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BATTLE OF CHANGSHA



SEPT. 1941–JAN. 1942

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.worldatwarmagazine.com

1.0 INTRODUCTION

1.1 Historic Background

The Battle of Changsha (is a two player, operational level game of the second (September to October 1941) battle for Changsha, China, capital of the Hunan Province.

The first Battle of Changsha had been fought in 1939 as part of the Second Sino-Japanese War and resulted in Changsha being the first Chinese city to successfully repel the Japanese advance.

Note: The first Battle of Changsha is not depicted as a scenario in the game.

The second battle in 1941, resulted in the city being captured (after most of it was destroyed in a fire) by the Japanese, and then being recaptured by the Chinese 9th Army Group commanded by General Xue Yue.

The third battle was originally intended by the Japanese to gain control of the city and prevent Chinese forces from reinforcing the British forces engaged in the defense of Hong Kong. When Hong Kong fell on 25 December, the Japanese decided to continue the offensive to gain control of Changsha thereby dealing a major blow to the Chinese war effort.



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1.2 Scale

Most ground units represent battalions and regiments with artillery and Japanese air power being represented with the use of fire support markers. Each hex is 3km across and each game turn represents 1 to 2 days.

Map Note: In the final print some Chinese characters provided for river and towns or cities did not print out correctly. This has no effect on game play. Font size differences were done to allow some location names to show up better. They have no significance on play.

2.0 COMPONENTS

The components to **Battle of Changsha** include these rules, a 22 × 34 inch map and one counter sheet containing 280 ½ inch counters. Players will need to provide one six sided die (1d6) and at least two opaque containers such as a coffee mug or cereal bowl.

2.1 Map

The map is drawn to emphasize the strategically critical areas around Changsha China. It emphasizes the terrain and road net that impacted the battles.

Important: When conducting movement, If a hex contains more than one type of terrain (i.e., Mountain and Woods) always use the terrain with the highest movement cost.

2.2 Counters

Most counters (also called units and unit-counters) represent various groupings of combat units. Others are provided as informational and memory aid markers. A unit's nationality, and therefore the side to which it belongs, is shown by its background color.

Imperial Japanese Army (IJA): Light Tan

Chinese Kuomintang Army (KMT): Blue

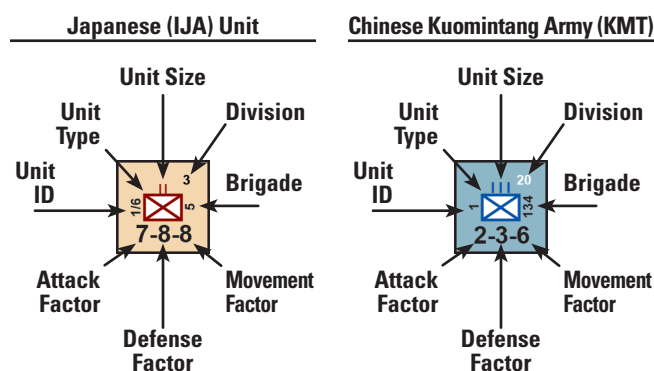
2.3 Combat Units

The overall category of units is made up of combat (infantry, cavalry, and artillery) headquarters, and supply.

2.4 Back-Printing

All units are back printed. With the exception of supply units, the units with combat factors on the back of the counter represent units that have two steps. Those without combat factors, represent units with one step. Supply units are one-step units and the back of their counter represents supply units that have used their supply and are depleted.

2.5 Combat Unit Information



Note: IJA and KMT combat units have different organizational sizes and superior headquarter sizes.

2.6 Combat Unit Types



Headquarters



Infantry



Cavalry



Artillery



Engineer



Marine



Mountain Artillery



Tank



Supply Unit



IJA Coastal Flotilla
(the number is the units' barrage factor)

2.7 Markers



Game Turn Marker



Fortification Marker



Out of Supply Marker



Disrupted Marker



IJA Air Support Marker
(the number is the units' barrage factor)



KMT Artillery Support Marker
(the number is the units' barrage factor)



IJA Activation Marker



KMT Activation Marker

2.8 Ground Unit Organizational Sizes

The organizational size of each ground unit is indicated by the symbol atop its unit-type box.

XXX: Corps

XX: Division

X: Brigade

III: Regiment

II: Battalion

3.0 SEQUENCE OF PLAY

Changsha is played in turns. Each turn consists of a sequence of steps (called phases), outlined below. Each time the Turn Record Phase is reached, move the turn marker forward one space on that track on the map sheet. If it is the last turn of the scenario, play comes to an end at the end of that turn and the winner is determined.

3.1 Turn Sequence Outline

I: Preparation Phase

Air Support Segment (IJA only)

First Reinforcement Segment

II: Action Phase

Activation Segment

Barrage Segment

Movement Segment

Combat Segment

Important: The Action Phase is repeated until all activation markers are drawn (6.0). When one of the special activation markers are drawn (9th Army Group for the KMT & 11th Army for the IJA) the owning player will conduct the Second Reinforcement Segment.

III: Turn End Phase

Supply Check Segment

Turn Record Segment

4.0 IJA AIR SUPPORT

4.1 Availability

Prior to the start of a scenario place all the IJA air support markers in an opaque cup. The scenario will list the number of air support markers available each game turn.

- During the Air Support Segment, the IJA player randomly draws the number of air support markers listed for that game turn (15.0) from the cup and sets them aside. They are eligible to be used once that game turn as outlined in 4.3.
- Once used, the marker is returned to the cup, it may be drawn again in subsequent game turns.
- Air support markers must be used on the game turn they are drawn. Unused air support markers are returned to the cup during the Turn End Phase, they may not be carried over into subsequent game turns.

Note: The number and type of air support markers available each game turn is determined by scenario instructions.

4.2 Types of Air Support

There are two types of air support markers:

Fighters: Fighters have a barrage value of four when used during the Barrage Segment, and provide one column shift in favor of the IJA when used during the Combat Segment.

Bombers: Bombers have a barrage value of eight when used during the Barrage Segment and provide two column shifts in favor of the IJA when used during the Combat Segment.



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4.3 Use of Air Support

Barrage Segment: An air support marker can be used during the Barrage Segment to conduct one barrage. Air support barrages are restricted as follows:

- Only one air support marker may be used for each barrage. Two or more air support markers may not combine their strength into one barrage.
- Air support markers may not combine with artillery units to conduct a barrage.
- The number printed on the marker is the number of barrage points used when consulting the Barrage Table.

Combat Segment: An air support marker can be used during the combat segment (attacking or defending) as follows:

- The IJA player may use one air support marker to support one IJA attack or one IJA defense..
- Only one air support marker may be used for each combat.
- The IJA player must designate air support after the combat has been declared, but before combat odds are determined.
- An air support marker provides column shifts in favor of the IJA side (4.2). When attacking the IJA side receives shifts to the right, when defending it receives left shifts.

