

SHANGHAI-NANKING CAMPAIGN 1937

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP & HEX CONTROL
- 4.0 HOW TO WIN
- 5.0 TURN SEQUENCE
- 6.0 STACKING
- 7.0 ZONES OF CONTROL
- 8.0 REINFORCEMENTS & REPLACEMENTS
- 9.0 MOVEMENT
- 10.0 COMBAT
- 11.0 FIRE SUPPORT
- 12.0 EXAMPLE OF PLAY
- 13.0 SET UP & REINFORCEMENTS

CREDITS

Design: Doc Cummins and Ty Bomba

Development and Playtesters: Joe Admire, Billy Croslow, Greg Maynard, David Moseley, Keith Powell, Steve Rowe

Managing Game Developer: Doug Johnson

Proofers: Ken Biholar, Hans Kortling, Michael C. Neubauer

Map Graphics: Joe Youst

Counters: Chris Dickson

Production: Richard Aguirre

Photo Credits: Naval History Heritage Command & The National Museum of Denmark.



© 2021 Decision Games, Bakersfield, CA

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

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 at strategyandtacticmagazine.com/site/e-rules/

1.0 INTRODUCTION

The Shanghai-Nanking Campaign 1937 (SNC) is a two-player historical simulation of the largest single military campaign fought anywhere in the world during the interwar period. The Japanese player is primarily on the offensive, attempting nothing less than ending China's existence as an independent country via the political shock of the rapid conquest of that country's primary port and capital cities.

The performance of the Japanese in the historical campaign is reckoned here as a draw, since they won all the operational victories but failed to do so decisively and swiftly enough to win the war. To win the game, the Japanese player must therefore out-perform his historical counterpart in command.

The Chinese player is primarily on the defensive, but he can also win a "Sudden Death" victory if he manages a successful counterattack.

1.1 Scale

The units of maneuver are primarily Japanese regiments or Chinese divisions. Japanese regiments were normally uniform and varied only in their combat experience. Chinese divisions varied in manpower and training and so their combat strength and second step are reflective of those factors.

Each hexagon on the map represents seven miles (11 km) from side to opposite side. Each full game turn represents approximately two weeks.

1.2 Sides

One player controls all the white-on-red Japanese units while his opponent commands all the white-on-blue, white-on-black, and black-on-green Chinese units.

1.3 No Supply Rules

There are no "supply rules" as such in this game. That is because the peculiarities of both sides' historical logistical, command-control capabilities, and constraints came together in such a way as to allow those features to be built into the overall movement and combat rules.

SHANGHAI-NANKING CAMPAIGN 1937

Important: Hex 3513 (International Settlement) is neutral and may not be entered by either side under any circumstances, nor may a line of communication be traced through it.

Map Errata:

TEC: Towns confer a 1L defensive shift in any type of hex for Chinese units (10.4.1) thus a town in a march or woods hex will confer a 2L shift.

CRT: Die roll of 6 at 5:1 has a result of 0/4.

2.0 COMPONENTS

A complete game of **Shanghai-Nanking Campaign** includes a 22x34-inch game map, rule set, and a sheet of 176 5/8-inch counters. Players must provide at least one six-sided die to resolve combat and other probabilistic game events (two to four six-sided dice will speed gameplay).

Important: The counter mix contains six counters that are replacement counters for *S&T* 318 (**Constantinople**), *S&T* 324 (**Fight the Fall**), and *S&T* 325 (**Italian-Ottoman War**). Players should remove the original counters from each of the games and replace them with the counters provided here.

2.1 Game Map

The map illustrates the militarily significant terrain found in and around this portion of China in 1937 when portrayed at this scale. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it (like the squares in Chess and Checkers).

- A unit is in only one hex at any one time.
- Every hex on the map has a unique four-digit identification number printed within it. They are provided to help find exact locations more quickly and to allow for the recording of unit positions if a game is taken down before it can be completed.

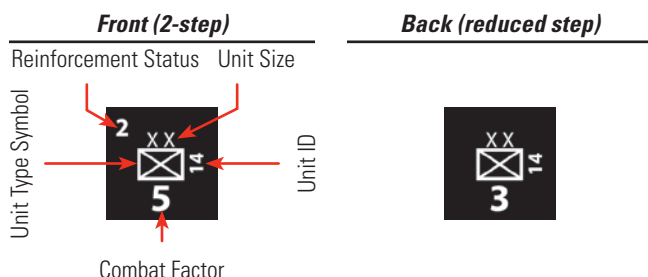
Example: The city of Suzhou is in hex 2410.

2.2 Unit Counters

Most unit counters represent combat formations; others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or an emery board or purpose-designed counter clipping device) to remove the nub-like “dog ears” from their corners will facilitate the units’ easy handling and stacking during play, and it will also demonstrate to your opponents your samurai-like determination and discipline.

2.2.1 Combat Units

Each combat unit counter displays specific pieces of information.



Nationality: The side each unit is on is shown by the units’ color schemes.

Japanese Units: Red on White.

Chinese Regular Units: White on Blue.

Chinese Elite Units: White on Black.

Chinese Garrison Units: Black on Green.

Unit Identification: All units are given their historical identities by the numbers or names used to designate those formations during this campaign.

Chinese:

PPC: Peace Preservation Corps

TP: Tax Police Division

TD: Training Division

Japanese:

SNLF: Special Naval Landing Force

Unit Size: Unit organizational sizes, from larger to smaller, are shown using the following symbols. If a unit’s size symbol is within a bracket, that means it was an ad hoc formation of approximately that size.

XX: Division

III: Regiment

X: Brigade-Equivalent Detachment

II: Battalion

Unit Type: The following symbols in each counter’s unit-type box distinguish the various combat arms employed here.

Infantry

Static Garrison and/or Constabulary Forces

Naval Infantry

Combat Factors (CF): Combat Factors are measures of each unit’s ability to conduct combat operations.

- Static units have their combat factors parenthesized to indicate they cannot attack, only defend. Their “attack factor” is always zero, meaning they never attack.
- The combat factors of non-static units are the same for both attack and defense. Their specific uses are explained in 10.0.

Movement Factors (MF): This number is a measure of a unit’s ability to move across the hex grid. Movement factors are not printed on the counters.

- The static units of both sides never move once placed on the map, except to go into the dead pile if they are eliminated in combat.
- The movement factor of all mobile units is always eight.
- Units pay varied movement factor costs to enter different hexes, depending on the terrain in each hex and any water barriers around their hexes.
- Each side pays different costs for terrain due to the differences in the two armies.
 - a) The Chinese are largely on foot and in familiar terrain so most terrain is one MP per hex.
 - b) The Japanese had enough vehicles to make good use of the limited road/railroad network; however, they did not have familiarity with the terrain and were often slower off-road.

SHANGHAI-NANKING CAMPAIGN 1937

Step Strength: All units contain either one or two “steps.” Steps are an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its “robustness” in current US Army jargon).

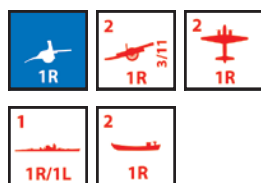
- a) Those units with combat factors printed on only one side of their counters are “one-step” units; most Chinese units are one-step.
- b) Japanese and Chinese elite units with printing on both sides are “two-step” units.
- If a two-step unit suffers a step loss, it is flipped over so its lower-step side shows.
- If a one-step unit, or a former two-step-unit that is already been “reduced” in strength, suffers another step loss, it is removed from the map (eliminated) and placed into a “dead pile” off to the side.

Important: Reduced Japanese units may regain lost step strength through replacement (8.0). Step strength reduction (and full unit elimination) only take place as the result of losses in combat.

2.2.2 Markers

The following information markers are also included in the counter-mix. Details on their use appear at the appropriate places throughout the rules.

Fire Support Markers (11.0)



Turn Marker (5.0)



3.0 SET UP & HEX CONTROL

The players should first decide which side each will control.

- One player commands all the Japanese forces while the other commands all the Chinese forces (2.2).
- The Japanese player should sit off the map’s north side facing south; his opponent should sit opposite him off the south side of the map facing north.
- After determining sides, the players should each take the units under their command and sort them onto and around the maps according to the instructions and sequence below.
- Set up the game using the following sequence of steps. Stacking rules (6.0) are in effect during set up.

3.1 Unit & Marker Setup

Place the Turn marker in the “1” Box of the Turn Record Track (TRT) printed on the map.

- All unit counters and fire support markers (for both sides) with a one-digit number printed in their upper-left corner of their full-strength side are reinforcement units. Both players should place their reinforcement units and markers into the boxes of the TRT that correspond with those numbers.
- Both players set all at-start fire support markers near the map; they are available for use on game turn (GT) one.
- The players then set up their at-start units (those units without a number in the upper left corner) in the following order:

Important: Set up and reinforcement listing are located in 13.0 (last page of the rules).

