduced by combat.

Firing consists of designating a target, creating a combat die modifier, rolling the dice, and consulting the Gunfire Table for the combat result. The firing player designates his target (within the restrictions of choice explained later in this section) and determines the range and, thus, the effective gun factor being applied. The target's armor class is subtracted from the effective gun factor, giving the *combat die modifier*.

For example, an effective gun factor of 5 firing against an armor class of 6 yields a combat die modifier of -1. (5 minus 6 equals minus 1). The combat die modifier is added to a two-die roll to achieve a net die result. Remember, adding a negative number is like subtracting: 12 plus 3 equals 15, 12 plus minus 3 equals 9. The modified die roll result is then applied to the Gunfire Table. Find the column corresponding to the target size of the ship







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and apply the result noted.

For example, consider the simple case of the *Mikasa* in battle with the *Retvizan*, firing at each other at 4 columns range. The effective gun factor of the *Mikasa* is 3, which, after subtracting the *Retvizan*'s armor class, gives a combat die modifier of -5 (3 minus 8 equals -5). *Retvizan*'s effective gun factor is 4, and its combat die modifier is -3 (4 minus *Mikasa*'s armor class of 7). Each ship will fire using column 9 of the Gunfire Table, as each target is of class 9. Both ships' secondary guns are of effective gun factor of less than zero, so they may not be applied. *Mikasa* and *Retvizan* each have 2 salvos per gun, so each may fire (roll the dice) twice. Assume the process of firing proceeds as follows:

Since all combat is simultaneous, it does not matter in what order ships fire. *Mikasa* fires twice, rolling a 5 (to which the die modifier of -5 is added, giving 0, which is read as having no effect on the Table), and a 6 (-5, equals 1, again no effect). *Retvizan* fires twice, rolling 6 (plus *Retvizan*'s combat die modifier of -3, which equals 3, no effect) and 11 (-3 equals 8, giving one hit). The net result is that the *Mikasa* sustains one hit, and the *Retvizan* is undamaged. Mark the *Mikasa* with one hit marker. Even if *Retvizan* had fired first in this example and had hit immediately, *Mikasa* would still have been allowed all normal firing, and the damage is marked only at the end of the firing round. The firing round concludes at this point, and a movement round begins.

The nuances of naval warfare of the period severely restricted individual freedom of action on the part of ship captains. Initially, all ships in a division will fire at the ships in the enemy division opposite them in a parallel column, the lead ship in a division firing on the lead ship in the enemy division, the second ship firing on the second ship, and so on.

The lead division must fire on the lead enemy division; the second division must fire on the second enemy division, and so on also.



TABLE 4: HIT EFFECTS

\* = **One Hit**. Primary and secondary salvos are halved, rounding fractions down, but not less than 1 salvo per gun.

\*\* = **Two Hits**. Primary and secondary salvos are each reduced to one. Ship movement factor is halved, rounding fractions down.

S = **Three Hits**. Ship sunk.

*Special Situation: Each hit on a Destroyer or Torpedo Boat counter reduces salvos by one. Movement factor is not affected.*

When damage eliminates some ships in a division, the attacking player may shift fires to others ships in the target division, but a single ship within a division may not shift its fires until its own target is sunk or out of range.

When more than one ship attacks the same target, each ship subtracts 2 from its combat die roll, in addition to all other modifications in force. This may result in ineffective fires from excess ships, and it is permissible for excess ships to withhold their fires in such cases.

Suppose one player has a column of significantly greater length than the other. In that case, the following applies: The number of divisions firing on an enemy column may not exceed the number of enemy divisions by more than three. All other excess ships may not fire. A player has no choice in which divisions may fire; they must be the foremost in the column.

Secondaries were designed and provided for protection against small craft. Because of this, secondaries may always fire at destroyers and torpedo boats regardless of the required target for a ship's primaries.

While all guns may fire at enemy ships, only secondaries may fire at destroyers and torpedo boats, no matter what the range.

*Torpedoes:* Destroyers and torpedo boats bear the letter T instead of a gun factor, indicating that these counters may fire torpedoes.

Torpedoes may be fired at a target from the same column or from an adjacent column of the Battle Board during any firing round. The super-





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script on the T indicates the number of salvos (the number of times the dice may be rolled) per attack. A torpedo attack may only be made once per naval phase by any specific vessel.