5.0 REINFORCEMENTS

Each scenario lists the available reinforcements. They are listed by game turn received, location of arrival, and whether they enter during the First or Second Reinforcement Segment.

5.1 First Reinforcement Segment

The First Reinforcement Segment takes place during the Preparation Phase. The side(s) listed as receiving reinforcements during this segment place(s) them at their entry point (15.1) during this segment.

- They are eligible to move during the first Movement Segment when activated (6.2).

Important: Units entering as reinforcements are automatically within the command range of their assigned HQ. Units/formations that do not have an activation marker may be activated in accordance with 6.2 (sixth bullet).

- They may move up to their full movement factor and if able they may conduct attacks during the appropriate ensuing segments.
- Units entering as reinforcements enter along the listed road hex one behind the other, expending movement factors (MF) as if they were lined up along the road off map.

Example: In the 3rd Battle of Changsha (15.4) the IJA receives the remaining 3rd Division units on any road hex on the north side of the map. The IJA player decides to bring them on the map at hex 2501. Since they are entering on a road, the first unit entering would expend one-half a movement factor to enter hex 2501 from off map. The second unit would expend one movement factor to enter hex 2501, with each successive unit expending an additional one-half movement factor to enter the map.

- Reinforcements must adhere to stacking restrictions immediately upon entering the map.

- If an entry hex is occupied by an enemy unit, or if the entry hex is in an EZOC, the units entering there must delay their arrival by one game turn, and then may enter in the first hex to the left or right of the entry hex that is not occupied by an enemy unit or is in an EZOC.
- If an HQ is eliminated and there are no subordinate units remaining on the map, the HQ is permanently eliminated and not returned to play. If the HQ is an IJA HQ with an activation marker, immediately remove the activation marker from play.

5.2 Second Reinforcement Segment

The second Reinforcement Segment for each side is conducted when a special activation marker is drawn for that side. Each side has one special activation marker.

IJA: 11th Army marker

KMT: 9th Army Group marker

- When one of the above markers are drawn, and if the marker is used (6.0) the owning side places the listed reinforcements as outlined in 5.1.
- They are eligible to move, conduct barrages, and combat during that activation.

6.0 ACTIVATION

6.1 Activation Markers

Both sides possess activation markers. The IJA activation markers each activate a specific division HQ, or in the case of the 11th Army marker, activates all on map IJA HQs. The KMT activation markers activate two or three KMT corps HQ, or in the case of the 9th Army Group marker, all KMT HQs on the map.

Important: The KMT markers are listed as A through D. Each scenario will list which corps are activated using each marker. They are not the same in all the scenarios.

6.2 Activation Procedure

Prior to starting a scenario, each player selects the starting activation markers for his side (listed in the scenario instructions) and places them in an opaque cup.

Important: Both side's markers are placed in the same cup.

- A scenario may list additional activation markers that are added to the cup during later game turns. Players should set these aside until called for.
- Not all formations or units will have activation markers see below for instructions regarding those units and or formations.
- Units and formations that do not have activation markers may be activated in one of two ways.
 - a) When that side's special activation marker is drawn; and/or,
 - b) During one other Action Phase if within the command radius of the currently activated HQ. When using this option:

1) If the HQ of a formation without an activation marker is within the range of the activated HQ, all units of the formation (without an activation marker) that are within the command range of their designated HQ may activate. In this case the units belonging to



the HQ without an activation marker need only be in the command radius of their designated HQ.

- 2) If the HQ of a formation without an activation marker is not within range of the activated HQ with an activation marker, but some of the units are within command range, only those units within command range of the activated HQ may be activated.
- 3) Units without a formation that are within command range of the activated HQ may be activated.

Example 1: The activation marker that activates the KMT T2 Corps is drawn. The N3 HQ is in the command radius of the T2 HQ. All units within the range of the N3 HQ may activate.

Example 2: The activation marker that activates the KMT T2 Corps is drawn. The N3 HQ is outside the command radius of the T2 HQ, however the 3/M1, 1/M2 and 3/M2 regiments are within the command radius of the T2 HQ. These three regiments may activate (this is true even if they are not in the command radius of the N3 HQ).

Important: Formations and/or units arriving as reinforcements that do not have an activation may activate (enter as reinforcements) using that side's special activation marker or at the same time as any formation that does have an activation marker (command radius is not considered). After they have entered the map, they may activate once more by using 1 or 2 above.

- c) If an HQ is eliminated for any reason, and that HQ has an activation marker, immediately remove the activation marker from play. Units assigned to the eliminated HQ may not subsequently activate later in the same game turn. In subsequent game turns, they may only activate using a) or b) above.
- In each Activation Segment one player randomly draws one marker from the cup (either player may do this).
 - The player whose marker was drawn then becomes the active player. He activates units using the procedures outlined and then may conduct a barrage, movement, and combat segment (6.3). He may choose not to conduct some or all the above segments, however those conducted must be conducted in the order listed in 3.2. Once he has completed all desired segments. The activation marker is set aside, it will not be used again this game turn.
 - The above process is then repeated until all activation markers have been drawn and used.

Important: Due to the randomized draw, it is possible (and highly likely) that one side or the other will have successive active segments prior to the other player being able to respond. Plan accordingly!

- If one of the special activation markers are drawn (11th or 9th Army markers), the owning player may choose to return it to the cup and draw again. If the special marker is drawn because of that second draw and that specific draw only, he must play the special marker at that time.

Important: This only applies if the same exact marker is drawn.

6.3 HQ Command & Activation

Activation markers activate the HQ(s) listed for that specific marker. Only units that are within the command range of that activated HQ and are part of the organization listed in the upper right corner of the unit counter (corps for KMT, division for IJA) may be activated.

Exception: See 6.2 for instructions regarding units and/or formations that do not have activation markers.

- HQ and units that activate during the Activation Segment should be marked (either turning the counter or using some other method as they will be activated for the entire current Activation Phase as long as they start the current segment within that Activation Phase within the command radius of the HQ that activated them.

Example: A unit is activated during the Activation Phase. The unit would be active during the Barrage Segment. Then, during the Movement Segment the unit could move to a position that is outside the command range of its activating HQ. At the start of the Combat Segment, the unit would (if still outside command range) then not be active and would not be able to conduct combat.

- Units that were not activated in the Activation Segment, cannot be activated later in the same Action Phase.
- Command ranges are as follows:
 - IJA:** 3 hexes
 - KMT:** 4 hexes.
- The IJA coastal Flotilla may be activated by any IJA activation marker. It may only be activated once per game turn. After completion of the active HQ's barrage, movement, and combat segments, flip the flotilla over to show that it has completed its active segments. A flotilla does not have to be active to provide support for defending units.
- Range is counted from the unit to the hex that the HQ is located (do not count the unit's hex). Except for roads, terrain has no effect on command range. If the path traced is traced along a road (along contiguous road hexes) each hex counts as one-half of a hex.
- Range cannot be traced through enemy occupied hexes.