1) The Japanese player sets up his starting units.

2) The Chinese player sets up his starting units.

- Reinforcement units are listed by GT and placement location in the reinforcement section of each side’s force.

3.2 Hex Control

The idea of “hex control” (which side owns which hexes at any given instant) is important for purposes of judging victory (4.0).

Important: At the start of play the Japanese player controls only the two hexes occupied at the beginning of the game, and the Chinese player controls all other hexes on the map.

- The control status of a hex switches from one side to the other whenever a ground unit from the other side enters the hex. Control switching is immediate and may occur and reoccur in the same hexes any number of times during play.

Designer’s Note: Do not confuse the idea of “hex control,” explained above, with that of “zones of control” (ZOC) (7.0). For now, all you need to understand, regarding the latter, is the fact the mere projection of a ZOC into an enemy-controlled hex does not by itself cause the control status of that hex to switch from one side to the other.

4.0 HOW TO WIN

The Japanese player is on the offensive, trying to win by capturing city hexes on the map more quickly than his historical counterparts were able to do historically. Chinese victories usually take the form of that player defensively thwarting such a Japanese accomplishment, though a sudden death victory is also possible for the Chinese player.

4.1 Chinese Sudden Death Victory

The game ends immediately and the Chinese player achieves a Sudden Death victory if either of the following conditions are met:

- 1) The Chinese player gains control of hex 3512 at any time during the game.
- 2) If on or after GT 8, Chinese units occupy any hex adjacent to or in the Shanghai city hex 3512.

4.2 Chinese Sudden Death Defeat

Starting on GT 1 and continuing until the end of GT 5, if at any time, the Chinese player does not have a Chinese unit in or adjacent to hex 3512, the game ends and the Chinese player suffers a sudden death defeat.

Designer’s Note: The sudden death victory condition reflects the political ramifications of the Japanese suffering a significant defeat in China. The sudden defeat condition reflects the diplomatic importance to the Chinese of maintaining the ongoing fight in sight of the International Settlement and thus the hope of support and/or intervention of Western Allies.

SHANGHAI-NANKING CAMPAIGN 1937

4.3 End of Turn Game Victory Check

During each Victory Check Phase (5.1, Phase II.D), the Japanese player determines if victory has been achieved.

- If Japanese units control all city hexes (total of seven), the Japanese player wins the game.

Important: City hex 3513 is counted as Japanese-controlled if all other city hexes on the map are Japanese-controlled.

- During the Victory Check Phase of GT 12, if the Japanese player does not control all city hexes, the Chinese player wins the game.

Designer's Note: Regarding 4.3, in game terms the historical campaign ended at the end of GT 12 with the Japanese in control of all seven city hexes. In gaining that ending situation they almost overran the entire map and inflicted massive casualties on the Chinese military. Even so, they went on to lose the larger war in China.

4.4 No Victory Gradations

There are no gradations of victory; winning is winning for either player, no matter how it is achieved.

5.0 TURN SEQUENCE

Every full GT is divided into two "player turns" that together comprise a variably sequenced series of steps or "phases." Each full sequence of phases (5.1) makes up one GT, of which there are a maximum of twelve in a complete game.

- Every action taken by a player must be conducted during the appropriate part of the sequence outlined below.
- Once a player has finished a particular phase, or a specific activity within a phase, he may not go back to perform a forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.1 Turn Sequence

The turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they are encountered as you go through this sequence in each GT.

I. Chinese Player Turn

- A) Chinese First Operations Phase
- B) Chinese Reinforcement Phase
- C) Chinese Second Operations Phase

II. Japanese Player Turn

- A) Japanese First Operations Phase
- B) Japanese Reinforcement Phase
- C) Japanese Second Operations Phase
- D) Victory Check Phase

5.2 Ending Game Turns

Each GT is completed when Phase II.D Victory Check Phase is concluded.

- At those times move the turn marker forward one box on the TRT and start a new GT.
- If a game has not ended in a sudden death victory, or by the capitulation of one of the players, prior to then, play stops at the end of GT 12 (4.0).

5.3 Move/Fight, Fight/Move, Move/Move, or Fight/Fight

Prior to the start of each player turn, the player about to take his turn must announce what he will do in each friendly Operations Phase during the current GT. The player may choose to:

- 1) Move units the First Operations Phase and attack in the Second Operations Phase; **or**,
- 2) Attack in the First Operations Phase and move in the Second Operations Phase; **or**,
- 3) Move units in both phases; **or**,
- 4) Attack in both phases.

- The Reinforcement Phase for each player occurs after the First Operations Phase and before the Second Operations Phase. This separate phase for reinforcements provides for reinforcements to:

- 1) Arrive and move (Chinese units).
- 2) Arrive and attack (Japanese units).

- The decision for arriving reinforcements is made separately from what the rest of their respective forces may have done in the First Operations Phase.

Example: The Chinese may choose to fight in the First Operations Phase. Then, during the Reinforcement Phase arriving reinforcements may move.

- No matter what phase order a player chooses, all his units may participate to the limit of their normal capabilities in both of those phases.
- Each player only makes one phase order declaration per player turn, which is then applied to all his units throughout the player's phases.
- A player may not choose one phase order for some units and the other phase order for other units.

5.4 Reinforcements

When one or more reinforcement units are in the current GT's box on the TRT, those units must be placed on the map by the receiving player during his Reinforcement Phase that GT.

6.0 STACKING

Stacking is the term used to describe the placement of more than one friendly unit in the same hex at the same time.

- Opposing ground units may never stack together; only friendly units stack together.
- Stacking limits only apply:
 - 1) At the end of an Operations Phase, if the player chose movement for that phase; **and**,
 - 2) After each combat is resolved (after advance and retreat after combat for each combat) if the player chose attack for that Operations Phase.

Important: In 2) both players must determine if all friendly units meet stacking limits (6.2).

- At the above times, if any hexes are found to be over-stacked, the owning player must eliminate enough excess units there (player's choice) to bring any overstacked hex into compliance with the stacking rules.

SHANGHAI-NANKING CAMPAIGN 1937

6.1 Free Stacking Units & Markers

Fire support markers have no stacking value. They may be placed in any hexes according to the rules governing their specific uses.

6.2 Stacking Limits

Each side may have up to the number of units listed below stacked together in one hex:

Japanese (five units):

- 1) All four infantry regiments of one infantry division; **and**,
- 2) One garrison unit or one regiment.

Important: The four Japanese SNLF battalion units are considered a division when stacked together.

Chinese Units: The Chinese player may have up to three division equivalents (DE) in any one hex. Chinese DE are determined as follows:

Regular Brigades: 0.5 DE	Elite Brigades: 1.0 DE
Regular Divisions: 1.0 DE	Elite Divisions: 1.5 DE

Example: The Chinese player may stack one elite division, one regular division, and one regular brigade in one hex.

6.3 Fog of War

Neither player may look beneath the top unit of any stack belonging to his opponent until such time as he begins the resolution of an attack against it. At that time, it is too late to call off that attack.

6.4 Stacking Order

The top-down/bottom-up order in which units in a hex are stacked has no significance.

7.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex containing one or more ground units of any type constitute the "zone of control" (ZOC) of the units in that hex.

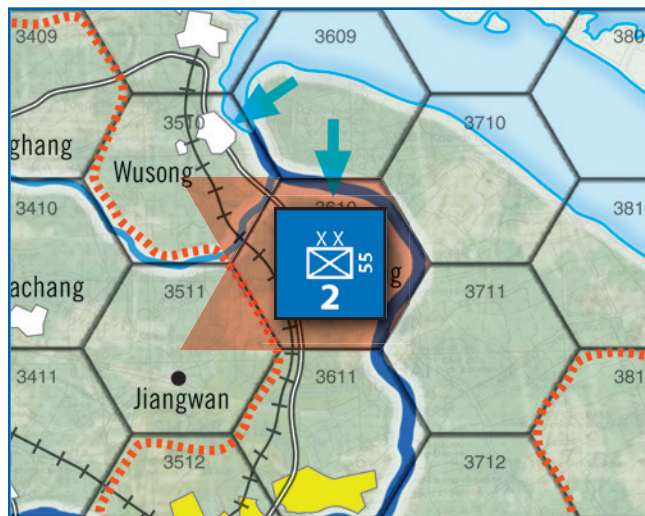
- There is no difference in effect between ZOC projected by units of different sides into the same hex.
- Opposing units may simultaneously project their ZOC into the same hexes. Both infantry and static units project ZOC.

7.1 Terrain & ZOC

ZOCs project into, out of, and across most types of terrain as well as river hexsides.

- ZOCs do not extend into or across the following hexes/hexsides:
 - 1) City hexes; **or**,
 - 2) All-sea or all-lake hexsides; **or**,
 - 3) Across the navigable portion of the Huangpu River.

