

旅順港強襲

~Storm over Port Arthur~

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1.0 Game Components

This game is a board simulation game designed to recreate the battles to capture the fortifications of Port Arthur from August to December of 1904. Two players, representing the Japanese Army and the Russian Army, struggle for five turns to gain victory or suffer defeat.

2.0 Game Components

The following components are included in this game. In addition, two 6-sided dice will be required.

- ①Rulebook (1 booklet)
- ②Counter Sheet (1 sheet)
- ③Game Map (1 sheet)

2.1 Counters

Separate the individual counters from the sheet for use. There are two types of counters, units and markers.

2.11 Units

(1) The four types of units in the game are listed below.

①Infantry units

An infantry unit may perform a single fire or movement action during each turn. In addition, infantry units that have not yet performed any action and remain on their active, or front, side may perform defensive fire actions. They may not perform bombardment actions. (Refer to 5.0, 7.0, 8.0, and 9.0)

②Machine Gun units

Machine Gun units may perform a single fire action during each turn. In addition, machine gun units that have not yet performed any action and remain on their active, or front, side may perform defensive fire actions. They may not perform bombardment or movement actions. (Refer to 5.0, 7.0, and 9.0)

③Artillery units

An artillery unit may perform a single bombardment or movement action during each turn. They may not perform fire or defense fire actions. Artillery units that have a movement value of zero cannot perform movement actions. (Refer to 5.0, 6.0, and 8.0)

④Engineer units

Engineer unit may perform one movement action during each turn. Any face up unmoved engineer unit in the same area as friendly infantry units adds a +1 modifier to any fire actions by those friendly enemy units against enemy units in the same area. This modifier may not be used in connection with bombardment and defensive fire actions. An engineer unit may not perform bombardment, fire, or defensive fire actions. (Refer to 5.0, 7.0, and 8.0)

(2) Units have two levels of skill or training.

①Regular Service

Units that have a broad stripe across the middle of the counter behind the branch of service symbol are in regular service.

Up to a maximum of three regular service units may move simultaneously as a single group. (Refer to 5.0)

② Reserve Service

A maximum of two reserve infantry units may move simultaneously as a single group. (Refer to 5.0)

(3) Each unit has two sides, the active or front side, which is displayed to indicate that no action has been performed this turn, and the inactive or rear side, which indicates that the unit has already performed an action this turn. (Refer to 5.0)

① Until a unit has performed an action during the turn, the active, or front, side should be displayed to indicate that it is still possible for this unit to perform an action.

② Once the unit has completed an action during the turn, turn the counter over and place the inactive, or rear, side upward to indicate that no further action is possible.

(4) Printed values

There are up to four values on every unit counter.

① Firepower Value: This value is on the bottom left and used in performing bombardment, fire and defensive fire actions. (Refer to 6.0, 7.0, and 9.0)

② Defensive Value: This value is on the bottom center and used in the calculation of damage points. (Refer to 10.0)

③ Movement Value: This value is on the bottom right and used in movement actions. (Refer to 8.0)

④ Bombardment Range: Only artillery units have this value on the upper right in white type representing the range they can perform bombardment actions across in areas. (Refer to 6.0)

(5) Unit name and affiliation

The name and affiliation of every unit is displayed on the counter.

① Unit Affiliation: This value across the top on a red or beige background displays the division or brigade of the unit.

② Battalion or Regiment Number: This value on the middle right displays the regiment and battalion of the unit.

③ Gun Type / Initial Area: Japanese Army artillery units show the type of gun across the top. Russian Army artillery and machine gun units show the initial placement area across the top.

(6) Original Placement Information

White characters across the top of the counter or on the left side indicate special setup restrictions.

There are the following three kinds.

① Japanese Characters: These indicate the area in which the unit begins the game.

② Numbers: These appear on reinforcement units to indicate the turn on which they enter the game.

③ OPT: This appears on units described in the optional rules.