Important: Enemy zones of control are ignored when determining if a unit is in range of an HQ.

- When the 9th Army Group or 11th Army activation marker is drawn and used, all HQ for that side are activated. During this activation, units may trace command to any HQ belonging to the appropriate side and thus may be activated if they are within the command radius of any friendly HQ.

Important: If an HQ without an activation marker is activated by being in the command range of an HQ with an activation marker, the units subordinate to the HQ without the activation marker need only be in the command range of any activated HQ, including their own HQ.



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6.4 Inactive Units

Inactive units are all those friendly units (of any command) that were not activated during the Activation Segment of the current Action Phase. Units that belong to inactive formations cannot move or conduct (or spot for) bombardment and/or conduct an attack unless they were activated using 6.2b.

- Inactive units from activated formations that are not adjacent to an enemy unit may move, however, they may not; move adjacent to an enemy unit, nor may they conduct a barrage (or spot for a barrage) or an attack.
- Inactive units from activated formations that are adjacent to an enemy unit may not move and may not conduct a barrage (or spot for a barrage) or an attack.
- All inactive units (from any formation) defend normally and may retreat as dictated by combat results.

7.0 BARRAGE

Artillery units, air support markers, artillery support markers, and the IJA flotilla may conduct barrages. To conduct a barrage on an enemy unit, at least one friendly active unit must be able to trace a Line of Sight (LoS) to that enemy unit. An active artillery unit may spot for its own barrage.

7.1 Barrage Range

- Air support markers may be conducted in any hex, if the target hex is spotted by an active unit.
- The range of an artillery unit is shown on the counter as the superscript number following the attack factor. Count the range from the hex where the artillery unit is located (do not count that hex) to the hex the target is located in. Terrain has no effect on range.
- KMT artillery support markers have a range of two hexes. Their range is counted from the spotting unit to the target hex (one intervening hex).
- The IJA Flotilla may barrage adjacent hexes only.

7.2 Line of Sight (LoS)

Line of sight is defined as the number of hexes that a unit may spot an enemy unit. The path of hexes is traced from any point in the hex occupied by the active spotting unit, to any point in the hex occupied by the target unit. If there are no intervening blocking hexes along that path, the unit is spotted and may be the target for a barrage.

- Units can always spot into adjacent hexes.
- Except for units in mountain and peak hexes, all units have an LoS range of one hex (i.e., adjacent hex only).
- Units in mountain hexes have an LoS range of two hexes. Their LoS range is blocked by other mountain and peak hexes.
- Units in peak hexes have an LoS range of three hexes. Their LoS is blocked by other peak hexes only.

7.3 Artillery Units

Activated artillery units may barrage enemy units that are spotted and within range of the artillery unit. They may conduct a barrage and combat in the same Action Phase.

- An artillery unit's barrage strength is equal to its attack factor.

- Artillery units may combine their barrage strength to barrage a single enemy target. They may not combine their strength with air support markers or the coastal flotilla
- An artillery unit may conduct only one barrage per segment and may only target one hex.
- When participating in combat, artillery units are treated the same as any other combat unit.

7.4 KMT Artillery Support Markers

Artillery support markers may be used to barrage (during the Barrage Segment) or support combat attacks during the Combat Segment. They are always considered active.

- Each marker may be used once per game turn. Set aside a marker after use, it is available again at the beginning of the next game turn (not the next segment).
- When supporting a combat, an artillery support marker confers one shift in favor of the KMT (when attacking or defending).
- The number printed on the marker is the barrage factor for that marker.
- A maximum of two artillery support markers may conduct one barrage. Total the barrage factors of the two markers and conduct the barrage per 7.4.

7.5 IJA Coastal Flotilla & Barrage

The IJA coastal flotilla may barrage enemy units that are in or adjacent to a major river and/or coastal hex. See 10.7 for flotilla movement.

- The number printed on the flotilla is the barrage factor for the flotilla.
- The Flotilla may not combine its barrage factor with artillery units or air support markers.

7.6 Barrage Procedure

The active player must declare each barrage separately. He does not have to declare all barrages at the same time. When declaring the barrage, the owning player must designate the target unit, the spotting unit, and the unit(s) participating in the barrage.

- Once the barrage is declared the active player consults the Terrain Effects Key to determine the effect of any terrain and/or fortifications in the target hex. The modifications noted on the key are modifications to the die roll when targeting that type of hex.
- Consult the Barrage Table (on the map) and cross reference the number of barrage points firing, with the modified die roll.

Important: A modified die roll of one "1" is always a No Effect result.

Important: If a hex has more than one type of terrain, the defender chooses the terrain that will affect the barrage.

- Results are implemented by the owning player immediately and are as follows:

D: All units in the hex are disrupted, place a disrupted marker on the units.

1: One unit in the hex loses one step and all units in the hex are disrupted. Place a disrupted marker on the units.

—: No effect.



8.0 DISRUPTION

8.1 Effect of Disruption

Units are disrupted due to barrage results. Disrupted units are affected as follows:

- Attack, defense and movement factors are halved (round up).

Important: Units that are both disrupted and out of supply (14.0) have their attack, defense and movement factors quartered.

- Artillery units may not conduct barrage.

8.2 Rally

Active units recover from disruption at the end of their Movement Segment if:

- They have not moved or in any way expended movement factors.
- They are not adjacent to an enemy unit.

9.0 STACKING

Stacking is the term used to describe the piling of more than one friendly unit into the same hex at the same time. Opposing units never stack together, only friendly units stack together.

9.1 Stacking During Movement

The stacking limit given below is only in effect at the end of each unit's or stack's movement, advance or retreat.

- During movement, any number of friendly units may enter and pass through any otherwise enterable hex.

Exception: Road Movement (10.8).

- If, at the end of any unit's or stack's movement, advance and/or retreat, a stack is found to be over-stacked, the non-owning player must move units that exceed the stacking limit (non-owning player's choice) to the closest hex that would not be over stacked if the units were placed there.
- The only restriction is that the non-owning player may not place the over stacked units in a hex closer to his own units unless there is no other eligible hex available.

9.2 Stacking Limit

The stacking limit for each side is as follows:

KMT: May stack up to two units plus one fortification.

IJA: May stack up to three units.

Road Movement stacking: A unit using road movement (10.8) to enter a hex, may not move into or through a hex already containing a unit. A unit could start road movement stacked with another unit.

Exception: Fortifications and/or the IJA river flotilla.

9.3 Free Stacking Units

Informational markers, support markers (both air and artillery) and the IJA coastal flotilla do not count toward stacking.

9.4 No Fog of War

Both players are always free to examine all stacks on the map and the map sheet, both friendly and enemy.