Important: Chinese ZOCs do not extend into coastal hexes occupied by Japanese units within the Japanese Naval Gunfire Line.



Example: The Chinese unit projects no ZOC into 3611 (City) or 3609, 3710, or 3711 (Huangpu River). If a Japanese unit occupied 3510, Chinese ZOC would not extend into it.

7.2 Enemy Zones of Control (EZOC) & Movement

A moving unit must stop its movement for that phase when it first enters a hex containing an EZOC.

Important: The presence of a friendly unit in a EZOC hex does not negate that EZOC for purposes of movement or line of communication (LoC).

- An infantry unit of either side that begins its movement in an EZOC may leave that hex provided the first hex it enters does not contain EZOC. After making that exit, it moves normally unless it enters another EZOC hex, at which time it must stop its movement for the remainder of that phase.
- EZOC have no effect on advance after combat.

8.0 REINFORCEMENTS & REPLACEMENTS

Reinforcements are the units set on that side's TRT as described in 3.1.

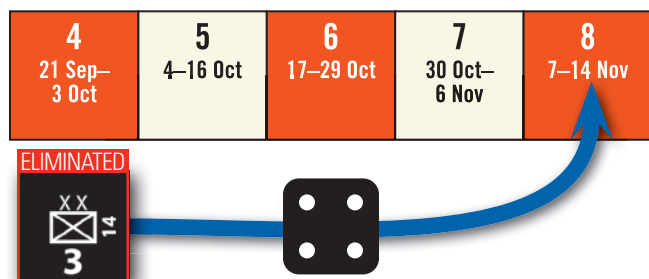
- Both players may choose to delay their available reinforcements from GT to GT, decided by them on a GT by GT and unit-by-unit basis. No unit once in play may ever be withdrawn from play, nor may any reinforcement unit have its arrival occur earlier than indicated on its counter.

8.1 Chinese Replacements

The Chinese player does not receive replacements; however, each time a Chinese elite unit is eliminated, roll one die, and place it, reduced side up on the TRT that number of GTs in the future.

- If the result would place the unit after GT 12, the unit is eliminated.
- During the Chinese Reinforcement Phase of the GT corresponding to the box on the TRT that contains an elite unit(s), the unit may be placed in or adjacent to Nanking (hex 0202) with its reduced side up.

SHANGHAI-NANKING CAMPAIGN 1937



Example: The Chinese 14th elite infantry division is eliminated on GT 4. After a die roll of 4, it is placed on the GT8 space on the TRT.

8.2 Chinese Reinforcements

Chinese reinforcements may not be placed in a hex adjacent to a Japanese unit. Chinese reinforcements arrive either:

- a) By placement in their listed starting hexes with an opportunity to move from that hex in the Reinforcement Phase; **or**,
- b) Starting on GT 3 may be placed on any railroad (RR) hex from which a line of communication (LoC) can be traced along the rail net from the placement hex to either the west or south edge. LoC is defined as a series of hexes starting from the hex the Chinese unit will be placed in and tracing to a west or south map edge RR hex, free of Japanese units and ZOCs.

Important: Units placed using **a)** may not be moved adjacent to a Japanese unit.

Important: Chinese units placed using **b)** may not move after placement in the Reinforcement Phase.

Designer's Note: They may make this limited move while the rest of the Chinese army has a regular move or fight in the First Operations Phase.

8.3 Japanese Replacements

The Japanese player receives two replacement steps per GT beginning GT 3.

- These may be used to rebuild reduced regiments back to full-strength.

Important: Eliminated Japanese regiments and battalions may not return to play.

- As the first step in the Reinforcement Phase, the Japanese player may flip any two reduced regiments back to full-strength.
- Reduced Japanese units must have a LoC to a amphibious landing hex.
- The unit receiving a replacement may be in an EZOC.
- Replacement steps may not be accumulated from GT to GT. If a replacement step is not used in the Japanese Reinforcement Phase it is lost.

Designer's Note: SNLF units do not receive replacements until they can trace a LoC to Wusong (or another Yangtze River hex). The 9th SNLF represents various naval infantry forces that were on ships already adjacent to Shanghai that were sent ashore as reinforcements.

8.4 Japanese Reinforcements

Japanese reinforcements arrive via amphibious landing during the Japanese Reinforcement Phase.

- Reinforcements do not participate in the First Operations Phase on their GT of arrival.
- Reinforcements are placed next to the designated landing hex (arrows).
- Placed units conduct an amphibious landing combat against the Chinese garrison and any other Chinese units present in the landing hex during the Reinforcement Phase.
- Units conducting an amphibious landing halve their printed combat factors (round down). They may receive any fire support markers that were not used in the First Operations Phase and may receive one amphibious invasion support marker.
- When resolving the amphibious landing combat (if any), remove the Chinese losses first:
 - 1) If all Chinese forces have been eliminated, the Japanese player removes any attacker losses and surviving Japanese units advance into the landing hex.
 - 2) If any Chinese units remain in the landing hex, surviving Chinese units are retreated one hex by the Chinese player (garrison steps are eliminated). Then the Japanese player removes any attacker losses and one additional step. Surviving Japanese forces then advance into the landing hex.

Important: Japanese reinforcements make this special amphibious attack no matter the option chosen by the Japanese player during the First Operations Phase.

8.4.1 Japanese 10th Army Restrictions



The Japanese GT 7 reinforcements (10th Army consisting of the 6th, 18th, and 114th Divisions and the 9th Brigade of the 5th Division) may land at one landing location east of hex row 32xx (inclusive).

- They may advance two hexes after combat, starting with the landing hex and then any adjacent hex not occupied by Chinese units.
- If all adjacent hexes are enemy occupied, they may advance into any adjacent enemy occupied coastal hex, with the Chinese player retreating the occupying Chinese units one hex.

8.4.2 Japanese 16th Division Restrictions



The Japanese 16th Division (GT 8) reinforcements may land at one landing location anywhere on the map.

8.5 Fire Support Markers



Unlike combat units, fire support markers are received at the beginning of each player turn and may be used during the First Operations Phase.

Important: The Japanese player may use his fire support markers in the First Operations Phase or the Reinforcement Phase, not both (8.4).

SHANGHAI-NANKING CAMPAIGN 1937

9.0 MOVEMENT

An infantry unit's movement factor (2.2.1) is the number of movement points (MP) available to a unit to move across the hex grid during its side's movement in each GT.

Important: Unit movement factors are not printed on the counters. All mobile units have a movement factor of eight and all static units have a movement factor of zero.

- Units move from hex to adjacent hex. No skipping of hexes is allowed.
- Units pay a variable number of MP depending on the terrain in, and water barriers along the sides of the hexes being entered (hexsides).
- The movement of each player's units takes place only during his side's Operations Phase if the player chose movement for that phase.
- Enemy units may not move during an opponent's Operations Phase.
- MP may not be accumulated from GT to GT or phase to phase, nor may they be loaned or given from one unit or stack to another.
- A player may move any number of eligible friendly units in each of his Operations Phases throughout the game.
- Moving units are not required to expend all their MP before stopping.
- The movement of each unit must be completed before that of another unit is begun. A player may only change the position of an already moved unit if his opponent agrees to allow it.
- There is no guaranteed ability for any unit to be able to move at least one hex during a friendly Operations Phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved cost or the move may not be made.
- Friendly units may never enter hexes containing enemy units.

9.1 Garrisons



Garrison (static) units always have a movement factor of zero.

- All the Chinese garrisons are placed on the map at start, along with two of the Japanese garrisons.
- Each time the Japanese occupy or reoccupy a city hex they immediately place one of the Japanese garrison units in that city hex.

9.2 Terrain & Movement

All terrain features on the map are classified into two broad categories: natural and manmade.

- Both those categories are further divided into different types (see below).
- There is never more than one type of natural terrain in any one hex, but more than one type of manmade terrain may exist in the same hex.

9.3 Terrain & Water Barriers

There are the following types of natural terrain and hydrographic features on the map: clear hexes, woods hexes, marsh hexes, rice paddy hexes, river/creek hexsides, Yangtze River Estuary hexes, all-sea and all-lake hexsides.