2.12 Markers

① Control Markers

A control marker with national symbols is placed in each area of the map with symbol of the army that controls the area upward. (Refer to 13.0)

② Firing Spotted Markers

A firing spotted marker is placed in each area from which a unit, or group of units, performs a fire action into an adjacent area. This indicates the side that performed the action and is used in resolving other actions. (Refer to 7.0, 10.0)

③ Turn Marker

Used to display the current turn on the turn track. (Refer to 3.0, 4.0)

2.2 Game Map

2.21 Map

The map is divided into a large number of areas. There are 2 types of areas: on-board and off-board.

(1) On-board Areas

①Area Name: The name of each area is displayed in large white characters.

②Defense Level: The defense level of each area is displayed as a white number in a black circle. (Refer to 10.0)

③High Point Area: These areas with an orange triangle are used in determining the victory condition. (Refer to 14.0)

④Area Number: Small area numbers in a circle with a green background color indicate areas under control of the Russian Army at the start of the game, while a light brown background indicates control by the Japanese Army.

(2) Off-board Areas

2 areas on the north edge of the map (numbers 37 and 38) are considered off-board areas. These areas are outside the normal map board and only Japanese Army units can move to or from these areas. These areas cannot be bombarded or invade by Russian Army units.

There are no restrictions on the number of Japanese Army units that can be placed or moved into the off-board areas. (Exception to 8.0 (3))

2.22 Charts/Boxes

①Turn Track

Place the turn marker on the proper box to indicate the present turn. (Refer to 3.0, 4.0)

②Japanese Army Reorganization Box

Japanese Army units that are removed from the board are placed here above the turn track. (Refer to 12.0)

③Russian Army Reorganization Box

Russian Army units that are removed from the board are placed here below the destroyed box. (Refer to 12.0)

④Russian Army Destroyed Box

Russian Army units that are destroyed are placed here just below the turn track. (Refer to 12.0)

3.0 Game Preparation

(1) Decide which player will control the Japanese Army troops and the Russian Army troops.

(2) The Russian Army player places his units as described below.

①Artillery & Machine Gun Units: Place these units in the areas printed in white characters across the top of each unit.

②Other Units: Place as desired in any area controlled by Russian Army at the start of the game (Refer to 2.21?).

(3) The Japanese Army player places his units as described below.

①Units of the 1st Division (1D), the 9th Division (9D) and the 11th Division (11D): Place these units in either of the two areas designated on the map.

②Units of the 1st Reserve Brigade (1RB) and the 2nd Field Artillery Brigade (2AB): Place these units in the single area designated on the map.

③"S" units: Place these units in Area 1 as indicated on the map.

④"R" units: Place these units in either off-board area.

⑤Numbered units: Place these on the appropriate section of the turn track.

(4) The turn marker is placed in the section for first turn on the turn track.

4.0 Game Procedure

The game runs for five game turns before determining final victory or defeat in the game. Following the procedure below for each game turn.

- (1) Both players receive any available reinforcements and supplement units and place them in the designated area. (Refer to 12.0) The Japanese Army player places his first.
- (2) Both players alternate executing actions. (Refer to 5.0) The Japanese Army player performs the first action of each game turn.
- (3) Either player may elect to pass rather than proceed with any action. If a player does not have any units able to perform an action remaining they automatically pass. Whenever both players pass consecutively, the game turn ends.
- (4) Once the game turn had ended, complete the end of turn procedure below before returning to (1) and performing the same procedure for the next game turn.
 - ① Advance the turn marker one section on the turn track.
 - ② Both players flip all units to the active (front) side.
 - ③ Remove fire combat markers from all areas.

5.0 Performance of Actions

- (1) The current, or active, player conducts a bombardment, fire, or movement action involving some of his own units that are still on the active, or front, side. (Refer to 6.0, 7.0, and 8.0)
- (2) Once the action has been completed, the player flips the unit or units involved to the inactive (rear) side.
- (3) Normally, no more than 2 units may combine together in a single action. However, if all the units involved are "Regular Service" units, a maximum of 3 units may act simultaneously.
- (4) Only two artillery units with the same firepower value may combine in a single action. (In other words, as in 10.1 (1) when the thermal power of artillery units differ, the firepower of one unit cannot be added to bombardment the other artillery unit.)
- (5) All units combining to perform the action together must begin and end at the same location and the same time.

