

Japanese reinforcement Group	Turn of Arrival	Units
Sixth Army	If <i>Sixth Army</i> marker picked	6, Yok HQs; 26, 28 motorized infantry; 3, 4 armor regiments; 1M, 8M cavalry; 6/1BG infantry, Sek infantry; 24 engineer; 1/10, 2/10 antiaircraft; 3 x supply. Raise Japanese Command Control by one level.
Kwangtung Army Reserves	If <i>Kwangtung Army Reserves</i> marker picked	(1) Turn the marker is picked: 7 HQ; 25, 27, 16, 30 motorized regiments; 29 IG infantry; 7 armored recon; 1KA antiaircraft; 3 x air; 1 x supply. Raise Japanese Command Control by one. (2) Following turn: 2, 4 HQs; 4, 29, 8, 70, 37, 61 regiments; 5 armor; 2, 4 armored recon; 2KA, 3KA antiaircraft; KA engineer; 2 x supply.
2nd Air Division	If <i>Kwantung Army Orders Offensive</i> marker is picked	6 x Air
Routine Air	May 1939 – end game	3 Air Units per turn.
Supply units	May 1939 – until end of scenario	3 points per turn.
Optional units	If <i>Kwangtung Army Reserves</i> marker picked	3 cav HQ; 23, 29 cavalry; Japanese must pay 3 VP for each unit.
Campaign Markers	See explanations	

Soviet reinforcement Group	Turn of Arrival	Units
57 Corps	If <i>STAVKA Orders Offensive</i> marker is picked	57 corps, 82 HQs; 7, 8, 9 mechanized brigades; 5 MG brigade; 601, 602, 603 infantry; 22, 23 cavalry; 57 antiaircraft regiment; 57 engineer; 3 x Air Units; 2 x supply.
1st Army Group	If <i>1st Army Group</i> marker picked	57 division, NOG, COG, SOG, HQs; 6 armor brigade; OT-130 tank company; 212 airborne brigade; 3 x 80 infantry regiments, 480 infantry regiments; 57 armored recon battalion; 85 antiaircraft regiment; 1 engineer; 4 x Air Units. Raise Soviet Command Control by one level.
Routine Air	May 1942 – end game	2 Air Units per turn.
Supply units	May 1942 – until <i>1st Army Group</i> marker picked	3 points per turn.
Supply units	Turn <i>1st Army Group</i> marker picked until end of scenario	5 points per turn.
Zhukov	If <i>Zhukov</i> marker picked.	Raise Soviet Command Control by one.
Optional units	If <i>1st Army Group</i> marker picked	152 HQ; 544, 644 infantry, 152 Recon. Soviets must pay 3 VP for each unit.
Campaign Markers	See explanations	

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TERRAIN EFFECTS CHART (TEC)

Note that not all these terrain types are in every game.

Terrain	Mechanized unit movement cost	Non-Mechanized unit movement cost	Land Defense modifier	Bombardment Defensive Modifier	Notes
Clear	1	1	-	-	
Dunes	2	2	-	-	
Woods	2	1	-1	-	
Jungle	4	2	-2	-1	
Cultivated	2	1	-1	-	
Marsh	2	1	-1	-	
Swamp	3	2	-1	-1	
Mud Flat	2	2	-	0	
Sea	Amphib only	Amphib only	n/a	n/a	
Coral Reef	prohibited	1	-	-	
Dock	1	1	-	-	
Ridge	2	2	-2	-	See optional High Ground rule
Hilltop	2	1	-1	-	See optional High Ground rule
Mountain	prohibited	3	-3	-1	See optional High Ground rule
Cliff hexside	prohibited	+1	-1 *	other terrain	* only if all attackers are downslope
Stream hexside	+1	+1	0	other terrain	
Minor River, Canal hexside	+4	+2	-1	other terrain	
Major River, Lake hexside	+6	+4	-2	other terrain	
Levee	+3	+2	-	-	
Coastal	other terrain	other terrain	other terrain	other terrain	See amphibious movement.
Sea	prohibited	prohibited	prohibited	prohibited	See amphibious movement.
Printed fortification	2	2	-1 Allies -1 Japanese	-1	Units occupying fortification hexes may ignore normal retreat results; routes are converted into retreat.
Base	1	1	-1	-	
Airfield	1	1	-	-	
Objective Hex	Other terrain	Other terrain	Other terrain	Other terrain	See Victory Conditions
Landmark	Other terrain	Other terrain	Other terrain	Other terrain	See scenario rules
Village	Other terrain	Other terrain	Other terrain	Other terrain	
Town	1	1	-1	-	
City	3	1	-2	-1	Units occupying city hexes may ignore normal retreat results; routes are converted into retreat.
All weather road	1/4	1/3	other terrain	other terrain	
Other Road	1/2	1/2	other terrain	other terrain	
Trail	1	1	other terrain	other terrain	
Bridge	Negates hexside crossing cost	Negates hexside crossing cost	other terrain	other terrain	
Railroad	1/2	1/2	other terrain	other terrain	See scenario special rules
Border	Other terrain	Other terrain	Other terrain	Other terrain	See scenarios
Japanese Fortification marker	-	-	-2 plus other terrain	-2 plus other terrain	Units occupying fortification may ignore normal retreat results; routes are converted into retreat.
Allied Fortification marker	-	-	-1 plus other terrain	-1 plus other terrain	Units occupying fortification may ignore normal retreat results; routes are converted into retreat.
Infiltrate	all	all			Move directly from one enemy ZOC to another.
Enemy ZOC	Stop	Stop	See Combat	-	