When a torpedo attack is made, the targets of the attack are selected (as diverse as one per salvo), and two dice are rolled per salvo. The result is indexed to the Torpedo Table and the target's armor class. After all combat, the result is applied at the end of the firing round.

If destroyers or torpedo boats make their attack from an adjacent column of the Battle Board, subtract 3 from the die roll when rolling the dice for the attack.

*Screening:* Ships and destroyers (but not torpedo boats) may screen, thus obscuring enemy sighting and firing. Any ship or destroyer counter placed in a column adjacent to other friendly ships may screen them. The counter should be placed directly adjacent to the screened ships, and all ships in the next column, immediately adjacent (i.e., as much as a division), may be screened by a single counter.

If a target ship is screened, subtract 2 from the die roll on the Gunfire Table in addition to all other die roll modifications. Screened ships also must subtract 2 from the die roll when firing.

*Morale:* Ships with below-normal morale levels subtract their morale number from their attacking die roll for gunfire. The morale number is added to the enemy attacking gunfire die roll when defending.

*Damage:* Ships take damage in the form of *hits*. A ship may take two hits; the third hit on a ship sinks it.

The *first* hit on a ship reduces the number of primary and secondary salvos it may fire to half, rounding fractions down. Thus a ship capable of firing 3 primary and 4 secondary salvos would be reduced to 1 primary and 2 secondary salvos. In no case are gunnery salvos reduced to less than 1 primary and 1 secondary by the first hit.

The *second* hit on a ship reduces its salvos to 1 per primary and secondary gun, if not there already. Additionally, the ship's movement is reduced

to half, dropping fractions. Thus a movement factor of 6 becomes 3, a 5 becomes 2, etc.

One and two hit markers are provided to mark ships that have been damaged.

A *third* hit on a ship sinks it, removing it from play.

Damage to destroyers and torpedo boats is treated differently. As each counter represents more than one ship, the movement factor is not affected. Each hit sinks one of the three destroyers or two of the six torpedo boats represented. Each hit reduces the salvo of the counter by one. Thus an undamaged counter has 3 salvos; with one hit, it has only two salvos. With two hits, it has only one salvo, and with three hits, the entire counter is eliminated.

Merchant ships are sunk by one hit.

*Town Raids:* If Russian ships are present in any Japanese coastal hex or any Korean port hex during the Spotting and Combat segment, they may shell the town.

Roll one die: A result of 5 or 6 indicates substantial damage. Unless the Japanese player is rolling for cumulative points towards the fall of Port Arthur, there is no effect. If he is rolling towards the fall of Port Arthur, each substantial damage result requires reducing that cumulative total by 1 point.

## 9. REPAIRS

Ships that have been damaged may be repaired during the terminal phase of a turn. Table 5 indicates the number of hits a player may attempt to repair, per turn, per specific port.

A player must designate those hits he attempts to repair and roll one die for each hit. A result of 1, or 2 indicates no success, and the hit is not repaired. A result of 3, 4, or 5 indicates that the hit is repaired, and the marker is removed from the damaged ship. A result of 6 means that all hits on the ship being repaired.

Once ships have been committed to the repair process, they may not be moved until totally repaired. Ships in repair process are immobilized in facilities within the inner harbor. If enemy ships appear in the port, the ships being repaired do NOT appear on the Battle Board and do not participate





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in battle.

A player may designate no more than one hit per ship to be repaired during the terminal phase. Repair attempts are limited by the repair capacity of a port.

Destroyers and torpedo boats may not be repaired.

Merchant ships may not be repaired, as one hit sinks each. However, as losses occur, new vessels may be called up. For every two merchant ships sunk, one new one appears in a friendly port in the terminal phase following the second loss.

TABLE 5: PORT REPAIR CAPACITY

<b>Vladovostock</b>	<b>5</b>
<b>Port Arthur</b>	<b>4</b>
<b>Kronstadt</b>	<b>10</b>
<b>Yokosuka</b>	<b>5</b>
<b>Sasebo</b>	<b>4</b>
<b>Kure</b>	<b>5</b>
<b>Maizuru</b>	<b>3</b>
<b>All others</b>	<b>0</b>

## 10. MINES

Both players may mine partial sea hexes to interdict enemy movement.

Mines are provided by the instructions for the campaign or scenario. Mines may be laid in any partial sea hex within 9 hexes of a friendly port during the terminal phase. The player states he is doing so and places the mine counter.

