

Modern Naval Three Kingdoms (MN3K) Game Journal #74

Modern Naval Clash at Taiwan Strait (MNCTS) Game Journal #81

Original Draft: Sonshi Asano

Design and Rules: Game Journal Ghost design team

Playtesting: Everyone at the Okuyama Bootcamp

Translation: Scott Muldoon (with thanks to William Terdoslavich for testing)

1.0 INTRODUCTION

Modern Naval Three Kingdoms and *Modern Naval Clash at Taiwan Strait* are simulation boardgames, allowing two players or sides to play out potential conflicts in the 2020s among the air and naval forces of Japan, South Korea, and China (PLAN); or between the forces of China and the United States (USN) with Taiwan (ROCN).

2.0 COMPONENTS

Each game includes the following. In addition, players will need some six-sided dice.

- 1 rulebook
- 1 countersheet
- 1 game map
- 2 play sheets

2.1 Counters

Counters are either units or markers.

Surface Unit (Carrier)		Submarine Unit	
Detected (face up)	Undetected (face down)	Detected (face up)	Undetected (face down)

2.1.1 Naval Units

- a) **Category** - There are two categories of naval units:
 - 1) **Surface Units:** also includes units with air strength (square) ratings (“carriers”) - CV, DDH, some LST/LHD.
 - 2) **Submarine Units.**
- b) **Detected and Undetected Status** - Every naval unit has two sides: Detected (face up) and Undetected (face down). See 9.0.
 - 1) **Detected** - The unit has been detected and can be attacked by the enemy.
 - 2) **Undetected** - The unit has not yet been detected and cannot be attacked by the enemy. An Undetected unit can only be examined by the player controlling it, not by the other side.

- c) **Capability Ratings** - Each naval unit has 4 ratings:
 - 1) **Anti-Surface Strength** (bottom left) - used in anti-surface combat (14.0, 15.0, 16.0). Ratings in a circle ○ represent sub-vs-surface attack strength, which can be divided to attack multiple enemy surface units (14.0).
 - 2) **Anti-Air Strength** (bottom middle) - used to defend against air strikes (15.0, 16.0). Ratings in a circle ○ represent area defense, which can defend multiple friendly naval units against air strikes (15.0, 16.0).
 - 3) **Anti-Sub Strength** (bottom right) - used in submarine warfare and search (9.3, 11.0-14.0).
 - 4) **Technology (Tech) Level** (top right) - used for hit determination during combat (11.0-16.0).
- d) **Air Capabilities** - Ratings in a black box ■ represent air strength. Air strength appears in three distinct categories:
 - 1) **Anti-Surface Air Strength** (bottom left) represents the maximum number of anti-surface air missions (search or strike) the carrier can launch per carrier action (7.3.1c).
 - 2) **Air Interception Strength** (bottom middle) represents the maximum number of air units the carrier can launch for Interception (17.1). Air Interception Strength can also be used as Anti-Air Strength (but not area defense) (15.2c).
 - 3) **Anti-Sub Air Strength** (bottom right) represents the maximum number of anti-sub air missions (search or strike) the carrier can launch per carrier action (7.3.1c). Anti-Sub Air Strength can also be used as normal Anti-Sub Strength (9.3c3, 12.0, 14.0).
- e) **Type**

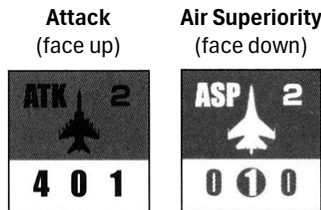
CV	Carrier
CG	Missile Cruiser
DDH	Helicopter Carrier Destroyer
DDG	Missile Destroyer/Escort
FFG	Missile Frigate
FF	Frigate
LST	Transport
LHA	Amphibious Assault Carrier

Modern Naval Three Kingdoms

LHD Amphibious Assault Ship
 AOE Supply Ship
 SS Diesel Submarine
 SSN Nuclear Submarine

- f) **Class/Name** - The unit's class (PLAN only) and name.
- g) **Silhouette**
- h) **Nationality** - indicated by color and flag.

Air Force Unit



2.1.2 Air Units - used for air missions and interception (5.3, 17.0).

- a) **ATK/ASP:** The ATK Attack (face up) side is used for air strikes; the ASP Air Superiority (face down) side is used for air-to-air combat (13.0, 16.0, 17.0).
- b) **Capability Ratings** - these are the same as those on naval units.
- c) **Side** - the different colored air units are used by different nationalities depending on the scenario (19.0, 20.0). The side designated as Blue uses the blue air units, and the other side (Red) uses the red air units.



2.1.3 Markers

- a) **Action Chits:** these determine which unit types act in a given activation (4.0). The Action chits used can vary by nationality and scenario (19.0, 20.0). When a blue Action chit is drawn, the Blue side becomes the active player; when red is drawn, the Red side is active.
- b) **Game Turn Marker:** used on the Turn Track to show the current turn (3.0, 4.1).
- c) **Anti-Air Firepower (AA):** used on the Area Defense track to record the area defense value remaining for the current combat (15.0, 16.0).