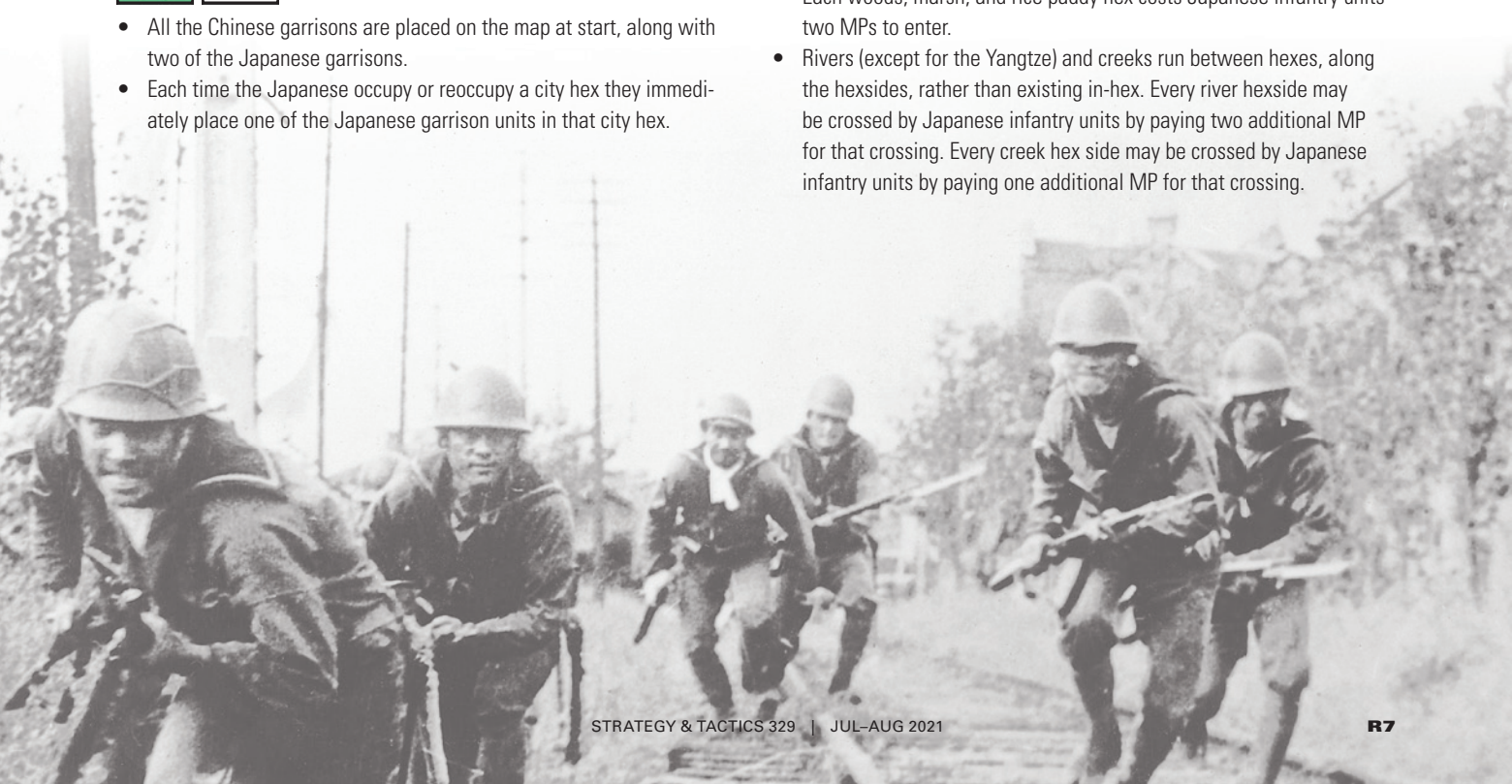
- The effects those various features have on the movement of both sides' units are described below and are summarized on the Terrain Effects Chart (TEC) printed on the map for quick reference during play.
- The total movement cost for entering any hex is always the sum of all the applicable in-hex and hexside costs.

Designer's Note: The mighty Yangtze River flowed at a width of from one to three miles. The Yangtze is an in-hex terrain that forms its own unique terrain type.

9.4 Terrain Costs & Nationality

All Chinese infantry movement costs one MP per hex, no matter the natural or manmade terrain within them. Chinese infantry units expend one or two additional MP to cross river and creek hexsides per the TEC.

- Japanese infantry units pay costs as described below and summarized in the TEC.
- Clear terrain is the base terrain of the game; it is devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all Japanese infantry units one MP to enter.
- Each woods, marsh, and rice paddy hex costs Japanese infantry units two MPs to enter.
- Rivers (except for the Yangtze) and creeks run between hexes, along the hexsides, rather than existing in-hex. Every river hexside may be crossed by Japanese infantry units by paying two additional MP for that crossing. Every creek hex side may be crossed by Japanese infantry units by paying one additional MP for that crossing.



SHANGHAI-NANKING CAMPAIGN 1937

Important: The Shanghai city hex marked as International Settlement (hex 3513), all-sea, all-lake, Yangtze River estuary hexes and Yangtze River hexsides are prohibited, no movement by either side takes place into such hexes or across such hexsides.

9.5 Manmade Terrain & Movement

Manmade terrain exists in the following types: cities, towns, and roads. Cities cost one MP, town movement cost is dependent on other terrain in hex, and roads and railroads cost 1/2 MP per hex (9.5.1, Roads & 9.5.2, Chinese Railroad Movement).

Designer's Note: Paddies are, of course, also manmade terrain. For our purposes, however, it is easiest to consider those hexes a natural terrain type. (If they were not being farmed, they would mostly be marsh.)

9.5.1 Roads

The Japanese cost for entering a road or railroad hex is one-half MP. The unit must move from road/railroad hex to road/railroad hex across a hexside overlapped by the road symbol.

Important: A road by itself does not negate river-crossing costs.

9.5.2 Chinese Railroad Movement

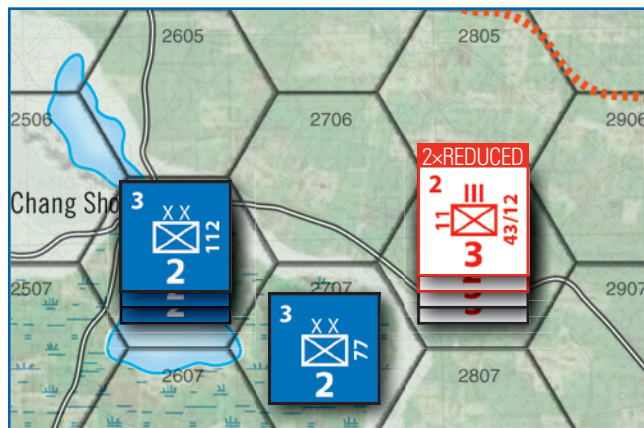
Starting with GT 3, during the Reinforcement Phase, Chinese units arriving as reinforcements may elect to move to any railroad hex in lieu of their reinforcement movement.

- In doing so they may start at either Nanking (hex 0202) or Hangzhou (hex 1824) and move along the railroad hexes to their destination.
- They may not enter a hex with a Japanese unit or EZOC during this reinforcement movement.

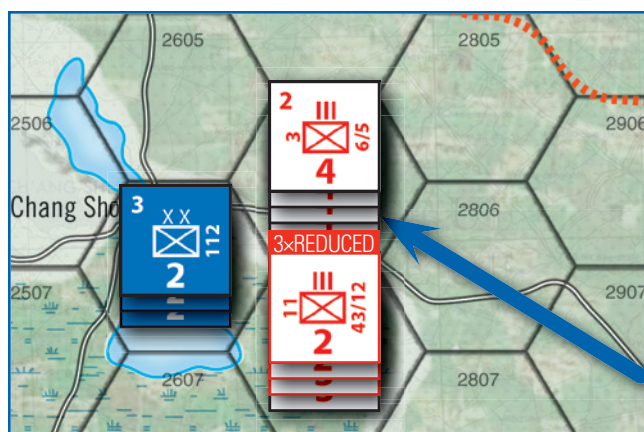
9.6 Japanese Overrun

The Japanese player may expend one additional MP to attempt an overrun in any hex other than a city and town hex.

- The overrunning units must start their movement in one hex and move together to the overrun hex.
- The unit(s) then stop movement and conduct an overrun.
- Attack strength is modified by terrain (including river hexsides).
- Combat odds are shifted an additional 1L for the overrun, and all eligible fire support markers may be applied.
- If the Chinese defenders are eliminated by the overrun (regardless of Japanese losses in the overrun) and the Japanese unit(s) have remaining MPs, the Japanese attackers may continue movement from the overrun hex if not in a Chinese ZOC.
- If the overrunning units are in a Chinese ZOC, the overrunning units may attempt another overrun. If Chinese units remain in the overrun hex, the Japanese may attempt an additional overrun or stop movement in the hex from which they attempted the overrun. The additional overrun would cost another MP.