If ships enter a mined hex during the naval phase, one die is rolled immediately for each ship as it enters the mined hex. A 6 indicates possible damage, and any other result indicates the ship has successfully negotiated the channel. If a 6 is rolled, the ship immediately rolls one die again: A result of 1 indicates one hit damage, a result of 2 or 3 indicates 2 hits damage, a 4 indicates the ship is sunk. A 5 or 6 means minor, inconsequential damage, and no hits are noted.

No more than one mine may be placed per hex. Ships of both sides are affected by mines.

Mines, once placed, may not be shifted and are not destroyed when they damage ships. Mines may be swept and removed by placing a fleet of at least 6 ships in a mined hex and remaining present during the terminal phase. Each ship then rolls for mine effects and then rolls one die: if the result is a 5 or 6, the mine counter is removed.

## 11. PORTS

Ports marked neutral are not friendly to either side. Ships entering them are interned and removed from play. Port Arthur and Vladivostok are friendly to Russia, and all other ports are friendly to Japan.

Port hexes are marked on the map with an anchor symbol and a name. Various ports have various abilities, including morale effects and repair facilities.

Repair is fully explained under the repair rule.

Ships in port may be shielded from enemy attack. Ships present in a friendly port at the beginning of a naval phase may claim the protection of the port if enemy ships enter the hex. The ships in port are automatically spotted, but the enemy player must roll a 6 on one die before he may attack. (If the protection of the port is not claimed, ordinary spotting applies.)

If a 6 is rolled and an attack is allowed, ships are placed on the Battle Board as in normal procedures. Displacement, however, does not occur, and the defender may exit 4 counters per movement round off his end of the Battle Board. Once exited, counters are invulnerable to attack for the remainder of the phase. The flight option for Battle Board movement may not be used in this situation.

Additionally, the defending player receives two coast defense guns, each with a factor of 9 and a salvo of 2, immediately off the coastal edge of the Battle Board. These guns do not appear as counters but may be fired by the port owner as if they were ships, and they may not be damaged.

*Flying Bases:* The Japanese established forward naval bases to support operations. These are represented in Tsushima by counters bearing port symbols. Flying bases may not be used to repair damage or for protection: they only negate the neg-







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ative moral effects of ships left at sea during the terminal phase. Flying bases may be placed at any time during the game. Once placed, they may not be removed or repositioned.

## 12. SPECIAL SHIP TYPES

A. On December 31, 1903, Japan purchased two armored cruisers in Italy, and within a week, they were steaming to Japan for integration into the Imperial Navy. Russia had tried to buy the cruisers and had been outbid. If the ships had not put to sea before the war started, they could have been interned as belligerent vessels in a neutral port.

Implement the following procedure for the sea campaign: Roll 1 die, and consult *Table 6*. The player designated by that table receives 2 armored cruisers in the Mediterranean. (Japanese: *Nisshin* and *Kasuga*, Russian: *Nevelskoi* and *Amurski*) The winning player may then roll one die on *Table 6B* to determine the distance the cruisers travel before the war begins. If the total travel is 0, the ships are interned and may not be used in play. If Japan receives the cruisers, they must be taken to a Japanese port before they may fire their guns in combat. If the Russian player receives the ships, they must be taken to Kronstadt for crews before they may be taken to the Far East.

B. Some Japanese ships had non-standard gun arrangements. The *Itsukushima* and the *Hashidate* each had a single turret facing the bow. These ships lose all primary gun salvos when using the flight provisions of the combat rule.

C. Russia utilized some of her cruisers as independent ships, usually as destroyer leaders. The *Novik*, *Boyarin*, and *Izumrud* are not subject to the Division Movement rule and may be used, moved, and fought independently or in concert with other ships.

D. Japan attempted to seal the Russian fleet in Port Arthur by sinking hulks in the port channel. In any phase in which the Russian avoids combat in the Port Arthur hex (i.e., the Russian player claims protection of the port, and the Japanese player rolled something other than a 6) the Japanese player may attempt to block the port entrance.

The Japanese player designates any merchant

ships within 6 hexes of Port Arthur as block ships and moves them immediately (at no movement cost) to the Port Arthur hex. One die is rolled for each ship, with a 6 indicating success. One block ship successfully sunk in the channel will prevent any ships from entering or leaving the port. Block ships may be removed from the channel by successfully rolling a 6 during the terminal phase.