6.0 Bombardment Actions

- (1) Only artillery units may perform bombardment actions.
- (2) Each artillery unit, or units, may bombard any single area containing enemy units that satisfies all of the following conditions.
 - ① The target area must be within the firing range of the artillery unit performing the bombardment action.
 - ② The target area must be adjacent to an area under control of the Army performing the bombardment action.
- (3) Calculate the damage points from a bombardment action according to section 10.0.
- (4) Apply the damage points from a bombardment action according to section 11.0.

7.0 Fire Actions

- (1) Only infantry and machine gun units may perform fire actions.
- (2) Each unit, or group of units, may fire at the area in which they are located or an adjacent area, but the area must contain enemy units.
- (3) When firing at adjacent areas, place a firing spotted marker in the area of the unit, or group of units, performing the fire action.
 - ①The firing spotted marker designates the area of the units performing the fire action.
 - ②If a firing spotted marker is present in the area, the defense level of the area may not be added when attack in the midst of the turning is received. (Refer to 10.0)
- (4) Calculate the damage points from a fire action according to section 10.0.
- (5) Apply the damage points from a fire action according to section 11.0.

8.0 Movement Actions

- (1) Each unit may perform movement actions within the range allowed by their movement value. Units without a zero movement value may not be moved.
 - ①One movement point is required to enter an adjacent area.
 - ②If the area being entered is under enemy control or has enemy units present, one additional movement point is required.
 - ③If the area being left is under enemy control or has enemy units present, one additional movement point is required.
- (2) Units combining into a single movement action must begin and end in the same area.
- (3) Each player can have a maximum of 10 units within the same area simultaneously. Movement actions that temporarily result in more than 10 units within the same area are not allowed. Determine the number of units prior to any defensive fire actions.
- (4) If units of the active player enter an area where enemy units with the front, or active, side upward are already present, defensive fire can be performed at the units entering. (Refer to 9.0)

9.0 Defensive Fire Actions

- (1) Infantry and machine gun units, in the situation described in 8.0 (4), can perform defensive fire at the units entering.
 - ①Only infantry and machine gun units with the front, or active, side upward can perform defensive fire.
 - ②Units performing defensive fire actions are not flipped to the inactive, or rear, sides at the conclusion of the action.
 - ③There is no restriction on the number of units able to participate in defensive fire actions.
 - ④As long as a unit does not perform an action which causes it to flip the inactive, or rear, side upward, it can participate in any number of defensive fire actions in a single turn.
- (2) The group targeted by a defensive fire action is shot at according to the following.
 - ①Each unit or group of units may be the targeted by defensive fire actions only one time each turn.
 - ②The unit, or units, targeted for a defense fire action are considered hidden.

- (3) Calculate the damage points from a defensive fire action according to section 10.0.
- (4) Apply the damage points from a defensive fire action according to section 11.0.

10.0 Calculation of Damage Points

10.1 Calculation of Attack Factor

In the case of bombardment, fire, and defensive fire actions, roll two dice and add the total of the dice to the firepower of unit performing the action to create the attack factor. This total is revised according to the following rules.

(1) Bombardment Actions:

If two artillery units are combining to perform a single bombardment action, use the full firepower of either unit and then add one to represent the firepower of the second unit.

(2) Fire Actions:

① If three units combine to perform a single fire action, select the full firepower of one unit and then add one to represent the firepower of the other two units.

② If at least one friendly active, or front, side up engineer unit is in the same area as the firing units, add one to the attack factor. Additional engineer units do not create additional points.

(3) Defense Fire Actions:

① Use the firepower value of any one unit and then add 1 for every two additional units participating. Round all fractions down.

② The minimum attack factor for defensive fire actions is two.

10.2 Calculation of Defense Factor

(1) For fire actions within the same area and bombardment actions, the highest single defense value of the units within the area becomes the defense factor. In the case of defensive fire at a group of units moving into a new area, the highest single defense value among the moving units becomes the defense factor.