Example: It's Japanese turn 7 and the remaining Chinese forces are in headlong retreat towards Nanking. They have left some annoying roadblocks to slow the Japanese forces. In this situation the Chinese have placed three regular divisions in Chang Shu (2606), a town/marsh hex, and a lone Chinese division placed in 2707 to block any Japanese units from moving directly next to the town. Fortunately, 11th division had 3 MP remaining as it rumbled into 2806 and can conduct an overrun attempt. Odds started at 10:2 reduced to 5:1, then shifted 1L for marsh terrain, and 1L for the overrun. The Japanese player adds an artillery shift to bring the attack up to 4:1 and avoid the chance he might lose two steps in the overrun. The die roll is a 3; the Chinese division is eliminated, and a third regiment of the 11th is reduced, but the 11th advances into the hex. The Japanese player then moves the 3rd division along the road to 2706 to join in an attack during the second operations phase. Seeing that the attack strength is 23 and the Chinese have 6 defense strength, the Japanese player uses one of their replacement steps to bring a regiment back to full strength and increase the forthcoming attack to a 4:1 with a 50% chance to clear the hex. If this attack fails to eliminate all three Chinese divisions, the Chinese player can occupy the town and not worry about it being overrun, potentially costing the Japanese player the full value of an operations phase by creating a Move/Fight dilemma.



SHANGHAI-NANKING CAMPAIGN 1937

10.0 COMBAT

Attacks take place between adjacent opposing units during the Operations Phase that the player chooses attack.

- Attacking is always voluntary; a player has no requirement to attack adjacent enemy units.
- Both players are always free to attack or not, as each chooses on a case-by-case basis.
- The moving player is the “attacker”, and the other player is the “defender,” no matter the general situation across the map.
- If there are two or more enemy units in a hex being attacked, the attacking player must attack that stack as if it were one combined defending unit.
- An enemy occupied hex may be attacked in one battle by the number of adjacent units as can be brought to bear from any number of surrounding hexes; however, no more than one hex may ever be the object of any one attack.
- No single attacking unit may have its attack factor divided and applied in parts to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or more attackers while another part is attacked by others.
- No attacking unit or stack may attack more than once per phase.
- Defending units may not be attacked more than once per phase.
- It is not necessary for all the units stacked in a hex to participate in the same attack. Units in a stack may attack into one hex while others attack into another hex or simply do not attack at all.
- No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

10.1 Attack Sequencing

There is no arbitrary limit on the number of attacks each player may resolve during a phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes. Resolution of one attack is completed before that of the next is begun.

10.2 Static Units in Combat

Static units may never attack; however, they defend and exert ZOC normally.

- Their presence in a hex does not prohibit friendly infantry units from launching an attack from their hex; however, static units may not be included in an infantry attack to provide extra cannon fodder for combat losses.

10.3 Combat Odds Determination

Normally the attacking player should strive to have more attack factors involved in a battle than the defender has defense factors.

- Such battles are called “high odds” attacks. To resolve such fights, the attacking player begins by calculating the combat ratio or odds by conducting the following steps:
 - 1) The attacking player totals the combat factors of all participating attacking units.
 - 2) The defending player totals the combat factors of all defending units.
 - 3) The attacking player divides the defender’s total into the attacker’s total (round down any remainder).

Example: If 26 combat factors attack 7 combat factors, the situation yields an odds ratio of 3:1 ($26 \div 7 = 3.71$), which rounds down to 3. To turn that “3” into a ratio the player must set a “1” next to it on the right. Thus “3” becomes “3:1,” which corresponds to a column-heading on the Combat Results Table (CRT) printed on the map.

- A battle in which the attacking player has fewer combat factors than the defender is a “Poor Odds Attacks” battle. In this case the combat ratio is determined as follows:
 - 1) Players conduct step 1 and step 2 as above.
 - 2) The attacking player then divides the defender’s total by the attacker’s total (round up all remainders) and then sets the “1” on the left side of that result.

Example: If a force with 5 combat factors is attacking a force with 9 combat factors, it is a poor odds attack. In this case divide 9 by 5 ($9 \div 5 = 1.8$) and then round up (1.8 becomes 2); then set a “1” on the left of that “2,” yielding odds of 1:2.

10.3.1 CRT Odds Limits

The column headings on the CRT range from 1:3 to 6:1. A final odds greater than 6:1 is always resolved using the 6:1 odds column, while final odds less than 1:3 are resolved using the 1:3 column.

10.4 Column Shifts

Combat odds (or columns) may be modified by the terrain in the defender’s hex and around its perimeter, as well as by fire support markers (11.0).

- Shifts to the left favor the defender and shifts to the right favor the attacker.
- All applicable odds shifts are cumulative in their effects. All applicable shifts are applied to get one final left or right shift.

10.4.1 Terrain Shifts

The maximum column shifts awarded for terrain is two left shifts.

- Units defending in clear terrain hexes devoid of all other terrain features derive no benefit to their defense.
- Units defending in woods or marsh hexes receive a one-column left odds shift.
- Chinese units (only) defending in town hexes receive a one column left odds shift. Japanese units do not receive this shift.

Example: Towns in woods and marsh hexes confer a two-column-left shift for Chinese defenders.

Designer’s Note: By the time, the Japanese were in most towns, there was little left.

Map Errata: The wording on the TEC is incorrect. Chinese defending in a town receive a 1L shift regardless of the terrain in the hex (e.g., even a town in a marsh hex confers only a 1L shift).

- Units defending in city hexes receive a two-column left odds shift. Other in hex terrain does not add additional left shifts.
- Units attacking across creek and river hexsides are reduced to one-half or one-third attack strength, respectively. If units are attacking from more than one hex, only the units attacking across a creek or

SHANGHAI-NANKING CAMPAIGN 1937

river are affected. Total the adjusted strength of all attacking units and then round down.

- Combat is not allowed across all-sea and all-lake hexsides.

10.4.2 Japanese Concentric Attack

A Japanese attack may be eligible for a concentric attack shift if Japanese units are attacking the hex from:

- 1) Two opposite hexes; **or**,
- 2) Three adjacent hexes if there is one hex between each hex containing participating Japanese units; **or**,
- 3) More than three adjacent hexes.

- The concentric shift is never awarded for attacks into city hexes.
- The odds shift bonus is one column to the right.

10.5 Final Combat Resolution

After all applicable odds shifts have been applied, the attacker rolls a die and cross-indexes that result beneath that proper odds ratio column to get a "combat result."

Example: A result of "3" rolled for an attack made at 3:1 odds yields a combat result of "1/2."

10.5.1 Combat Results

Combat results are given exclusively in terms of steps lost by the involved forces in each battle.

- Results to the left of the slash apply to the attacker and those to the right apply to the defender.

Example: Using the example in 10.5, the attacking player would be called on to remove one step from the attacking force, and the defending player would be called on to remove two steps from the defending force.

- Every battle is fully resolved as a discrete event. There is never any carry over of extra unabsorbed step losses from battle to battle or phase to phase.

10.5.2 Apportioning Losses

Step losses must be taken as follow:

- 1) Both sides must reduce any two-sided unit to one-step before any one-step units are eliminated.
- 2) The strongest unit must be reduced or eliminated before weaker units.
- 3) Japanese garrison units must be the last step(s) taken.

10.5.3 Advance After Combat

At the end of every attack, if the defender's hex is left empty of all units, the victorious attacking units may advance after combat into that hex.

- Stacking limitations must be observed.
- Advances are not part of normal movement; they do not cost MP.
- EZOC do not block advances after combat.

- Advance after combat is optional; however, the decision to advance must be made immediately after a battle is resolved and before another is begun.
- The victorious attacker may advance any number of participating units (up to his normal stacking limit).
- Defending units may never advance. Victorious defending units hold in place.

11.0 FIRE SUPPORT

There are four types of fire support:



- 1) Both sides have artillery markers.



- 2) The Japanese have air support markers, naval gunfire markers and amphibious invasion support markers.

- All markers may be used to support attacks.
- Only naval gunfire markers may be used to support defense.
- Amphibious invasion support may be used only to support amphibious assaults.

11.1 Procedure

During combat, both players may be able to apply their fire support markers to a combat. As each combat is resolved, first the attacker and then the defender have the option to add fire support markers.

- Each marker will shift the combat one column in favor of the owning player.
- Both sides may apply one eligible fire support marker from each category (air, artillery, naval gunfire, amphibious invasion) to an attack.

Important: This means the Japanese player may add up to four markers and the Chinese player only one per attack.

- Only the Japanese naval gunfire support markers may be used in defense.
- Once used in a combat, the fire support markers are set aside and may not be used again until the next Operations Phase.

Important: Japanese naval gunfire has the potential to be applied four times per GT while amphibious invasion can only be used in the Japanese Reinforcement Phase.

11.2 Japanese Air Interdiction

Beginning on GT 3, during each Chinese Reinforcement Phase, after the Chinese player declares and conducts any Chinese air support (11.3) the Japanese player rolls one die, and the Chinese player removes that number of combat factors from the current GT's reinforcements. The choice of units is up to the Chinese player if the total strength is equal to or greater than the die roll.

Important: These units are removed for the rest of the game.

