Shanghai Incident - Player Aid

I. Pieces

1) Units: **Formation**
Attack - Defence - Movement *[if circled = Mobile unit]*

Support Unit *[coloured band]***:** May stack with other units of the same formation; if Mobile treat both as mobile
Support Markers; Naval: (Range) = any hex within Range <u>starting from Great River</u> hex
Cannon: (Range) = any hex in Range <u>starting from Ground unit</u> *[not surrounded by EZOC]*
=> count starting from the first hex after the condition allowing the use

Armoured Trains: move on Rail only; <u>unlimited move</u>
Sniper: Triple Japanese Movement cost within 1 hex; may be attacked
*[eliminate on **Ex or D**; Japanese Player ignores negative results]*

Fort: Temporary fortification; **removed if occupying unit moves or is eliminated** [*Rubble = permanent Fort*]

Woosong Forts: Contain Garrison units; <u>SP of the Fort is the number of Woosong Forts still active</u>
=> destroyed at **"D" or "Ex"** result; if **<u>not occupied reverts back to Chinese control</u>**
=> <u>permanently **eliminated only if all 3 Forts occupied by the Japanese**</u> at the same time.

2) General Rules:
Stacking: 1 combat unit + 1 support unit of the same formation per hex; **must attack/defend together**
=> <u>Snipers, Planes; Armoured Trains to not count for stacking purposes</u>

ZOC (moving into): -> <u>regular unit</u>: **ends** movement
-> <u>mobile unit</u>: may continue to move; **pay 1/2 Movement Allowance** *(round down)*
to enter next hex; may **not enter directly another EZOC** hex

ZOC (starting in): => all units **may leave an EZOC** if they start in without any additional cost

Control: A hex is controlled by the side that entered it last *[initial control: Chinese; except Foreign Settlements]*
Support Markers: may be used only once between Pauses
Logistic Points: May be collected over several turns

Victory:

<u>1+ Chinese unit in Shanghai</u> *(including Foreign areas + Nanshi)*: Epic Chinese Victory

If not; calculate Japanese VP-Level; <u>Accumulated VP</u> + <u>Endgame VP</u>:

+ 4 VP per **Japanese controlled city outside of Shanghai** *[max. 36 VP]*
+ 4 VP for **control of all Woosung Forts**
+ 4 VP per **unused pause** *[max. 16 VP]*

VP-Level:
22+ Decisive Japanese   19-21 Major Japanese   16 - 18 Draw (historical)
13-15 Major Chinese   12 or less; Decisive Chinese

Set Up:

=> 3 Sas; SNLF Amrored Car; Ronin; Volunteers in any hex of the Japanese Sector
-> Japanese: 1 aircraft; 1 naval support

=> Chinese 78th Division [8 units] + 2 armoured trains;
-> in city / town other that Foreign Settlements / Nanshi / Jap. Sector;
1 per city / town *[not hex; but named location]*; trains must be located on a railroad

=> mark Woosong Forts as Strength 3 *[number of Woosong Forts currently in Chinese control]*
=> Pause on "4th" Pause turn marker *[Pause marker starts at 4]*

Combat - Resolution

aa) Resolve Bombardments (Attacks only by Support Markers; max. 2)
 => use only Support markers to attack a target unit
 => If Support Marker **used in a city**; roll 1d6; on 1-2 place Rubble *[unremovable Fort]*

bb) Resolve Ground Combat
 => attack adjacent enemy units with own units [may attack Chinese Snipers / Woosong Fort]
 => add up to 2 Japanese **Support Markers**

  - if **Chinese Fort**: 1/2 Strength of Support *[round down]*
   [Exception: Japanese attacks involving Engineers ignore Forts]
  - If Support Marker **used in a city**; roll 1d6; on 1-2 place Rubble *[unremovable Fort]*

=> Choose the **1 highest Terrain Modifier**
=> **Chinese Units in Forts** gain double Defence   *[Exception: Japanese attacks involving **Engineers**]*

City; River	-2	-1	0	+1	+2 / 3	+ 4 / 5	+ 6 / 7	+ 8 / 9	+ 10			
Town	-3	-2	-1	0	+1	+2 / 3	+ 4 / 5	+ 6 / 7	+ 8 / 9	+ 10		
Woods	-4	-3	-2	-1	0	+1	+2 / 3	+ 4 / 5	+ 6 / 7	+ 8 / 9	+ 10	
Clear	-5	-4	-3	-2	-1	0	+1	+2 / 3	+ 4 / 5	+ 6 / 7	+ 8 / 9	+ 10
Die Roll												
1	(A)	*A1*	*A1*		**Ex**	**Ex**	*D2*	*D2*	*D2*	*D3*	**De**	**De**
2	(A)	(A)	*A1*	*A1*		**Ex**	**Ex**	**Ex**	*D2*	*D2*	*D3*	**De**
3	(A)	(A)	(A)	*A1*	*A1*		**Ex**	**Ex**	**Ex**	*D2*	*D2*	*D3*
4	(A)	(A)	(A)	(A)	*A1*	*A1*		**Ex**	**Ex**	**Ex**	*D2*	*D2*
5	**Ae**	(A)	(A)	(A)	(A)	*A1*	*A1*		**Ex**	**Ex**	**Ex**	*D2*
6	**Ae**	**Ae**	(A)	(A)	(A)	(A)	*A1*	*A1*		**Ex**	**Ex**	**Ex**

 e = eliminated   (A) = attacker loses 1 step   X (Number) = retreat X hexes   Ex = each side loses 1 step
 (A) => in Bombardment closest friendly unit