E. Submarines were reported present at Port Arthur but served no effective purpose.

F. The *Tsarevitch* had defective primary gun mounts, which were never corrected or repaired. When the *Tsarevitch* fires its primary guns, subtract an additional 4 from its Gunfire Table die roll.

TABLE 6A: ARMORED CRUISERS IN ITALY

Die roll:	Nation receiving:
1	Russia
2	Russia
3	Japan
4	Japan
5	Japan
6	Japan

## 13. FIRST TURN SURPRISE

In the first two naval phases of the campaign game, the Russian player may not move, and he may not fire for the first 5 firing rounds in each battle engagement hex.

The die roll necessary for the Japanese player to attack ships in port is 3, 4, 5, or 6 (rather than simply 6 as given in the Ports Rule). Even as the Russian ships sit in port, they should be arranged in ship divisions, and the targeting rules should be followed.

## 14. THE LAND CAMPAIGN

The entire purpose of the war at sea was to support the land campaign in Asia.

The Japanese player must mount and support an invasion of Manchuria. The process involves the movement of merchant ships from Japan to Manchuria or Korea. One of three plans may be selected.





# THE RUSSO-JAPANESE WAR

Plan A. *The Cautious Approach.* Merchant ships transport troops and supplies across the Strait of Korea to Fusan. The Japanese player must move 15 merchant shiploads from Kure to Fusan every turn. After 6 turns of successfully completing this requirement, the Japanese player may roll one die for each additional turn in which he completes the 15 ship load requirement. When his cumulative total equals or exceeds 28, Port Arthur has fallen.

Plan B. *The Historical Plan.* Merchant ships transport troops and supplies to Chemulpo. The Japanese player must move 8 merchant ship loads from Kure to Chemulpo every turn. After 6 turns of successfully completing this requirement, the Japanese player may roll one die for each additional turn in which he completes the 8-ship load requirement. When his cumulative total reaches or exceeds 19, Port Arthur has fallen.

Plan C. *The Radical Invasion.* Merchant ships move troops and supplies to Yin-Kou, at the crucial rail junction north of Port Arthur. The Japanese must move 8 merchant ship loads to Yin-Kou once. After that, he must roll one die every turn, and move that number of ship-loads, plus one, to Yin-Kou on that turn. After successfully completing this requirement three times, he may roll one die for each additional turn in which he successfully meets the ship-load requirement. When his cumulative total equals or exceeds 14, Port Arthur has fallen.

TABLE 6B: PREWAR MOVEMENT OF CRUISERS

Die roll: Number of Seg Zones movement allowed:

1	0
2	0
3	1
4	1
5	2
6	2

The die roll to determine ship-loads required for the turn is made during the terminal phase preceding the turn, and die rolls toward cumulative points are made during the turn's terminal phase.

Any turn in which the complete ship load requirement is not met is lost and does not count to-

ward the totals required. Partial shiploads delivered within a turn may not count toward future turns and do not cumulate.

If the Japanese player decides his task is too difficult, he may choose an alternative, easier plan. (A is easier than B, which is easier than C). Previous turns of shipload requirements met under the previous plan may be counted toward totals required under the new plan, but any cumulative die roll results are lost, and that portion must be begun from zero.

When Port Arthur falls, ships in the port are subject to capture and scuttling.

A captured port may be used immediately. Captured ships are immediately marked with 2 hits each if they are not already so damaged. Each hit may be repaired only in a port in the home country and only on a die roll of 6. Such repairs do take up port repair capacity. If captured ships are repaired, they may be used by the capturing player in combat.

*Scuttling:* The owning player may elect to scuttle his ships in a port that has just been captured. Roll one die for each scuttled vessel: a 1, 2, or 3 indicates success, and the vessel is sunk.

*The Baltic Squadrons:* When the Japanese player begins rolling for cumulative points toward the fall of Port Arthur, the Russian First Baltic Squadron is released and may be moved by the Russian player. When Port Arthur falls, the Second Baltic Squadron is released and may be moved.

If the two armored cruisers from Italy belong to the Russians, he may always move them, regardless of the release status of the Baltic Squadrons.