SHANGHAI-NANKING CAMPAIGN 1937

11.3 Chinese Air Support

The Chinese Air Force was no match for the Japanese in the long run and were insufficiently trained to engage in ground support or interdiction, but they did make themselves known by downing and aborting Japanese bombers.

- Each time a Japanese air support marker is added to an attack, the Chinese player may attempt to intervene. The Chinese player rolls one die.

1) On a result of six: The Japanese air unit is aborted and does not add its shift to the Japanese attack.

2) On a result of one: Chinese air support may not be used for the remainder of the game.

- Chinese air support may also be applied against Japanese air interdiction. The Chinese player rolls one die.

1) On a result of six: The Japanese air interdiction is disrupted and there is no effect on Chinese reinforcements.

2) On a result of one: Chinese air support may not be used for the remainder of the game.

11.4 Japanese Naval Gunfire

Japanese naval gunfire markers may be added to attacks as well as defensive support.

- Attacks adjacent to Yangtze or Huangpu Rivers (below the Naval Navigation line) or one hex inland from the Yangtze are one-column right shift.
- Defensive (left) shifts can only be applied to hexes adjacent to the Yangtze and Huangpu Rivers (below the navigable line).



SHANGHAI-NANKING CAMPAIGN 1937

12.0 EXAMPLE OF PLAY

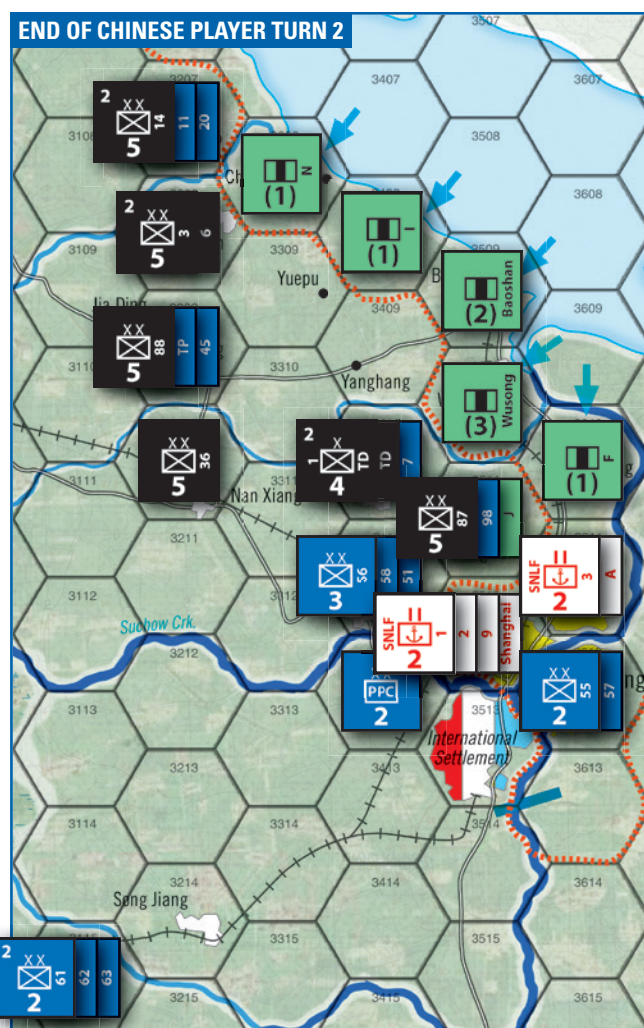
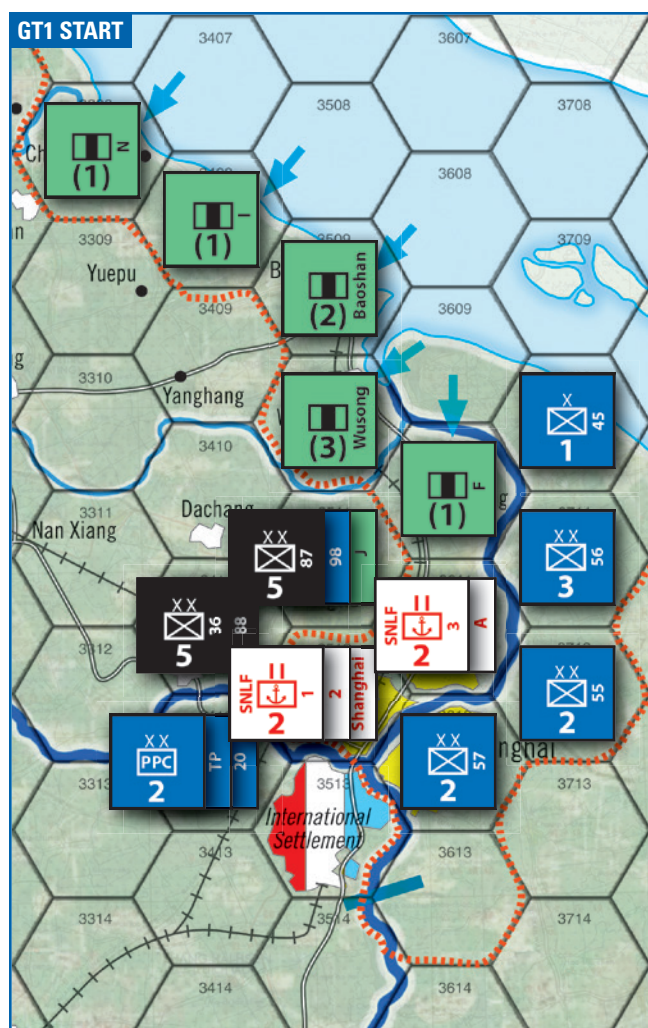
Game is set-up and ready to start.

The Chinese player considers his options. He could gamble on attacking Shanghai (3512) directly to gain a sudden death victory but sees it as a long shot. He would have to eliminate the SNLF units and garrison before the Japanese could break through from the coast to open a replacement/supply line. At best, he can eliminate 4 steps on the first turn but the Japanese player can add 2 steps during his turn. After that, the Chinese player must use operations phases to move reinforcements into position and would only get one attack per turn. He also risks losing his 5-strength elite divisions in these attacks.

The Chinese player also considers an indirect approach of attacking the northeast hex of Shanghai (3611). If he occupies that hex, he could bring three hexes against 3512 (as well as a couple of attack strength points from across the Huangpu River) which might succeed and would likely force the Japanese player to focus on Shanghai only and less on expanding his beachhead. But again, the risk of losing his strongest units gives him pause.

The Chinese player then considers the long-game options. He needs to avoid the sudden death defeat by maintaining Chinese units adjacent to 3512 until the end of Game Turn 5. After that, he wins by keeping the Japanese player from capturing all city hexes. So he forms a plan of close, strong defense until Game Turn 5, followed by a strategic delay, where he will use weaker units to slow the Japanese advance while saving his strongest units for a final defense in front of Nanking.

The Chinese player decides to use the first two turns to build a strong defensive line northwest of Shanghai. He avoids defending on the beaches even though Japanese units are halved on amphibious attacks because they have an extra combat shift to get ashore, and once ashore, it would be easy to cut off and pick off Chinese units between the landing divisions. He chooses instead to take advantage of the creeks and towns to increase defensive values and make it slow and costly to clear a path to and around Shanghai.