9.5 Stacking Order

The top-to-bottom order (and vice versa) in which units in a hex are stacked has no significance.

10.0 MOVEMENT

During a friendly Movement Segment, friendly units may be moved individually or as stacks from their current hex (the hex they began the segment in) to an adjacent hex or a path of connected hexes up to the limit of each unit's movement factor.

Important: See 6.4 for movement restrictions for inactive units.

- No unit is ever required to move, or even move the full distance of hexes it can move, and the owning player is free to move only some or all his active units during this segment.
- The movement allowance of every unit in the game is expressed as movement factors (MF). Each unit possesses its own movement factor, that is printed on the unit itself as the last (rightmost) number.
- Movement factors may not be accumulated from turn to turn, nor may they be shared or loaned by any unit to another, and any movement factors that are not used by a land unit during a Movement Segment are lost.
- As each unit is moved on the map, it must expend movement factors for each hex it enters. The amount of MF it must expend depends on the type of hex (terrain) it enters (and crosses, if crossing a river hexside). The movement cost for each type of hex is listed on the Terrain Effects Key printed on the map.

Note: KMT fortifications do not have a movement factor and may not move.

10.1 No Minimum Move

Unlike many other games, there is no minimum movement guarantee for any unit. A force may only enter a hex if it has the MF available to pay the full cost involved in that move.

10.2 Movement Procedure

Movement generally takes place from hex to adjacent hex within the strictures given below and summarized on the Terrain Effects Key. No moving unit may ever give or loan MF to another unit, nor may any hexes be skipped over during movement.

10.3 Enemy Units & Movement

Friendly units may not enter a hex containing one or more enemy units.



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10.4 Terrain Effects on Movement

A moving unit must expend one or more MF to enter a hex based on the type of terrain in it and along the hexsides immediately around it. For a hex to be considered clear terrain, it must be all clear without any amount of other kinds of terrain in it.

Important: If a hex has more than one type of terrain, the moving player uses the terrain with the highest movement cost.

10.5 Enemy ZOC

See 11.0 for the effects of enemy zones of control (EZOC) on movement.

10.6 Stack Movement

Active units starting a Movement Segment stacked together in a hex may be moved together as a stack.

- Moving stacks may drop off any units along the path of its move; however, it may not pick up other units from the hexes into which it is moving and add them to that movement.
- Units dropped off may not move any further that segment.

10.7 IJA Coastal Flotilla

When activated (6.3), the IJA coastal flotilla may move from any one coastal or major river hex to one other coastal or major river hex.

- If the flotilla begins its Movement Segment stacked with an IJA active unit, it may transport that unit to the flotilla's new location. If the starting and ending hex is a port hex, the flotilla may transport any type of IJA unit. If either of the hexes is a non-port hex, the transported unit may only be infantry or cavalry. The flotilla may support combat and act as a supply source after transporting a unit. To be transported the unit:
 - a) May not move prior to or after being transported, however it may participate in combat.
 - b) May be begin in an EZOC, and may be transported to a hex in an EZOC.
- The flotilla may support combat after transporting a unit.

10.8 Road Movement

A unit may ignore other terrain in the hex if moving along contiguous road hexes (i.e., from one road hex to another road hex through the hexside crossed by that road).

Important: A unit may not enter a hex using road movement if that hex already contains a unit (9.2).

- Units using road movement ignore other terrain MF costs (including hexsides) and use the road movement MF cost per hex.
- Units may start, and/or end their movement in an EZOC.
- Railroads are treated as roads for movement and supply purposes.

Note: Units using road movement may not stack with any other unit except, fortifications and/or the IJA coastal flotilla (9.3).

10.9 Tank Unit Restrictions

Tank units may not move into or attack into mountain or peak hexes unless moving, or attacking, along a road.

10.10 Engineer Units & Rivers

If a unit begins its Movement Segment adjacent to a river hexside and is an engineer or is stacked with an engineer, those units can ignore the MF cost when crossing that river hexside.

Important: The engineer does not need to be active to confer this benefit to another unit.

11.0 ZONES OF CONTROL

11.1 ZOC Defined

The six hexes immediately surrounding a hex containing one or more combat units (including forts) constitute the ZOC of the units in that hex.

- ZOC extend across all hexsides and into all types of terrain.

Exception: Coastal and major river hexsides.

Important: Enemy zones of control (EZOC) are ignored when determining if a unit is in command (6.3).

- All units of both sides, in all supply states, always project ZOC.

Exception: The IJA coastal flotilla does not project a ZOC.

- Opposing units may simultaneously project their ZOC into the same hexes, although there is also no cumulative effect of multiple ZOC projected into the same hex.

11.2 Enemy Zones of Control (EZOC) & Movement

Whenever a unit enters or exits an EZOC during a move, it must spend one extra MF (+1).

- If it lacks enough MF to pay for that extra MF, then it may not enter that hex.
- A unit may not move from a hex in an EZOC directly into another hex in an EZOC. It must first move to a hex not in an EZOC.

11.3 Effect of EZOC on Combat

The presence of opposing units in each other's ZOC does not necessitate attacking for either side.

- Units of both sides may exist indefinitely in EZOC without having to attack.
- EZOC has no effect on combat, aside from their effect on retreat.

11.4 EZOC & Advance after Combat.

Units advancing after combat ignore EZOC in the first hex entered, but must stop when entering an EZOC after the hex entered (13.3).

11.5 EZOC & Retreat

If a retreating unit or stack of units retreats into an EZOC, that unit or stack of units must eliminate one step from one unit for each hex of retreat that is in an EZOC.

Example: A stack of two, two step units retreat into a hex, in an EZOC, one of the units must be reduced. If the stack retreats into another hex in



an EZOC another step must be lost (the reduced unit could be eliminated or the full-strength unit could be reduced).

11.6 EZOC Negation

EZOC are not negated by the presence of friendly units.

Exception: When tracing supply an EZOC is negated if the hex is occupied by a friendly unit.

12.0 COMBAT

During a friendly Combat Segment, the active player may (but is never required to) announce an attack with any of his active unit(s) that are presently adjacent to enemy unit(s).

Important: A unit cannot conduct an attack if it began the Combat Segment not within the command range of its activating HQ (6.2).

- A player may announce as many attacks as he desires, but he is not required to commit to all his intended attacks at the outset; he may simply declare one attack at a time (in any order he chooses). When any attack is declared, the announcing player must resolve that attack to completion before beginning the next attack, if any. A player may cease attacking at any time during his segment. Each attacking unit, can only participate in one attack, and a defending hex can be attacked only once in a segment, however a hex can be barraged in the Barrage Segment and then attacked in the ensuing Combat Segment.
- To declare an attack, the attacking player declares which unit(s) from his own side will be attacking, and into which enemy-occupied hex. More than one unit may be committed into any given attack, provided they are all active and adjacent to the hex under attack and not separated by a prohibited hexside.
- Every attack has only one enemy occupied hex as its objective. No unit in a hex being attacked may in anyway be withheld or excluded from the defense of that hex. Attacking is always discretionary; the immediate adjacency of opposing units doesn't necessitate attacking them.