# THE RUSSO-JAPANESE WAR

## 15. COUNTER INVENTORY

### Russian Counters

B8 5 7 Tsarevitch	8-2 3-3
B9 5 8 Retvizan	8-2 3-3
B9 5 8 Pobieda	4-2 3-2
B9 5 8 Peresviet	4-2 3-2
B9 5 8 Petropavlovsk	5-2 3-3
B9 5 8 Poltava	5-2 3-3
B9 5 8 Sevastopol	5-2 3-3
A7 5 6 Bayan	3-1 2-4
C7 6 3 Askold	3-3 1-5
C7 5 3 Diana	3-2 1-5
C7 5 3 Pallada	3-2 1-5
C6 6 2 Novik	- 2-2
C7 5 2 Boyarin	- 2-2
C8 6 4 Variag	3-5 1-5
A9 6 5 Gromoboi	5-1 2-3
A9 6 5 Rossia	5-1 2-3
A9 6 5 Rurik	3-1 3-4
C8 6 4 Bogatyr	3-4 1-2
A7 6 4 Nevelskoi	7-1 3-3
A7 6 4 Amurski	5-2 3-3
B8 5 7 Souvaroff	8-2 3-3
B8 5 7 Orel	8-2 3-3
B8 5 7 Alexandr III	8-2 3-3
B8 5 7 Borodino	8-2 3-3
B8 5 6 Oslabia	7-2 2-2
B9 5 7 Sissoi Veliki	6-2 2-1
B7 5 6 Navarin	6-2 3-2
B8 5 4 Nakimov	2-3 1-2
C7 5 3 Dmitri Donskoi	2-2 1-2
C7 5 3 Aurora	3-2 1-5
C8 6 4 Oleg	3-4 1-2
C6 6 2 Izumrud	- 2-2
C6 6 2 Jemtchug	- 2-2
C6 6 3 Svetlana	- 3-2
C6 6 3 Almaz	- 3-2
B7 5 5 Nikolai	3-1 3-3
B5 5 4 Apraxine	7-1 1-1
B5 5 4 Oushakoff	6-2 1-1
B5 5 4 Seniavin	6-2 1-1
B7 5 4 Monomach	3-2 1-2
13x D3 6 1 Destroyer	1-3 T-3
3x T2 4 0 Torpedo Boat	- T-3
2x Mine	

### Japanese Counters

B9 5 7 Mikasa	7-2 2-4
B9 5 7 Asahi	7-2 2-4
B9 5 7 Hatsuse	7-2 2-4
B9 5 7 Shikishima	7-2 2-4
B8 5 7 Yashima	7-2 2-3
B8 5 8 Fuji	7-2 2-3
B7 4 5 Chin Yen	3-2 1-1
B7 3 3 Fuso	3-1 1-1
A8 6 5 Idzumo	4-2 2-4
A8 6 5 Iwate	4-2 2-4
A8 5 5 Tokiwa	4-2 2-4
A8 5 5 Asama	4-2 2-4
A9 6 4 Azuma	4-2 2-3
A8 6 4 Yakumo	4-2 2-2
C6 6 3 Tsushima	- 2-2
C6 6 3 Niitaka	- 2-2
C7 6 4 Chitose	4-1 1-3
C7 6 4 Kasagi	4-1 1-3
C6 6 4 Takasago	4-1 1-3
C6 6 3 Yoshino	- 3-1
C6 6 3 Otawa	- 3-1
C5 5 2 Suma	- 2-1
C5 5 2 Akashi	- 2-1
C5 5 3 Akitsushima	3-1 2-2
C6 5 4 Hashidate	7-1 2-3
C6 5 4 Itsukushima	7-1 2-3
C6 5 4 Matsushima	7-1 2-3
C6 5 3 Naniwa -	1-3
C6 5 3 Takachiho	- 1-3
C6 5 3 Chiyoda	- 1-3
C6 4 2 Saiyen	2-1 1-1
C5 5 1 Idzumi	3-1 2-1
A7 6 4 Nisshin	7-1 3-3
A7 6 4 Kasuga	5-2 3-3
D3 6 1 Destroyer	1-3 T-3
T2 4 0 Torpedo Boat	- T-3
M1 4 0 Merchant	-
Mine	
Flying Base	
Russian Fleet Markers	
Japanese Fleet Markers	
Single Hit Markers	
Double Hit Markers	
Battle marker	







# THE RUSSO-JAPANESE WAR

## THE BATTLE OF PORT ARTHUR

February 1904

Off Port Arthur

Following the sneak torpedo attack on the Russian fleet at Port Arthur, Vice-Admiral Togo led a general attack to finish off the damaged ships. Because the injured ships had been able to withdraw into the protected inner harbor, the fleet encounter failed to provide Togo with the opportunity he sought.