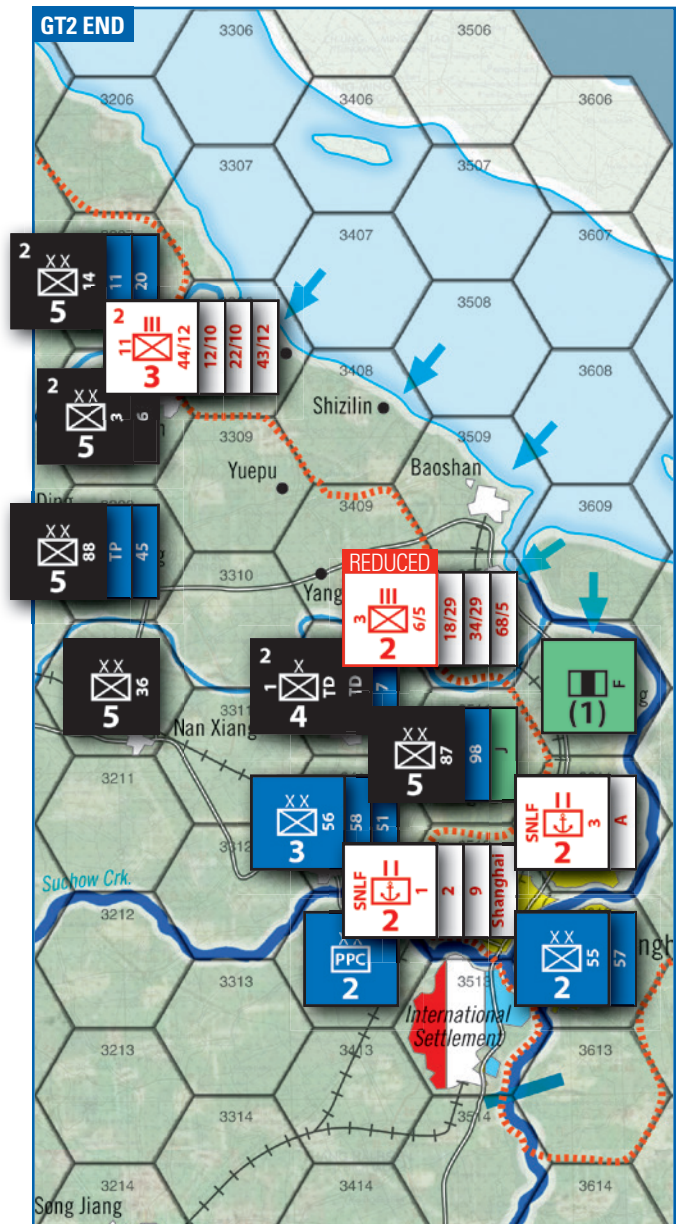
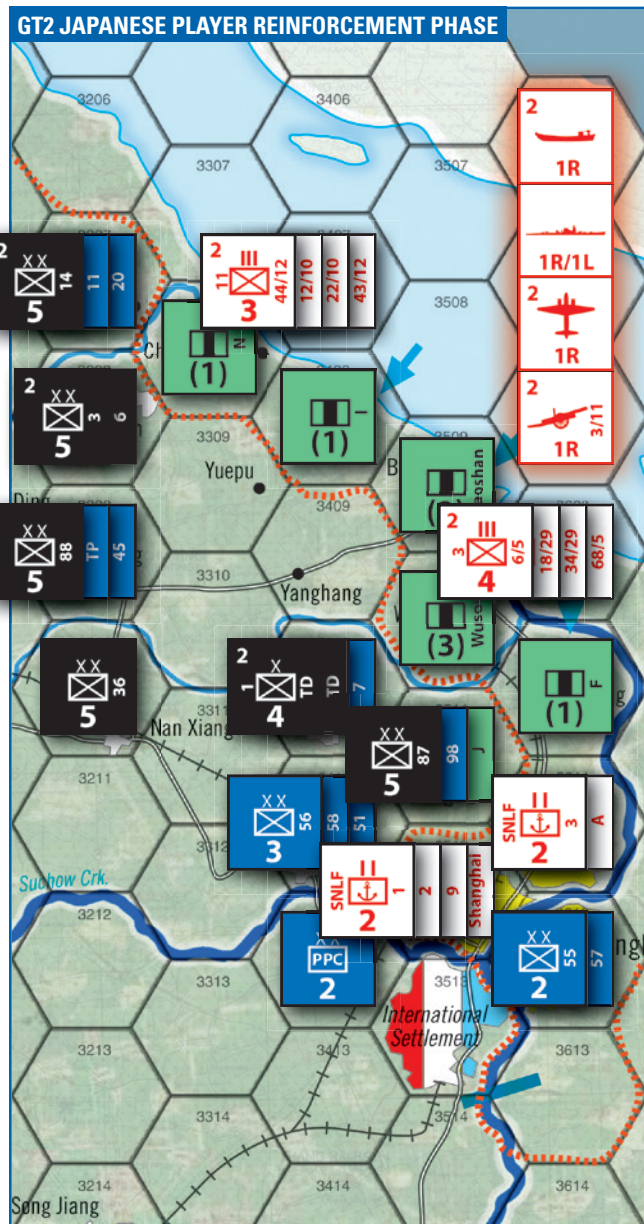


SHANGHAI-NANKING CAMPAIGN 1937

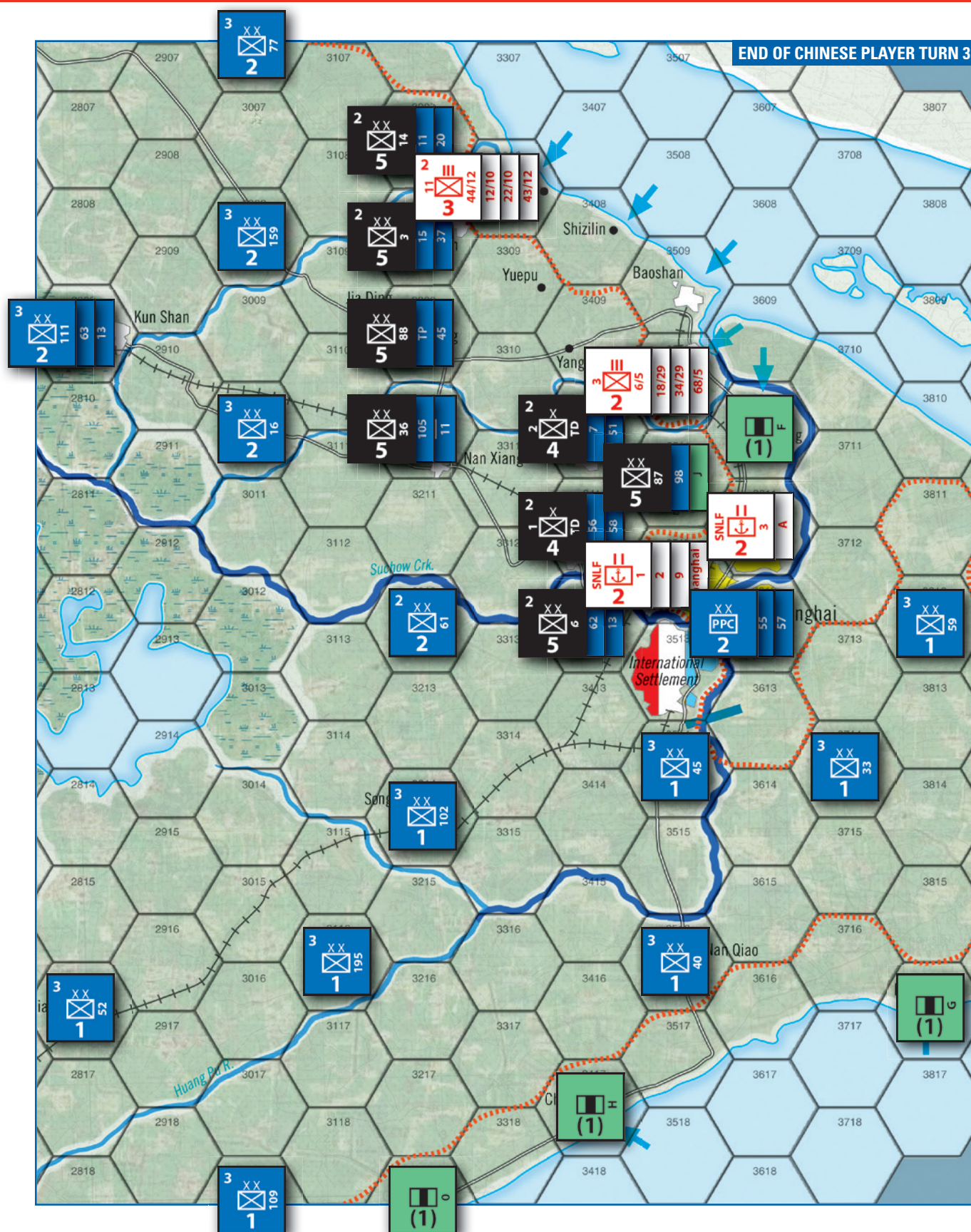
Game Turn 2—Japanese

The Japanese player surveys the Chinese dispositions and seeks to land with minimum risk and place his divisions where they can attack in the second operation phase. He chooses to land 3rd division at Wusong where it pins the Chinese forces in 3511 (they can not withdraw due to ZOCs). The combat odds are 16 halved to 8 on the attack and 3 on defense for a 2:1. He needs at least a 5:1 to remove the two-step Wusong garrison by direct combat. The Japanese player chooses to add the maximum fire support of 4R (Amphibious, Naval, Air, and Artillery)

for a 6:1 to reduce the potential for a step loss. Unfortunately, he rolls a 1 and loses a step. He then lands 11th division at Chuanshakou (3308) with an easy 6:1 attack (no step loss). In the second operations phase, the 11th Division attacks the Chinese garrison in 3408 while the 3rd Division attacks the Baoshan garrison in 3509 (no step loss in either combat). Neither division advances (so as to remain adjacent to Chinese units they can attack in the next turn).