12.1 Combat Support

IJA air support markers, coastal flotillas, and KMT artillery support markers may be used to shift combat odds in favor of the owning player. Prior to determining the combat strength of the attacking and defending units, each player may commit the above to support the combat. The attacker declares if he is using support, then the defender. After determining the combat odds, including all terrain shifts, the players determine the applicable shifts garnered from combat support. Terrain and support shift are cumulative.

- Column shifts favoring the attacker shift the odds column to the right, those favoring the defender shift the column to the left.
- A maximum of one air support marker may be used. Fighters provide one column shift in favor of the IJA side. Bombers provide two.
- The IJA player may commit both air support and flotilla support to a combat.
- A maximum of two KMT artillery support markers may be committed to one combat.

12.2 Tank Support

If the IJA player has a tank unit that is stacked with an infantry unit, and both units are participating in the same combat, the IJA player receives one column shift in his favor.

Exception: Tank support may not be used if the tank unit is attacking across a river, or into a mountain/peak hex.

12.3 Terrain Effects

The Terrain Key provides the effect on combat for all terrain features. When considering hex terrain, use the terrain in the defender's hex.

Important: If a hex has more than one type of terrain, the defender chooses which terrain will affect the combat. Terrain, may provide column shifts in favor of the defender.

12.4 KMT Fortifications

Some scenarios list fortifications in the setup. Fortifications have the following properties:

- Fortifications have two steps,
- Fortifications may not move, nor may they participate in an attack.
- Fortifications defend normally. The number in the hexagon on the counter is its defense factor. They provide a **-1**-die roll modification when barraged, and a one column shift in the defenders favor when attacked. Both modifications are cumulative with the terrain effects.
- Fortifications and friendly units in a fortification (stacked with) may ignore all retreat results.
- If a hex containing a fortification is required to take any step losses, the fortification must absorb the first step loss taken. The KMT player may (if more than one step loss is required) take both from the fortification. The only requirement is that no other combat unit can suffer a step loss until the fortification has suffered at least one step loss.
- A fortification is a combat unit, and thus IJA units may not enter a hex containing a fortification, even if the fortification is the only KMT unit in the hex.

12.5 Attacking Across Rivers

If all units attacking a hex are attacking across a river hexsides, the defender receives one column shift in his favor. This is in addition to all other terrain effects.

- If one or more of the attacking units are attacking through non-river hexsides, the defender loses this benefit.
- If an engineer unit is stacked with any unit attacking across a river hexside, that attacker may ignore the river hexside terrain.

12.6 Cumulative Terrain

In hex terrain and river affects are cumulative.



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12.7 Combat Odds

First designate the hex being attacked along with those of your units that will be participating in the attack.

- Multi-hex attacker deployment is allowed, and not all units in a hex need participate in an attack, only those you designate.
- Total the attack factors (AF) of all your participating ground units.

Important: Attack and defense factors for all units are halved or quartered (and rounded up) individually prior to totaling factors to determine combat odds.

- Divide that number by the totaled defense factors (DF) of all the defending enemy units in the hex being attacked. Round down any remainder, then set that resultant whole number next to a one on its right to obtain an odds ratio.

Example: If **50** attack factors are attacking into a hex with a defense strength of **15**, that calculation would go as follows: 50 divided by 15 equals 3.33, which is rounded down to 3. That three is then set next to a one, to get a combat odds ratio of **3:1** (read as: three to one).

- A combat in which the attacking force has fewer combat factors than the defender is called poor odds attack. Procedures in such situations are modified from what is described above in that here you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result.

Example: If a force with **5** attack factors is attacking a force with **11** defense factors, it's a poor odds attack. In that case, divide 11 by 5 ($11 \div 5 = 2.2$), and round up (2.2 becomes 3); then set a "1" on the left of that "3," yielding odds of **1:3** (one to three).

12.7.1 Maximum & Minimum Odds Ratios

Determine initial odds ratios for shift purposes using the actual initial odds ratio.

Example: **28** attack factors attack **4** defense factors in a city. The odds are 7:1. Apply the 3L shift for the city from the initial 7:1 ratio that would reduce the attack to the **4:1** column.

- After applying all shifts (if any):
 - 1) If the final odds are greater than **5:1** award a **+1** to the total die roll for each additional odds value greater than **5:1**.
 - 2) If the final odds are less than **1:3** award a **-1** to the total die roll for each odds value less than **1:3**.

Example: The IJN conduct an attack with final odd ratio (after shifts) of 7:1, that attack would be conducted on the 5:1 column and gain a +2 die roll modification (to the total die roll).

12.8 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one combat. Likewise, no defending unit may have part of its

defense factor attacked by one or a few attackers while another part is attacked by others.

12.9 Stacks Attacking

It is not necessary for all the units you have stacked in a hex to participate in the same attack.

- Some of the units in a stack might attack into one hex while others attack into some other hex or do not attack at all.
- No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

13.0 COMBAT RESOLUTION

Consult the Combat Results Table (on the map), and identify the column that matches the odds determined in 12.2.

- Apply the cumulative column shifts as listed in 10.0.
- Roll two dice, adding the two results together, and then cross reference the result of the roll with the final column.
- Combat results are given in terms of steps (each step equals one side of a unit) that are lost by the involved units of one or both sides. Results are as follows:

A: Signifies the result applies to the attacker.

D: Signifies the result applies to the defender.

Note: In some cases, the combat result affects both the attack and defender. In this case the result is shown as A(result)/D(result).

Number: The number of step losses the affected side must inflict on his units. If all affected units are eliminated and there are remaining required step losses, ignore the excess losses.

R#: The number of hexes the affected side must retreat. If the affected side cannot retreat the required number of hexes due to terrain, the owning player must inflict the number of step losses equal to the number of hexes the unit(s) were unable to retreat.

13.1 Apportioning Step Losses

Both players are free to apportion his own side's step losses among his involved attacking or defending units as he sees fit. A defensive fortification (if present) must take the first defending side's step loss.

13.2 Retreat After Combat

If an "**R**" result is obtained the affected player must retreat all surviving units in the defending hex, the number of hexes (not MF) as listed in the result.

- If the retreating player cannot retreat the required number of hexes due to the presence of enemy units and or prohibited terrain, the defending player must reduce the retreating units one step for each hex they were not able to retreat. EZOC will also require additional step losses (11.5).

Example: The KMT player receives an "**R2**" result. All units in the defending hex must retreat two hexes. The defending player retreats the required two hexes, however one of the hexes the retreat entered was in the ZOC of an enemy unit, thus the defending player must lose one additional step from any surviving units that conducted the retreat. If



both hexes were in an EZOC the KMT player would be required to lose a second step.