This action takes place on the Battle Board. The Russians set up as noted for their forces, and the Japanese enter on column 1. Note the special rules for Coast Artillery under the Port Rule. The rules dealing with Port combat apply.

### Russian Forces

On columns 9, 10, or both of the Battle Board—

B9 Petropavlovsk      B9 Pobieda  
B9 Poltava              B9 Peresviet  
B9 Sevastopol          A7 Bayan  
C7 Diana                C7 Askold  
C6 Novik

### Japanese Forces

On column 1 of the Battle Board—

B9 Mikasa              B9 Shikishima  
B9 Asahi                B8 Fuji  
B9 Hatsuse             B8 Yashima  
A8 Iwate                A8 Tokiwa  
A8 Yakumo             A9 Azumo  
C7 Chitose             C6 Yoshino  
C7 Takasago          C7 Kasagi  
C5 Suma

*Victory:* The Japanese player wins by inflicting at least 10 hits on the Russian ships and receiving less than half as many as he inflicts.

The Russian player wins by inflicting more hits on Japanese ships than he receives.

Any other result is inconclusive.

## THE DESTRUCTION OF THE VARIAG AT CHEMULPO

9 February 1904

In Chemulpo Harbor

Aware that relations between his country and Japan were strained, and having received no communications from his superiors in several days, the captain of the Variag determined to leave Chemulpo harbor for Port Arthur. His departure was delayed by indecision until it was too late, and a Japanese fleet awaited him as he sailed...

This entire action takes place on the Battle Board. Forces are set up as instructed below. The scenario lasts until the Variag exits the Battle Board off Column 1 or until it is destroyed.

### Japanese Forces

On column 1 of the Battle Board—

A8 Asama      C6 Naniwa  
C6 Takachiho   C5 Chiyoda  
C5 Akashi      C6 Niitaka  
T2 Torpedo Boat

### Russian Forces

On column 12 of the Battle Board—

C8 Variag

*Victory:* The Japanese player wins by destroying the Variag at no loss to himself.

The Russian player wins marginally by inflicting any hit on any Japanese ship. He wins decisively by sinking any Japanese ship (torpedo boat losses do not count) or by exiting off column 1.

## THE BATTLE OFF ROUND ISLAND

August 1904

In the Yellow Sea

The Russian Fleet was quickly blockaded in Port Arthur, and troops began a lengthy siege by land as well. In time, the fleet would be destroyed. If they could only make it to Vladivostok, the entire situation would change.







# THE RUSSO-JAPANESE WAR

This game lasts 3 turns, from August 1904 to October 1904.

## Russian Forces

In Vladivostok—

<i>A9 Gromoboi</i>	<i>A9 Rurik</i>
<i>A9 Rossia</i>	<i>also one T2 Torpedo Boat</i>

In Port Arthur—

<i>C6 Novik</i>	<i>B9 Tsarevitch</i>
<i>B9 Retvizan</i>	<i>B9 Pobieda</i>
<i>B9 Sevastopol</i>	<i>B9 Peresviet</i>
<i>B9 Poltava</i>	<i>C7 Diana</i>
<i>C7 Pallada</i>	<i>C7 Askold</i>
	<i>also one T2 Torpedo Boat</i>

Available for placement in the Port Arthur hex, initially—  
*One mine*

## Japanese Forces

In any Japanese Partial Sea Hex—

<i>A8 Idzumo</i>	<i>A8 Iwate</i>
<i>A8 Tokiwa</i>	<i>C6 Tsushima</i>
<i>A9 Azuma</i>	<i>C6 Takachiho</i>
<i>C6 Naniwa</i>	<i>also two T2 Torpedo Boats</i>

In Chemulpo—

<i>B9 Asahi</i>	<i>B9 Mikasa</i>
<i>B9 Shikishima</i>	<i>B8 Fuji</i>
<i>A7 Nisshin</i>	<i>A8 Yakumo</i>
<i>A7 Kasuga</i>	<i>A8 Asama</i>
<i>C7 Chitose</i>	<i>C6 Takasago</i>
<i>C7 Kasagi</i>	<i>C5 Akashi</i>
<i>B7 Chin-Yen</i>	<i>C6 Matsushima</i>
<i>C6 Itsukushima</i>	<i>C6 Hashidate</i>
<i>C5 Chiyoda</i>	<i>also four D3 Destroyers,</i>
	<i>and two T2 Torpedo Boats</i>