SHANGHAI-NANKING CAMPAIGN 1937





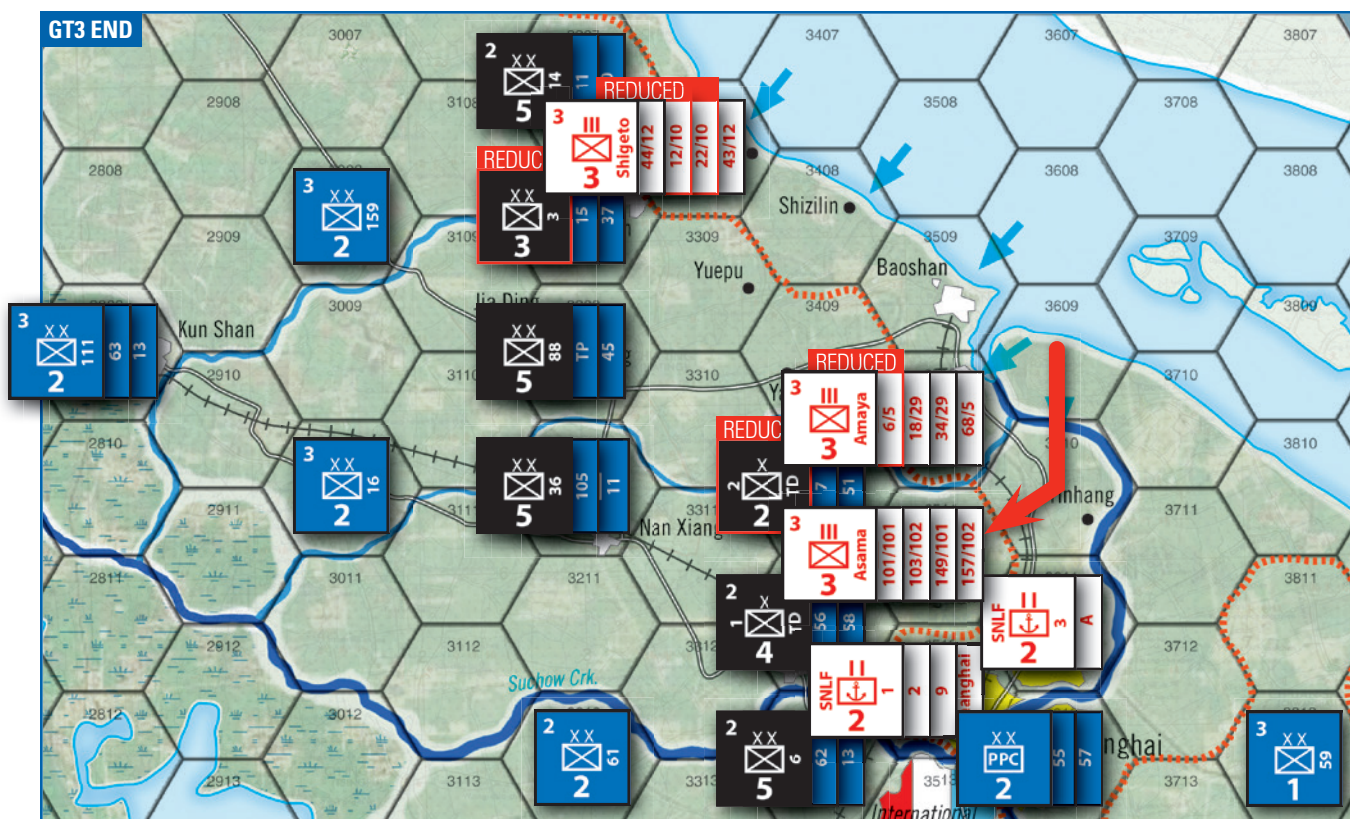
SHANGHAI-NANKING CAMPAIGN 1937

The Chinese player considers attacking the Japanese divisions but wants at least 3:1 odds. He doesn't have that against either Japanese division for the first operations phase. He also considers Move/Fight but the best attack he can make against either Japanese stack is 2:1. He considers an attack on Northeast Shanghai in order to move the currently trapped units in 3511, but needs a defender result of 3 to clear the hex, and the units in 3511 are well positioned to slow Japanese progress. He decides to stick with his defensive strategy and chooses Move/Move in order to reinforce his defenses. He deploys several 1-strength divisions to the east to slow any advance the Japanese might attempt in that direction and reinforces his defenses along Wusong Creek and around Laoushin. He backstops his defenses in the west to prevent a lucky attack along the coast allowing the Japanese to get behind the main Chinese line.

For Game Turns 3–5, the Japanese player is seeking to make every operations phase count by eliminating as many Chinese units as possible. He wants as many Fight phases as possible unless an opportunity to use a Move phase to surround or otherwise trap a group of Chinese units arises, or the Chinese decide to withdraw and the Japanese units need to move up to reengage. He chooses Fight/Fight and launches an attack on 3511 by 3rd Division (16 halved to 8 for the creek) supported by SNLF units out of Shanghai (8 more strength points) at 16:9 or 2:1. He adds three fire support shifts for a 5:1 and rolls a 4. He gets a 0/3 result leaving the Chinese garrison to be mopped up in the second operation phase. He elects to attack with the 11th Division into Loudian (3208). This combat is 12:9 or 1:1, shifting 1L for the town and 3R for Japanese fire support for a 3:1. He rolls a 2, reducing the Chinese elite 5 and two of the Japanese regiments.

He lands the 101st Division on 3610 and eliminates the one remaining Chinese garrison (3610) on the Hangpu River to link up with northeast Shanghai. He lands and adds one detachment to each of his divisions and uses one replacement to bring 3rd Division up to full-strength, and one replacement for the 11th Division (leaving one regiment reduced).

In the second operation phase, the Japanese player attacks with 101st and SNLF to eliminate the pesky Chinese garrison (3511). He advances the 101st into 3511. 3rd Division attacks the Chinese Training Brigade stack in 3410 at 19 halved to 9 for the creek against 10 defense or 1:2. With 3R for fire support and 1L for the town, the odds are 2:1. A die roll of 3 achieves a 1/1 result. One elite brigade is reduced and one Japanese 4-strength regiment is reduced.



SHANGHAI-NANKING CAMPAIGN 1937

13.0 SET UP & REINFORCEMENTS

Deployment of units is listed by hex number(s).

CHINESE AT START UNITS	
Hex Number	Units
3510	Wusong Garrison
3509	Baoshan Garrison
2410	Suzhou Garrison
0202	Nanking Garrison
All Other Landing Sites & Hex 3511	Garrison units, A through J & N through P
1824 (Hangzhou), 1102 & 0116	Garrison units K through M
3710	45th Brigade
3712	55th Division
3711	56th Division
3612	57th Division
3511	87th & 98th Divisions
3411	36th & 88th Divisions
3412	Tax Police & PPC Division, 20th Brigade
Markers	3x Artillery Support Markers

CHINESE REINFORCEMENTS		
GT	Hex Number	Units
2	2503	11th & 14th Divisions
	2410	3rd, 6th, 7th, 51st, & 58th Divisions, 1/TD & 2/TD Brigades
	1824	61st, 62nd, & 63rd Divisions
3	2410	11th, 12th, 13th, 34th, & 37th Brigades
	2410	13th, 15th, 16th, 19th, 33rd, 34th, 40th, 45th, 52nd, 59th, 76th, 77th, 90th, 102nd, 103rd, 105th, 109th, 111th, 112th, 159th, 160th, & 195th Divisions
4	2410 or 2318	8th, 9th, 18th, 44th, & 60th Divisions
5	2410 or 2318	1st, 26th, 32nd, 53rd, 131st, 134th, 135th, 171st, 173rd, 174th, & 176th Divisions
6	0102	46th, 170th, & 172nd Divisions
7	0102	14th Brigade, 35th, 41st, 48th, 107th, 144th, 145th, 146th, 148th, 154th, & 156th Divisions

JAPANESE AT START UNITS	
Hex Number	Units
3512	SNLF 1, SNLF 2, Shanghai Garrison
3611	SNLF 3, Garrison A
Markers	2x Naval Gunfire Markers

JAPANESE REINFORCEMENTS		
GT	Hex Number	Units
1	3512 or 3611	SNLF 9
	Markers	1x Naval Gunfire Marker
2	3509 or 3510	3rd Division (four units)
	3308 or 3408	11th Division (four units)
	Markers	1x Air support Marker,
		1x Artillery Support Marker,
3	3308, 3408, 3509, 3510, or 3610	1x Naval Gunfire Marker,
		2x Amphibious Invasion Support Marker
	Markers	101st Division (four units), Shigeto, Asama, & Amaya Detachments
4	3308, 3408, 3509, 3510, or 3610	1x Air support Marker,
		1x Artillery Support Marker
5	3308, 3408, 3509, 3510, or 3610	9th Division (four units)
		13th Division (four units)
7	Any landing hex east of 32xx (historical: 3417)	1x Artillery Support Marker
		10th Army consisting of 6th, 18th, & 114th Divisions, & 9th Brigade of 5th Division (14 units)
8	Any landing hex on the map (historical: 3004)	1x Artillery Support Marker
		16th Division (four units)