(2) If the army being targeted by the action has control over the area being targeted, the defense level of the area is added to the defense factor. For defensive fire, consider the area entered by the moving units to be the targeted area. The three exceptions listed below apply.

(3) The defensive level of the area is not added if any of the following apply.

① Fire actions where the units performing the action are located in the area being targeted. (Bombardment actions and defensive fire actions may still add it.)

② The army being targeted does not control the area.

③ A firing spotted marker has been placed in the area being targeted.

10.3 Calculation of Damage Points

(1) Compare the attack value calculated in 10.1 with the defense value calculated in 10.2.

(2) Subtract the defense value from the attack value with any remaining value becoming damage points.

(3) If the defense value is larger or if the attack value and the defense value are the same, no damage points result.

11.0 Application of Damage Points

11.1 General Rules

When damage points are created, the player owning the unit or units must absorb them using the methods that follow.

(1) One point

① Flip a unit with the front, or active, side displayed to the inactive, or rear side.

② Retreat a unit with the rear, or inactive, side displayed to an adjacent area.

(2) Two points

① Remove a unit with the rear, or inactive, side displayed to the reorganization box.

② Retreat a unit with the front, or active, side displayed to an adjacent area.

(3) Three points

① Remove a unit with the front, or active, side displayed to the reorganization box.

(4) Damage to artillery or machine gun units

Whenever 1 point of damage is absorbed the unit is removed to the destroyed box, regardless of the side displayed.

11.2 Priority

(1) The priority in which damage points are absorbed is voluntary for the owning player although all damage points must be absorbed if possible. Any remaining damage points, which cannot be absorbed even if all units are removed to the reorganization or destruction boxes, are ignored.

(2) Damage points resulting from defensive fire actions, can only be absorbed by the unit, or group of units, that entered the area during the current turn. Other units already in the area are not affected by defensive fire actions.

(3) Excess damage points from one action cannot be applied or affect another action.

11.3 Retreat

(1) When a unit is retreated due to a bombardment action, preference is given to friendly controlled areas with the fewest enemy units. The following areas cannot be retreated into.

① An area controlled by the enemy with an enemy unit present. If there is no other area available for the retreat, the unit is removed to the reorganization box.

② If the retreat of a unit causes the number of friendly units in the area to exceed 10 units, then the unit must retreat an additional area. If the unit cannot retreat further, it is removed to the reorganization box.

(2) When a unit is retreated due to a defensive fire action, the unit must retreat back to the area it left to invade the current area.

12.0 Reinforcements and Supplemental Units.

12.1 Reinforcements

Each player receives reinforcement units according to the reinforcement schedule on the turn track.

12.2 Supplemental Units

Every player voluntarily selects an infantry unit that there is for the following reorganization box and can receive it as a supplemental unit. Only infantry units can be received as supplemental units.

(1) Japanese Army Supplemental Units

① Each turn, the Japanese Army player receives infantry units from the reorganization box as supplemental units according to the schedule listed on the turn track. If there are not sufficient units in the reorganization box, the additional quantity is lost.

(2) Russian Army Supplemental Units

① Each turn, the Russian army player receives half of the infantry units in the reorganization box as supplemental units, while the remaining units are transferred to the destroyed box.

② If an odd number of infantry units are present, the odd unit is left in the reorganization box until the next turn.

12.3 Placement of Reinforcements and Supplemental Units.

(1) The Japanese Army player may voluntarily place units received as reinforcements in any area controlled by the Japanese Army. This can take place even if enemy units are in the area.

(2) The Japanese Army player places supplemental units in either off-board area.

(3) The Russian Army player places all reinforcements and supplemental units in either the old town or new town areas of Port Arthur (Area 34 or Area 28).

(4) A reinforcement and a supplement unit superficially arrange it.

13.0 Control of Areas

(1) At the start of the game the Japanese Army player controls areas with the area number in a light brown circle and the Russian Army player controls areas in a green circle.