Available to be placed at Chemulpo initially or during the game—  
*One flying base*

*Victory:* The Russian player is attempting to move his fleet to the safe port of Vladivostok. He receives points for each ship successfully moved to that port. (Type A=2, type B=3, type C=1, all others =0) The Japanese player receives one point for each hit he inflicts on the Russian, which remains unrepaired at the end of the game.

Russian ships that enter neutral ports are interned, and the Japanese player receives one point instead of any points for hits inflicted on that ship.

The player acquiring the most points wins. The win is decisive if the winner's point total is 50% greater than his opponent's.

## THE BATTLE OF TSUSHIMA

*May 1905* *On the way to Vladivostok*

Port Arthur has fallen. Russia's Baltic Fleet, a desperate reinforcement gamble, can only steam forward, hoping to make the safety of Vladivostok before being sighted by the Japanese. An almost vain hope...

This game lasts up to 3 turns, from May to July 1905. The Russian player may declare the war over at any time after a ship of the Baltic Fleet reaches Vladivostok.

All Russian ships have -2 morale.

## Russian Forces

In China Sea—

<i>C7 Aurora</i>	<i>C6 Almaz</i>
<i>B8 Souvaroff</i>	<i>B8 Borodino</i>
<i>B8 Orel</i>	<i>B9 Sissoi Veliki</i>
<i>B8 Alexandr III</i>	<i>B7 Navarin</i>
<i>B8 Nakimov</i>	<i>C8 Izumrud</i>
<i>C6 Jemtchug</i>	<i>C8 Oleg</i>
<i>C6 Svetlana</i>	<i>B5 Seniavin</i>
<i>B7 Nikolai I</i>	<i>B7 Monomach</i>
<i>B5 Apraxine</i>	<i>B8 Oslabia</i>
<i>C7 Dmitri Donskoi</i>	<i>B8 Oushakoff</i>
	<i>also three D3 Destroyers</i>





# THE RUSSO-JAPANESE WAR

## Japanese Forces

In China Sea—

*One T2 Torpedo Boat*

In any Japanese or Korean Port, including  
Port Arthur—

<i>B7 Fuso</i>	<i>B9 Mikasa</i>
<i>B9 Shikishima</i>	<i>B9 Asahi</i>
<i>B8 Fuji</i>	<i>A7 Nisshin</i>
<i>B7 Chin-Yen</i>	<i>A7 Kasuga</i>
<i>A8 Idzumo</i>	<i>A9 Asama</i>
<i>A8 Iwate</i>	<i>A9 Azuma</i>
<i>A8 Yakumo</i>	<i>A8 Tokiwa</i>
<i>C7 Kasagi</i>	<i>C6 Tsushima</i>
<i>C6 Niitaka</i>	<i>C6 Naniwa</i>
<i>C5 Idzumi</i>	<i>also three D3 Destroyers</i> <i>and six T2 Torpedo Boats</i>

*Victory:* Vladivostok is again the Russian goal. The Russian player receives points for ships successfully in Vladivostok at the end of the game. (Type A=2, type B=3, type C=1, all others=0).

The Japanese player receives one point for each hit inflicted on Russian ships and loses one point for each hit he sustains. The player achieving the highest point total is the winner.

## THE WAR AT SEA

1904-05

*In Asian Waters*

With the emergence of Japan into the circle of modern nations, conflict with Russia, Japan's only rival in Asia, became inevitable. Japan, in 1894, fought a war with China to secure her position in Korea, acquiring as a result, the entire Liao-Tung Peninsula, including Port Arthur. However, Russian, French, and German pressure forced her to give it back. Germany then seized the port of Kiau-Chou, and Russia occupied Manchuria, so recently relinquished by Japan, during the "Boxer" rebellion. A treaty providing for the Russian evacuation of Manchuria was concluded but never fully implemented. Negotiations between Japan

and Russia were opened in August 1903 to arrive at an equitable implementation of the treaty, and continued until Japan concluded (in January 1904) that satisfaction would not come with words.