Modern Naval Clash at Taiwan Strait

- d) **Battle Hex Markers** (Attacking / Defending): used to mark the locations of attacking units and their target for the current combat.
- e) **Supplies Trp. / Landing VP Markers:** When face up, the Supplies marker is attached to a transport unit. When disembarked, it is flipped to its Landing side and placed on the map in the landing hex (18.1). *If deployed on the Supplies side directly onto the map, they are considered unembarked (also 18.1).*

2.2 Game Map

The map shows the area of operations covered by the game, divided into a grid of six-sided spaces (or "hexes"). The hex grid regulates the position and movement of units during play.

- a) **Sea hexes:** Naval units can only enter sea hexes (8.0d).
- b) **Land hexes:** Naval units cannot enter hexes consisting entirely of land (8.0d).
- c) **Coastal hexes:** Any hex with both land and sea, or an island (▲), is a coastal hex. Coastal hexes are tinted in the color of its controlling nationality. Coastal hexes are treated as sea hexes, although the scenario may indicate certain restrictions (19.0, 20.0).
- d) **Land hexside:** A hexside consisting of entirely land terrain is a land hexside. Naval units cannot cross land hexsides (8.0d).
- e) **Port hexes (■):** Some coastal hexes are marked as a port (red square). Any number of your naval units may enter a friendly port (8.0e). Naval units in a port at the end of a day are set to their Undetected side (4.4).
- f) **Airbase hexes (★):** Some land hexes are marked as an airbase (red star). Airbases are used to determine range during air actions and interception (5.2, 17.0).
- g) **SOSUS hex (△):** Some sea hexes are marked as SOSUS hexes (hollow triangle). The player controlling SOSUS may attempt to detect enemy naval units entering any SOSUS hex (9.0).

Translator Note: The scenarios do not designate control of SOSUS, but it's obvious from geographic context.

- h) **Land-Based Air Daytime Operations Range:** Japan and China both have a limited range in which their air units can operate from their airbases (5.2). China's range may vary based on the scenario.

Translator Note: Chinese air range does not vary in any scenarios released so far.

2.3 Play Sheets

Each of the two play aids are printed with charts and tracks used in play (only one Turn Track and Area Defense Track are needed).

Modern Naval Three Kingdoms

- Turn Track** - The Turn marker is used to record the current turn (4.1).
- Area Defense Track** - the AA Firepower marker is used to record the current Area Defense value during combat (15.2, 16.0).
- Available Air Box** - Each player keeps their air units available for this scenario in this box (5.3, 16.2, 17.0).
- Return To Port Box** - Submarine units that conduct an anti-surface attack and surface units that end the day Detected are placed in this box (4.4, 14.0). Units in the Return To Port Box are unavailable for the rest of the scenario.
- Damaged Box** - Units damaged in combat are placed here (11.0-17.0). Units in the Damaged Box are unavailable for the rest of the scenario and are worth VP to the enemy.
- Sunk Box** - Naval units sunk in combat are placed here (11.0-16.0). Units in the Sunk Box are unavailable for the rest of the scenario and are worth double VP to the enemy.

2.4 Charts

Other important charts are included in the back of the rules.

- Air Missions Chart** - details the air missions available during air operations (5.1, 7.3, 17.1).
- Action Summary / Search and Attack Summaries** - summaries of the actions available and search and attack procedures.

3.0 SETUP

3.1 Scenario Selection

The players choose a scenario and who will play each side (19.0, 20.0).

- The scenario indicates the color and nationalities designated for each side.
- Each side uses their own designated Action chits and air units.

3.2 Setup of Naval Units

Players place their naval units on the map in the following procedure.

- If a unit's name is designated in parentheses in the scenario setup, that specific unit is placed as indicated, outside the following procedure.
- For setup listings without specific designations, naval units are placed on the map using this procedure:
 - Sort the units of each nationality by type and possibly technology level.
 - Using the scenario listing, randomly select units in the proper type and quantity. Ignore placement for now, select all the units needed for the

Modern Naval Clash at Taiwan Strait

scenario. If the listing indicates a particular technology level, divide up and select only units with the appropriate level. For listings without a technology level, first select specified levels as above, then mix units regardless of level and select the remainder required.

- Once the full requirement of units has been selected, place the specified number in locations as indicated, Undetected. Players may choose which units go where, so long as type and technology level designations are met.

3.3 Setup of Other Counters

Players set up their other counters as follows.

- [+ SUP x] indicates the number of Supplies markers to set up, each attached to a transport unit as indicated.
- Each side places the indicated number of air units in their Available Air Unit Box.
- Place the Turn marker in the first box of either player's Turn Track. Place the AA Firepower marker in the "0" box of either player's Area Defense Track.