- A retreat may be any route of legally enterable and contiguous hexes on the map. A retreat does not utilize any of that retreating unit's printed MF. It ignores all terrain (except prohibited terrain) and terrain costs; however, armor units may only retreat mountain or peak hexes if the path of retreat is along any type of road. They may not retreat into or thru those hexes. If a mountain or peak hex is the only avenue of retreat for an armor unit, the armor unit is eliminated instead.
- Each hex of a retreat must be farther away from the combat hex than the previous hex of that retreat (until the last hex of that retreat is reached), and it must be closer to a friendly supply source than the combat hex it retreated from. These conditions met, it is okay for each of the units in a retreating stack to retreat via different paths and end up in different hexes.
- Units in fortifications and/or city hexes may ignore all retreat results.
- IJA units ignore **R1** and **R2** results and treat **R3** results as an **R1**.

13.3 Advance-After-Combat

At the end of every attack, whenever the defender's hex is left empty of all units, the victorious attacking units may advance after combat. Attacking units may always advance into the defender's hex if the defending hex is no longer occupied. Additionally, attacking units may also advance extra hexes in the following circumstances.

- They advance the number of hexes equal to the number of hexes the defending units retreated.
- If all defending units were eliminated, the attacking player may advance the number of hexes equal to any unfilled step losses, and/or retreat hexes.

Example: A defending unit with one step receives a **D2R3** result. The defending unit would be eliminated, leaving a total of 1 unresolved step losses, and 3 unresolved retreat hexes. The attacking force could advance a total of 4 hexes.

- Units advancing after combat ignore EZOC in the first hex entered, but must stop when entering an EZOC after the hex entered.
- A unit must immediately stop advancing if the unit enters or crosses any terrain that provides a column shift in favor of the defender.
- Stacking limitations must be observed. Such advances are not part of normal movement; they do not require the expenditure of MF, but advancing units must still observe normal terrain prohibitions.
- Advance after combat is an option; it is never mandatory. The decision to advance must be made immediately after combat is resolved and before another attack is begun.
- It is not necessary for all attacking units to advance; the victorious player may send just one or a few units.

Note: There is never a defender advance after combat; victorious defending units simply hold in place.

14.0 SUPPLY

In Turn End Phase, Supply Check Segment, all units must check the supply status of their units. Supply is traced from the unit to its supply source. Supply status of units only changes during the supply check segment.

14.1 Supply Sources

Supply source for both sides is any friendly map edge road hex. To be friendly controlled, the hex must currently be occupied by friendly forces, or friendly forces must have been the last units to occupy that hex.

- IJA units may also use supply units and/or the IJA coastal flotilla as sources of supply.
- KMT units may also trace to any friendly controlled town or city hex. They are not required to trace to a map edge hex.

Example: If a KMT unit is in a town, it is in supply even if surrounded by IJA units or their ZOC.

- IJA units must trace to any road/railroad hex on the north side of the map. KMT units may trace to any road/railroad hex on the south side of the map.

14.2 Supply Paths

Units of both sides must be able to trace a line of hexes free of enemy units and/or EZOC (unless negated, see 11.6). The path may not cross prohibited hexes and/or prohibited hexsides. Supply paths may not be traced across major rivers, unless using a bridge.

14.2a IJA Supply Paths

The IJA supply path from a unit to a supply unit/IJA coastal flotilla or a road may be no longer than four hexes thru any type of terrain.

- a) Each mountain or peak hex counts as two hexes.
- b) If the supply path crosses an unbridged river hexside that hexside counts as one hex.
- If traced to the IJA coastal flotilla, the flotilla automatically traces to the north map edge and all units tracing to the flotilla are in supply. Units tracing to the flotilla may not use road hexes to increase the length of the supply line.
- If traced to a supply unit, that unit may then trace the number of hexes to a road hex as listed above. Alternately if the supply unit cannot trace a supply path to a road hex, that supply unit can supply any number of units. If used in this manner, the supply unit is flipped to its depleted side (the one without a truck symbol). It cannot provide supply nor extend supply lines until it has been replenished. A supply unit can be replenished during a subsequent supply segment (after all other types of units have determined supply) if it can trace a path of supply to a north map edge road hex.
- If traced to a road hex, the supply path may then be traced along any type of road, any number of hexes to a north map edge road hex.



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14.2b KMT Supply Paths

The KMT supply path from a unit to its supply source may be of any length across any terrain, except a major river/lake/coastal hex.

14.3 Out of Supply Effects

Units judged to be out of supply during the supply segment, are marked with an OOS marker. A unit that is out of supply has its attack, defensive, and movement factored halved (round up). Units that are disruption and out of supply are quartered.

15.0 SCENARIOS

15.1 Entry Points

Reinforcements enter as listed in each scenario. Reinforcements are assigned entry points. Entry points are noted on the map and are as follows:

A: Hexes 3605 and 3608

B: Hex 3628

C: Hexes: 2949, 2549, and 1749.



15.2 Scenario 1: Battle of Doyen Mot

Scenario one is an introductory scenario covering the Japanese operation to provide flank security prior to the 2nd Battle of Changsha.

Game Turns: Two game turns (1 and 2).

Area of Play: On or east of hex row 18xx, and north of xx11 hex row.

Victory conditions:

- The IJA player wins if at the end of game turn two, there no KMT units within two hexes of Peak 906 (hex 2605).
- The KMT player wins if at any time in the game the IJA losses exceed seven steps.
- If neither player has achieved a victory, the game ends in a draw.

KMT Starting Forces (set up first):

Activation Markers:

A: 4th Corps

B: 58th Corps

9th Army

4th Corps:

Within one hex of 2110 (Su-liu-fang): HQ 4th Corps, 2 × infantry regiments.

Hex 2605: 1 × infantry regiment.

Hex 2705: 1 × infantry regiment

Hex 3006 (Nan-chiang): 1 × infantry regiment.

Hex 2511: 1 × infantry regiment.

58th Corps:

Within two hexes of 2510: HQ 58th Corps, 6 × infantry regiments.

IJA Starting Forces (set up second)

Activation Markers:

6th Division

11th Army

***Note:** All IJA units activate upon drawing each activation markers. The markers are only used to show that the IJA player gets two Action Phases.*

6th Division: All the following units are set up within two hexes of hex 2702 (Chong-fang), hex 2303 (Ido-lin), and hex 2003. It is the IJA player's option where to set up individual units (within the above limits). He may choose to set up his units at any or all of the above locations. Units may be set up in EZOC. 6th Division (HQ plus all 15 units) and 21st mountain artillery regiment (2 units).

Support:

IJA: 1 × fighter each game turn.

KMT: 2 × artillery each game turn.

Reinforcements:

KMT: Game Turn One, 2nd Reinforcement Segment, 20th Corps (all 10 units). Units enter at entry point A.