NOMONHAN CAMPAIGN MARKERS EXPLANATION TABLE

JAPANESE MARKERS	When Played	Effect	Disposition
Kwangtung Army Orders Offensive	Immediately	Japanese receive the 2nd Air Division reinforcement group. See the Reinforcement chart.	Remains in effect for remainder of game.
Sixth Army	Immediately	(1) Increase the Japanese Command Control level by one level. (2) Japanese receive the Sixth Army reinforcement group. See the Reinforcement chart.	Remains in effect for remainder of game.
Kwangtung Army Reserves	Immediately if the Soviets have 10 or more VP than the Japanese; otherwise, return to Pool.	(1) Increase the Japanese Command Control level by one. (2) Japanese receive the Kwangtung Army Reserves reinforcement group. See the Reinforcement chart.	Remains in effect for remainder of game.
Armor Withdrawal	Immediately	If the Japanese 3 rd , 4 th or 5 th Armored Regiments are in play, roll one die for each. On a 1-4 it is removed from the game. On a 5-6 there is no effect for that unit.	Remove from play
Banzai!	Combat Phase	Play prior to any one land battle. Apply all of following to this battle: (1) Japanese receive a one column shift in their favor, attacking or defending. (2) Japanese units ignore all rout and retreat results. Unit eliminations are applied normally. (3) Treat Bloodbath and Contact results as AE when Japanese are attacking and DE when defending.	Return to Pool.
Gekokujo	Immediately	Roll one die. On a 1-4 the Japanese player may activate any one HQ without using a supply unit; it remains activated for the remainder of the turn. On a 5-6 the Japanese receive one less supply point reinforcement this turn.	Return to Pool.
Manchukuoans Desert	Immediately	Roll one die for each Manchukuoan unit on the map. On a "5-6" it is permanently eliminated. This does not count for VP.	Return to Pool.
Recon (Intel Marker)	(1) Japanese Movement Phase or (2) Soviet Combat Phase	(1) The Japanese player may examine any one Allied stack anywhere on the map. or (2) The Japanese player may decide which CRT will be used for the combat.	Return to Pool.
Staff Planning	Logistics phase	Activate one HQ without using a Supply unit.	Return to Pool.
Weather	Immediately	Each player must transfer one air unit into the Damaged box; then each player eliminates one supply point.	Return to Pool.
SOVIET MARKERS	When Played	Effect	Disposition
STAVKA Orders Offensive	Immediately.	(1) Soviets receive the 14th Corps reinforcement group. See the Reinforcement chart.	Remains in effect for remainder of game.
First Army Group	If the <i>STAVKA Orders Offensive</i> has been picked on a previous turn; otherwise, return to Pool.	(1) Increase Soviet command control level by one. (2) Soviets receive the First Army Group reinforcement group. (3) Increase Soviet supply. See the Reinforcement chart.	Remains in effect for remainder of game.
Crisis in Europe	Immediately	For the remainder of this turn, double all VP both players gain.	Remove from play at end of turn.
Espionage	Any time	Soviet player may examine all Japanese units on the Reinforcement track.	Return to Pool.
Maskirovka	(1) Initiative Phase OR (2) Reinforcement Phase	(1) The Soviet player selects which player gets the Initiative for this turn. OR (2) The Soviet rolls one die and receives that number of Deception markers.	Remove from play.
Recon	(1) Soviet Movement Phase or (2) Japanese Combat Phase	(1) The Soviet player may examine any one Japanese stack anywhere on the map. or (2) The Soviet player may decide which CRT will be used for the combat.	Return to Pool.
Staff Planning	Logistics phase	Activate one HQ without using a Supply unit.	Return to Pool.
Tactical Experience	Any Combat Phase	Any combat involving at least one Soviet unit receives a one-column shift in the Soviet favor.	Return to Pool.
Weather	Immediately	Each player must transfer one air unit into the Damaged box; then each player eliminates one supply point.	Return to Pool.
Zhukov!	Immediately.	(1) Increase Soviet command control by one level. (2) For the remainder of the game, Soviet mechanized class units may advance one additional hex after combat if a combat result would otherwise allow them to advance.	Remains in effect for remainder of game.