This game of the conduct of the entire war at sea lasts 23 turns (from February 1904 to December 1905), or until six turns after the fall of Port Arthur, whichever occurs first. Place counters on the Turn Record Chart at Phase I, February, and 1904.

Using *Table 6A*, determine the ownership and location of the two armored cruisers in Italy.

Consult the Tables of Forces below, and place those ships and items as directed. The Russian player sets up first.

## Russian Forces

In Chempulpo—  
*C8 Varag*

In Vladivostok—	
<i>A9 Gromobol</i>	<i>A9 Rurik</i>
<i>A9 Rossia</i>	<i>C8 Bogatyr</i>
	<i>also one T2 Torpedo Boat</i>

In Port Arthur—	
<i>B8 Tsarevitch</i>	<i>B9 Pobieda</i>
<i>B9 Retvizan</i>	<i>B9 Peresviet</i>
<i>B9 Petropavlovsk</i>	<i>B9 Poltava</i>
<i>B9 Sevastopol</i>	<i>A7 Bayan</i>
<i>C7 Askold</i>	<i>C7 Diana</i>
<i>C7 Novik</i>	<i>C7 Pallada</i>
<i>C7 Boyarin</i>	<i>also nine D3 Destroyers</i> <i>and one T2 Torpedo Boat</i>

In Mediterranean—	
<i>B8 Oslabia,</i>	<i>C7 Aurora</i>
<i>C7 Dmitri Donskoi</i>	<i>C6 Almaz</i>
	<i>also one D3 Destroyer</i>

In Kronstadt (First Baltic Squadron)	
<i>B8 Souvaroff</i>	<i>B8 Borodino</i>
<i>B8 Alexandr III</i>	<i>B7 Navarin</i>
<i>B8 Orel</i>	<i>B9 Sissio Veliki</i>
<i>B8 Nakimov</i>	<i>C8 Oleg</i>
<i>C6 Izumrud</i>	<i>C6 Jemtchug</i>
<i>C6 Svetlana</i>	<i>also two D3 Destroyers</i>





# THE RUSSO-JAPANESE WAR

(Second Baltic Squadron)

*B7 Nikolai I*

*B8 Seniavin*

*B5 Apraxine*

*B7 Monomach*

*B5 Oushakoff*

*also one D3 Destroyer*

Available to be placed anytime during the game—

*Two mine counters*

Available to be placed during the game—

*Two mine counters*

Available to be placed initially or during the game in any Korean Coastal hex or hexes—

*Two flying bases*

## Japanese Forces

In China Sea—

*one T2 Torpedo Boat*

In Ominato—

*one T2 Torpedo Boat*

In Yokosuka—

*one T2 Torpedo Boat*

In Tsushima—

*one T2 Torpedo Boat*

In Maizuru—

*one T2 Torpedo Boat*

In Kure or Sasebo—

*ten M Merchant Ships*

In any Japanese Coastal Hex or Hexes—

*B9 Mikasa*

*B8 Yashima*

*B9 Asahi*

*B8 Fuji*

*B9 Hatsuse*

*B7 Chin Yen*

*B9 Shikishima*

*B7 Fuso*

*A8 Idzumo*

*A8 Tokiwa*

*A8 Iwate*

*A8 Asama*

*A9 Azuma*

*A8 Yakumo*

*C6 Tsushima*

*C6 Takasago*

*C7 Chitose*

*C6 Niitaka*

*C7 Kasagi*

*C6 Yoshino*

*C6 Otawa*

*C5 Akashi*

*C5 Suma*

*C5 Akitsushima*

*C6 Hashidate*

*C6 Matsushima*

*C6 Itsukushima*

*C6 Naniwa*

*C6 Takachiho*

*C6 Saiyen*

*C6 Chiyoda*

*C5 Idzumi*

*also six D3 Destroyers  
and five T2 Torpedo Boats*

*Victory:* Victory is properly determined by control of the seas and is gauged in terms of net losses. Note all ships sunk or damaged in the course of the game.

At the end of the game, tally points for each player. The opponent receives points for each hit of damage on any enemy ships (for each hit score A=2, B=3, C=1, all others =0). Sunken ships count as 3 hits. Scuttled ships count as 1 point each, regardless of the size of the previous number of hits. Repaired hits do not count towards points for the opponent.

The player with the most points wins. The victory is decisive if he has more than twice as many points as his opponent.