Step loss: => **Support units** stacked with regular units must take losses first in **this stack**
     => **Engineers** must be the first step loss in any Exchange

Retreat: move away from the attacking unit; if possible through **empty hexes** *[else friendly occupied]*
  -> May retreat additional hexes to reach a safe hex

  => **not through enemy units or EZOC** *[EZOC negated by friendly unit presence]*
   [Exception: Japanese Cavalry ZOC may be ignored]
   [Exception: Chinese Trains may ignore EZOC]

  => if the unit can not complete the retreat -> **permanently eliminated** *(no replacement possible)*

  => May attempt **"Stiff Resistance"**; roll 1d6; if less or equal defence -> lose 1 step; **remain** in hex
              if greater than defence -> lose 1 step; **retreat**
     => If a stack of units attempts this; choose 1 unit to take the test
     => auto-success if Chinese unit inside a fort

Advance After Combat: move along the retreat path; ignore EZOC

II. Turn Structure:

1) Japanese Turn => Air Interdiction: place air unit on the map

a) Movement

    Air Interdiction: Chinese pay <u>double</u> to enter hexes **within 2** of the air support *(4 times if redeployment)*
    Sniper: Japanese pay <u>triple</u> to enter hexes **within 1** of the Sniper
    International Settlements: may <u>only be entered by Japanese player</u>; **- 8 VP if doing so**
                                   => in this case Chinese units may enter as well
    Redeployment Move: <u>4 times</u> the Movement Allowance
                            [may not start in EZOC or enter EZOC / enemy controlled cities / towns]

    => **Chinese Player** may take **Replacements/Replace eliminate units by spending LP** during a normal
                     movement Phase -> if doing so MA is halved for flipped units; spent for new units
    => **Chinese Player** may deploy <u>forts</u> by spending 1 LP; takes all MP of the unit building it

b) Combat => attack a hex with adjacent units *[attack once, be attacked once, be bombarded once]*
     => if <u>Chinese attack into Shanghai</u> hex; may **place a Sniper Marker** in Shanghai **within 2 hexes**

c) Mobile Movement *[Mobile units that didn't move during regular Movement]*
    => no movement from EZOC to EZOC allowed

d) 2nd Combat Phase
    => all units may attack again; **treat "Exchange" Results as "No Effect"**

2) Chinese Turn

3) Administrative Phase
  => <u>advance turn marker</u>
  => A Pause may be **declared by the Japanese Player** at the <u>end of turn 1-6</u> *[automatic during turn 7]*
  => Japanese player may decide to "end" the game at any point; go to VP level calculation

Pause: After a Pause a new 7-turn game is started
  1. Japan **regains all spent Supply Markers** *[add new ones arriving on the Pause track]*
  2. Place **Reinforcements / Replacements**
"
a) Japanese Reinforcements
  -> receive 1 Formation as reinforcements *[SNLF + 24th Brigade count as 1]*
  => deploy at <u>great river beach hex</u>; not **occupied by Chinese units or EZOC**; must deploy **"in line" adjacent**
  => per **Japanese Division**; <u>- 2 VP * Pause Number</u>*; per Brigade; - 1 VP * Pause Number*

b) Japanese Replacements
  => <u>2 steps</u> in the **SNLF + 24th Brigade**   => <u>4 steps</u> in each **Division**
   -> spend to <u>flip units not surrounded by EZOC</u> *[negated by friendly units]*
   -> spend to <u>place a unit back in the game at great river beach hex</u>
            or <u>adjacent city/town occupied by same formation</u> *[not in EZOC]*

c) Chinese Reinforcements Availability *[5th Army includes 1 & 2 Ken]*
   -> 19th Route Army Reinforcements are available at the start
   => 5th Army Reinforcements are available after paying + 4 Japanese VP * Pause number

d) Chinese Logistics   => 2d6 + 6 = Logistics Points   => **subtract 1d3** per <u>Japanese air unit</u> on the track
    -> **1 LP to enter a Brigade** => on east or north map edge; not in EZOC *[no Armoured Trains]*
    -> **1 LP to place a fort** => place in Chinese occupied city/town
    -> **1 LP to replace a step loss** => <u>flip units</u> not **surrounded by EZOC** *[negated by friendly units]*
  => if replacing a lost unit; enter <u>like reinforcements</u> or <u>adjacent city/town occupied by same formation</u> *[no EZOC]*
  -> **may not replace Armoured Trains + units <u>eliminated while not being able to retreat</u>**

  3. <u>Japanese Move / Chinese Move</u> -> "redeployment" move only
  4. <u>Japanese Air Interception</u> -> may place air support on the next Pause
  5. <u>End</u> => move **"Pause" marker down 1**; if it hits "0" => **end of the game**