Important: The KMT player does not gain another activation marker, the 20th Corps only activates when the 9th Army marker is drawn. This is an exception to 6.2 that allows a formation without an activation marker to activate when another formation's activation marker is drawn.



15.3 Scenario 2: 2nd Battle of Changsha

In September of 1941, more than 120,000 Japanese troops began Imperial Japan's second attempt to take the Chinese city of Changsha. The first attempt had been made in 1939 and ended in the IJA capturing and then losing the city of Changsha. The Japanese opened the offensive when they crossed the Sinchiang River on 17 September. By 27 September, the Japanese were close enough to the city to attempt a "*Coup de Main*" by infiltrating troops in civilian clothes through the north gate of the city. This sabotage failed and the full assault began the next day. The assault quickly turned into a brutal street fight, which allowed the KMT to drive the Japanese army out of the city. By 30 September the IJA had withdrawn northward, suffering over 10,000 killed in action. Once again, the critical city of Changsha remained in Chinese hands.

Game Turns: 15 game turns.

Area of Play: The entire map is in play.

Victory conditions:

- The IJA player wins at the end of any game turn, IJA forces have controlled both hexes of Changsha for two complete game turns (i.e., they must hold both hexes at the beginning and end of two game turns).
- The KMT player wins if at the end of the game, the IJA has not met its victory condition, and the KMT controls both Changsha hexes.
- If neither player has achieved a victory, the game ends in a draw.

KMT Starting Forces (set up first):

Activation Markers Available:

- A:** 4th, 58th, and 20th Corps.
 - B:** 99th, 26th, and 37th Corps.
 - C:** 10th and 79th Corps.
 - D:** 74th, 72nd, and T2 Corps
- 9th Army**

Important: The KMT N3 Corps is intentionally not listed, it only activates under the provisions of 6.3.

4th Corps: On the south side of the Hein-Chang River, no more than 3 hexes from the river, from hex 1008 to 2110 (units may be anywhere within the hex boundaries given): HQ 4th Corps (all 10 units), Three, 2 step fortifications adjacent to the south side of the river, with at least one hex between each fortification.

58th Corps: On the south side of the Hein-Chang River, no more than 3 hexes from the river, from hex 2210 to 2911 (units may be anywhere within the hex boundaries given): 58th Corps (all 7 units).

37th Corps: Adjacent to the Mi-Lo River, from hex 0618 to 3628, (units may be anywhere within the hex boundaries given): 37th Corps (all 10 units).

IJA Starting Forces (set up second)

Activation Markers: All IJA activation markers are available at the beginning of the game.

6th Division: All the following units are set up within two hexes of hex 2702 (Chong-fang), hex 2303 (Ido-lin), and hex 2003. It is the IJA player's option where to set up individual units (within the above limits): He may choose to set up his units at any or all the above locations. Units may be set up in EZOC. All 16 units; 21st mountain artillery regiment (2 units); 115th Regiment of the 51st Division (3 units).

4th Division:

Within one hex of 1503: 4th Division HQ, 3 × infantry battalions.

3rd Division:

Within one hex of 1903: 3rd Division HQ, 3 × infantry battalions.

Reinforcements and support: The IJA player randomly draws the number of air support markers listed for each turn. The KMT player receives the number of artillery support markers listed.

The IJA player may select three 11A Mountain Artillery units and three 11A Supply units. Place them adjacent to any IJA units.

Game Turn 1:

IJA Support: 1

KMT Support: None

Game Turn 2:

IJA Support: 1

KMT Support: 2

KMT Reinforcements:

2nd Reinforcement Segment: Entry point A: 20th Corps (all 10 units).

Game Turn 3:

IJA Support (turn 3 to 5): 2

KMT Support (turn 3 to 5): 2

IJA Reinforcements:

1st Reinforcement Segment: Any road hex on north side of map. 40th Division (all 16 units).

Game Turn 6:

IJA Support (turn 6 to 8): 3

KMT Support (remainder of game): 3

IJA Reinforcements:

1st Reinforcement Segment: Any road hex on north side of map. Remainder of 3rd Division (16 units); Remainder of 4th Division (12 units); 215 Regiment (3 units), 1/33 Mountain Artillery Battalion of the 33rd Division; 2 Tank battalions.

2nd Reinforcement Segment: Any road hex on the north side of the map. 14th Regiment (5 infantry battalions and 1 artillery battalion). 18th Regiment (5 infantry battalions and one artillery battalion).



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Game Turn 7:

KMT Reinforcements:

1st Reinforcement Segment: Within 3 Hexes of 0943 (Changsha): 10th Corps (all 10 units); 99th Corps (all 10 units); 26th Corps (all 10 units)

IJA Reinforcements:

2nd Reinforcement Segment: Hex 1201: Coastal Flotilla and the IJA Marine Regiment.

Game Turn 9:

IJA Support (turn 9 to 11): 2

KMT Reinforcements:

2nd Reinforcement Segment: Entry point C: 79th Corps (HQ and 3 units).

Game Turn 10:

KMT Reinforcements:

1st Reinforcement Segment: Entry point C: 74th Corps (all 10 units); T2 Corps (all 7 units); N3 Corps (all 7 units).

2nd Reinforcement Segment: Entry point C: Remainder of 79th Corps (6 units).

Game Turn 11:

KMT Reinforcements:

2nd Reinforcement Segment: Entry point C: 72nd Corps (all 7 units).

Game Turn 12:

IJA Support (turn 12 to 15): 1

15.4 Scenario 3: 3rd Battle of Changsha

With 120,000 soldiers organized in four divisions, the Japanese launched their third offensive aimed at capturing Changsha on December 27, 1941. The Chinese were ready with over 300,000 men defending the area around the contested city. The Japanese quickly realized they had been drawn into a Chinese ambush and their offensive plans were quickly disrupted by the stiff Chinese resistance. When the Japanese continued the offensive, cutoff Chinese forces retreated into the surrounding hills, supplying themselves from the local area, all the while awaiting their chance to counter attack. On December 31, the Japanese had reached the outskirts of Changsha but failed to breach the Chinese defenses. The Chinese struck back on January 1 1942, driving the disorganized Japanese back to their starting points by January 15, thus ending the last attempt by the Japanese to gain control of the hotly contested city.

Game Turns: 10 game turns (start game turn 6)

Area of Play: The entire map is in play.

Victory conditions:

- The IJA player wins at the end of any game turn, IJA forces have controlled both hexes of Changsha for two complete game turns (i.e., they must hold both hexes at the beginning and end of two game turns).
- The KMT player wins if at the end of the game, the IJA has not met its victory condition, and the KMT controls both Changsha hexes.
- If neither player has achieved a victory, the game ends in a draw.

KMT Starting Forces (set up first):

Activation Markers:

A: 4th, 58th, and 20th Corps.

B: 99th, 26th, and 37th Corps.