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JAPANESE VICTORY POINTS TABLE

Event	VP
Gained immediately	
Each Soviet mechanized class brigade eliminated	6
Each Soviet HQ unit eliminated	5
Each Soviet infantry, engineer and anti-aircraft regiment eliminated	3
Each Soviet airborne brigade eliminated	3
Each Mongolian cavalry regiment eliminated	1
Each Soviet mechanized company eliminated	1
Each Soviet mechanized class battalion eliminated	2
Each Soviet non-mechanized battalion eliminated	1
Each Soviet air unit eliminated	2
Each Soviet supply unit eliminated	0
Gained during each Victory Check phase	
Each Objective hex east of the Khalkhin Gol River occupied by Japanese land units	1
Each Objective hex west of the Khalkhin Gol River occupied by Japanese land units	3

SOVIET VICTORY POINTS TABLE

Event	VP
Gained immediately	
Each Japanese mechanized regiment eliminated	9
Each Japanese HQ unit eliminated	4
Each Japanese non-mechanized class regiment eliminated	3
Event (cont.)	
Each Japanese mechanized class battalion equivalent eliminated	3
Each Japanese non-mechanized battalion eliminated	1
Each Manchukuo regiment eliminated	1
Each Japanese air unit eliminated	2
Each Japanese supply unit eliminated	0
Event (cont.)	
VP (cont.)	
Gained during each Victory Check phase	
Soviet land units occupy Nomoham hex	5
Each Objective hex east of the Khalkhin Gol River occupied by Soviet land units	2
Each Objective hex west of the Khalkhin Gol River occupied by Soviet land units	0

LETTER FROM THE PUBLISHER

I don't often use the PA system, but there's are some important problems we're working on, and we need your help with them. The first is beta testing our magazine games: we need additional players to test them, before and after printing, so we can further improve them. I'll review what we're doing and how you can become involved.

We want to produce the best possible games, and one of the things we do for quality improvement is provide opportunities for gamers outside our offices to help eliminate errors and improve rules clarity through play. Several years ago we initiated our "Over-The-Horizon (OTH)" play test program, in which we sent out copies of our finished games for testing. That's proved successful in that we've caught lots of errors and could fix the rules, but we then still had to list the map and counter errata in the rules and, even with a dozen or more testers, some glitches still got through.

Over the last year, in addition to our post-print testing with the final components, we've initiated a further program in which we send out several play test kits with our final component artwork BEFORE we actually print the games. We even make die-cut counters in-house. That means we can fix map and counter errata before printing.

We insist on a different group of players for the post-print testing in order that we can increase the total number of gamers testing each design. That's where we need more help: we need more players involved in testing.

For you to become involved as a beta tester, all we ask is you be able to play a game at least four times during a two-month period. For two-player games, you'll need a face-to-face opponent (though it doesn't have to be the same person each time). We insist on opponents because we've learned useful feedback increases geometrically when two or more are involved. (That is, we usually get back four times the feedback from two players testing a game together than from one person playing alone.)

If you don't have a regular gaming buddy, that's OK – we've got many solitaire games in the works, and we'll accept solo-play reports on those. (We'd still like at least some of those games to be played cooperatively as "two against the system," simply for the sake of getting that additional feedback).

Due to the two-month time constraint, we have to prioritize our use of US players in order to maximize their testing time; however, when we have additional time to ship kits outside the US we will do so. So, if you're interested, please e-mail me at <doccummins@strategyandtacticspress.com>

We'll then e-mail you a list of the next group of games ready for testing, and together we'll determine which of them best match your interests. When it's all done, we'll also send you a copy of the published game (or extend your existing subscription) and you'll be listed in the credits.

That's what's going on with the magazine games. We're also doing the same with our boxed games, and the time lines there are longer. We're currently seeking American Civil War aficionados to beta test *Alamo to Appomattox*, which is a *Krieg*-style strategic ACW design that includes mini-intro games for the Texas Revolution and the Mexican-American War (hence the title). There's also a unique mini-game covering the 1850s, which can be played alone or as a prelude to the ACW campaign game. There are also what-if scenarios that allow you to start the war in 1853, 1857 or 1865, fully taking into account the differences in population, state politics, industry, railroad systems, weapons, etc. There are also some small single-battle and one-year campaign scenarios.

We're also working on an update of *Wellington's Victory* (the Battle of Waterloo). Once *A2A* and *WW* are finished (mid-2014), we'll be starting on the update of the old-SPI monster game *Campaign for North Africa* and *Hand of Fate*, a Vietnam game (both are Miranda projects).

Contact me at <doccummins@decisiongames.com> for any of those four games, or if you're interested in testing any of our upcoming folio or mini-games. (Please indicate the games, systems or eras in which you're most interested.)

To sum up: we're making more kits for more play testing, and we need more players to use them. If you want to participate, send me an email with a list of the games, systems or eras in which you'd be most interested.

Thanks for helping!
— Doc