(2) If at the conclusion of any action during a game turn, the army controlling an area has no units remaining in the area and the invading army has at least one unit in the area, control of the area changes to the invading player.

14.0 Victory Conditions

(1) If the Japanese Army player controls at least 1 area with a high point area symbol at the conclusion of any complete game turn, the Japanese Army player is immediately victorious.

(2) If the Japanese Army player is unable to meet the above-mentioned victory condition by the end of turn five, then the Russian Army player is victorious.

15.0 Optional Rules

One or more of the following rules can be adopted by mutual agreement to experiment with the simulation or help balance the forces between players of differing ability.

15.1 Naval Troops

(1) The Russian Army player receives 1 unit of naval soldiers in each of the 3, 4 and 5 turns as reinforcements. These enter play in the same way as supplemental units.

15.2 White Cord Group

(1) The Japanese Army player receives the three units of this group as reinforcements on turn 4, but must remove any 3 units on the game map to the reorganization box at the same time.

(2) White Cord Group units enter play in the same way as reinforcements.

(3) If all the units in a moving group are White Cord Group, defensive fire actions against the group are not allowed.

- (4) White Cord Group units cannot absorb a damage point with a retreat.
- (5) White Cord Group units cannot reenter the game as supplemental units.

15.3 Kodama Gentaro

- (1) During the appearance of reinforcements on turn 5 the Japanese Army player can move up to 3 artillery units of his choice from their current area to any area controlled by the Japanese Army.
- (2) These artillery units are not flipped to the inactive, or rear, side. They may perform bombardment actions in the turn they were moved.

15.4 Kondratenko

- (1) At any point in the game the Russian Army player can place the Kondratenko marker in an area.
- (2) When Russian Army units move to invade the area where the Kondratenko marker is placed, no defensive fire actions are allowed.
- (3) If bombardment actions cause 3 or more damage points to the area where the Kondratenko marker is placed or if the area comes under Japanese Army control, the Kondratenko marker is removed to the Russian Army destroyed box and does not reappear in the game.
- (4) Once placed in an area the Kondratenko marker may not be moved.

15.5 Attached Units

One or more of the restrictions listed below can be adopted as desired.

- (1) The +1 modifier provided by engineer units is limited to fire actions made by units of the same division for the Japanese Army player. Independent engineer units can provide the modifier to fire actions made by any units.
- (2) Only units from the same division can combine up to the maximum of 3 units in a single action. If units of multiple divisions are included the maximum becomes 2 units acting simultaneously.
- (3) Only units from the same regiment can combine up to the maximum of 3 units in a single action. If units of multiple regiments are included the maximum becomes 2 units acting simultaneously.

Q&A

Q. Are areas 37 and 7 or areas 38 and 8 adjacent?

A. No they are not adjacent.

Q. Can placement of reinforcements and supplemental units temporarily exceeding the maximum of 10 units in 1 area?

A. They cannot be placed in those areas. The restriction always applies.

Q. How is the firepower of two units acting as a group calculated?

A. Select the firepower of any one unit performing the action and add 1 to the total for every two additional units participating. So with 2 units it is the firepower of the unit chosen as only 1 additional unit is participating and fractions are rounded down. For 3 units it is the firepower of the unit chosen plus 1 additional point for the two other units in the group.

Q. May all units in the area with the active, or front, side displayed participate in defensive fire actions?

A. Yes, they may.

Errata

Rulebook

2.21 Off-board Map Areas

There are no restrictions on the number of Japanese Army units that can be placed or moved into the off-board areas. (Exception to 8.0 (3))

5.0 Performance of Actions

(An addendum to the aforementioned text)

(4) Only two artillery units with the same firepower value may combine in a single action. (In other words, as in 10.1 (1) when the thermal power of artillery units differ, the firepower of one unit cannot be added to bombardment the other artillery unit.)

Map/Turn Track

(Error)

First Turn Japanese Army Supplemental Units: 8

Second Turn Japanese Army Supplemental Units: 4

(Correct)

First Turn Japanese Troop Supplemental Units: none

Second Turn Japanese Troop Supplemental Units: 8