C: 10th, 73rd, and 78th Corps.

D: 74th, 72nd, and T2 Corps

9th Army

Important: The KMT N3 Corps is intentionally not listed, it only activates under the provisions of 6.3.

4th Corps:

a) HQ and four regiments are setup within two hexes of 2705.

b) Four regiments (2 regiments reduced), anywhere on the south side of the Hein-Chang River, no more than 3 hexes from the river.

58th Corps:

Within two hexes of 2508: HQ 58th Corps and five regiments (2 regiments reduced).

37th Corps:

Anywhere on the south side of the Mi-Lo River, no more than 3 hexes from the river: Corps HQ and nine regiments (2 regiments reduced)

20th Corps:

Within two hexes of 3006 (Nan-chiang): Corps HQ and nine units (3 regiments reduced).





IJA Starting Forces (set up second)

Units may be set up in EZOC.

Activation Markers: All IJA activation markers are available at the beginning of the game.

6th Division: Within two hexes of hex 2303 (Ido-lin) Division HQ and all 16 units, except two infantry battalions are reduced.

4th Division: Within one hex of 1503: Division HQ (3 infantry battalions), 9th Regiment (5 units).

3rd Division: Within one hex of 1903: Division HQ and three infantry battalions.

40th Division

Within two hexes of 1606: Division HQ and all 15 units, except 3 infantry battalions reduced. 21st mountain artillery regiment (2 units); 115th Regiment (3 units) of the 51st Division, 1 infantry battalion reduced.

Reinforcements and support: The IJA player randomly draws the number of air support markers listed for each turn. The KMT player receives the number of artillery support markers listed.

The IJA player places four 11A Mountain Artillery units and five 11A Supply units adjacent to any IJA units.

Game Turn 6:

IJA Support (turn 6 to 8): 2

KMT Support (remainder of game): 3

IJA Reinforcements:

1st Reinforcement Segment: Any road hex on north side of map. Remainder of 3rd Division (16 units); Remainder of 4th Division (12 units); 215 Regiment (3 units), 1/33 Mountain Artillery Battalion of the 33rd Division; 2 Tank battalions.

2nd Reinforcement Segment: Any road hex on the north side of the map. 14th Regiment (5 infantry battalions and 1 artillery battalion). 18th Regiment (5 infantry battalions and one artillery battalion).

Game Turn 7:

KMT Reinforcements:

1st Reinforcement Segment: Within 3 Hexes of 0943 (Changsha): 10th Corps (all 10 units); 99th Corps (all 10 units); 26th Corps (all 10 units); 78th Corps (HQ and 6 units).

Game Turn 9:

IJA Support (turn 9 to unit end of scenario): 1

KMT Reinforcements:

2nd Reinforcement Segment: Entry point C: 73rd (HQ and 9 units), 194th Brigade (3 units), R5 Brigade (3 units). One 4-1-3 Artillery Unit.

Game Turn 10:

KMT Reinforcements:

1st Reinforcement Segment: Entry point C: 74th Corps (all 10 units); T2 Corps (all 7 units); N3 Corps (all 7 units).

2nd Reinforcement Segment: Entry point C: Remainder of 79th Corps (6 units).

Game Turn 11:

KMT Reinforcements:

2nd Reinforcement Segment: Entry point C: 72nd Corps (all 7 units).

BARRAGE TABLE

Die Roll	Barrage Value:			
	2	3-4	5-6	7-8
2	—	—	D	D
3	—	D	D	D
4	D	D	D	1
5	D	D	1	1
6	D	1	1	1

Note: A die roll of **1** is always no result (—).

Barrage Result Explanations

D: All units in the hex are disrupted, place a disrupted marker on the units.

1: One unit in the hex loses one step and all units in the hex are disrupted. Place a disrupted marker on the units.

—: No effect.

3.1 Turn Sequence Outline

I: Preparation Phase

Air Support Segment (IJA only)

First Reinforcement Segment

II: Action Phase

Activation Segment

Barrage Segment

Movement Segment

Combat Segment

Important: The Action Phase is repeated until all activation markers are drawn (6.0). When one of the special activation markers are drawn (9th Army Group for the KMT & 11th Army for the IJA) the owning player will conduct the Second Reinforcement Segment.

III: Turn End Phase

Supply Check Segment

Turn Record Segment





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COMBAT RESULTS TABLE

Die Roll	Combat Ratio						
	1:3	1:2	1:1	2:1	3:1	4:1	5:1
2-3	A1R2	A1R2	A1R2	A1R1	A1	A1/DR1	A1/D1R1
4	A1R2	A1R1	A1R1	A1	A1/DR1	A1/D1R1	D1R1
5	A1R2	A1R1	A1	A1/DR1	A1/D1R1	D1R1	D1R2
6	A1R1	A1	A1/DR1	A1/D1R1	D1R1	D1R2	D1R2
7	A1	A1	A1/D1R1	A1/D1R1	D1R2	D1R2	D2
8	A1	A1/D1	A1/D1R1	D1R1	D1R2	D2	D2R3
9-10	A1	A1/D1	D1R1	D1R2	D2	D2R3	D2R3
11	A1/D1	D1R1	D1R2	D1R2	D2R3	D2R3	D2R3
12	A1/D1	D1R2	D1R2	D2	D2R3	D2R3	D2R3

Combat Result Explanations:

A: Signifies the result applies to the attacker.

D: Signifies the result applies to the defender.

Number: The number of step losses the affected side must inflict on his units. If all affected units are eliminated and there are remaining required step losses, ignore the excess losses.

R#: The number of hexes the affected side must retreat. If the affected side cannot retreat the required number of hexes due to terrain, the owning player must inflict the number of step losses equal to the number of hexes the unit(s) were unable to retreat.

TERRAIN EFFECTS KEY

Terrain	Movement	Line of Sight	Barrage	Combat
Clear	1	1	—	—
Woods ¹	2	1	+1	1L
Mountain	3 ²	2	-1	2L
Peak	4 ²	3	-2	3L
Village	OTIH	1	—	1L
Town	1	1	-1	1L
City	1	1	-2	3L ⁴
Port	OTIH	—	OTIH	OTIH
Road/Railroad	1/2	—	OTIH	OTIH
Major Road	1/3	—	OTIH	OTIH
River	+1	—	—	1L
Major River	1/2 ³	—	—	P
Coastal/Lake	Naval	—	P	P
Major River Bridge	Naval	+1	—	P
Fortification	OTIH	—	-1	1L ⁴

Terrain Effect Explanations:

1) If hex contains Woods and Town terrain, use Town Terrain Line.

2) Armor may not enter unless moving along a road.

3) Units can cross from one hex showing all or part of the hex as land to another hex showing the same.

4) Defender ignores retreat results.

—: No Effect

#L: Shift that number of columns left on CRT.

P: Prohibited

OTIH: Other terrain in the hex.