The game is now ready for play.

4.0 SEQUENCE OF PLAY

4.1 In General

- At the start of each turn, all six Action Chits are placed together in a single cup.
- One chit is drawn at random from the cup, the appropriate side activates the indicated unit types for actions (4.2). The drawn chit remains out of the cup until the end of the turn.
- After operations are complete, another chit is drawn and the indicated side and unit type is activated.
- Repeat drawing a chit and activating units until all six chits have been drawn. Advance the turn marker and return to 4.1a.



4.2 Action Chits

Each side has the same three distinct Action chits (AF, TF, SS). When an Action chit is drawn, the matching side takes actions with units appropriate to the chit drawn:

- AF** = Land-based air units of the matching side are activated (5.0).
- SS** = Submarine units of the matching side are activated (6.0).

- c) **TF** = Surface units of the matching side are activated (7.0).

4.3 Night Turns

- a) The time of day of each turn is indicated on the Turn Track.
 b) Turns marked “2100-2400” or “0100-0400” are Night turns. Air operations are modified during Night turns (5.1, 7.3).

4.4 Day End Sequence

Six game turns make one day. A day ends after its “0100-0400” turn. Follow the procedure below before beginning the next day.

- a) Detected surface units in a friendly port hex are flipped to their Undetected side.
 b) Conduct replenishment in each hex with a supply ship (18.3).
 c) Detected surface units on the map are moved to the Return To Port Box, where they will remain for the rest of the scenario. Undetected surface units, and submarine units in either state, remain on the map where they are.

Translator Note: This means if a TF is detected, they need to get to port by the end of the day or they're done for the scenario!

4.5 Game End

Every scenario indicates how many game turns it lasts. When the indicated number of turns is completed, the game ends and the victory conditions are consulted (21.0).

5.0 AIR FORCE OPERATIONS

(see the Air Operations Chart)

When an AF Action chit is drawn, activate the indicated side's land-based air forces for operations as follows.



5.1 Determine the Number of Missions

- a) Declare the maximum range (distance) at which you will use air units during air operations.
 b) Roll one die and consult the Air Operations Chart, cross referencing “airbase - air operation” and range with the die roll to determine the number of air missions received. A -2 modifier is applied to this roll on Night turns (4.3).
 c) Only one die roll is made regardless of how many airbases will be used. The number of air missions allowed is the upper limit.

5.2 Air Mission Allocation

- a) After determining how many air missions are received, allocate the air missions among targets within the range declared in 5.1a.
 b) Air missions may target any hexes within the declared range of any friendly airbases. Range cannot be traced into or through a coastal hex of a non-belligerent nation. You cannot target a hex that is outside the declared range of all friendly airbases.
 c) Air missions must be allocated as either Strikes or Searches.
 1) Each mission allocated as a Strike results in an attack (13.0). You cannot declare a Strike against Undetected units.
 2) Each mission allocated as a Search allows one search attempt (9.0).
 d) Allocating air missions against submarine and surface units differs as follows.
 1) Air missions against surface units are declared against entire hexes. All surface units in the hex are targeted.
 2) Air missions against submarine units target individual submarine units only.
 e) All air missions, their type (Strike or Search) and their targets, are declared together. Air missions against hexes containing both surface and submarine units are allocated separately. Strikes are resolved separately against each given target unit/group.
 f) You may assign multiple Strikes and Search missions to given targets, but there is no benefit to assigning more than one Search against the same hex of surface targets (success is automatic). A given unit/group cannot be the target of both a Search mission and a Strike mission in the same operation.

5.3 Air Unit Placement

- a) For each Strike, take one of your air units from your Available Air Units Box and place it on the target, ATK side up. You may also use air missions to place escort units (ASP air units) from your Available Box to accompany your ATK units.
 b) If you do not have enough air units to place for all of your air missions, you forfeit the remainder of those missions.
 c) Search missions do not use air units (and cannot be intercepted, 17.0).

5.3 Air Mission Resolution

- a) After all your air missions have been allocated and air units placed appropriately, the inactive player may declare interception against your Strikes (17.1).

Modern Naval Three Kingdoms

- b) After interceptions are allocated, the active player resolves each Strike and Search mission (9.0, 10.3).
- c) Resolve missions one at a time. Resolve all missions in one hex before moving on to the next target hex.
- d) When all missions have been resolved, air operations are complete. Both players return their air units used for air missions or interceptions to their Available Air Units Box.

6.0 SUBMARINE OPERATIONS

(see the Actions Summary)

When an SS Action chit is drawn, activate the indicated side's submarine units for operations as follows.



- a) During Submarine operations, each submarine unit may conduct one of the following actions.
 1. **Move** - Move the submarine unit to an adjacent hex, and check detection against it (8.0, 9.3).
 2. **Move and Search** - Move the submarine unit to an adjacent hex, and check detection against it (8.0, 9.3). Then, if Undetected, attempt a search in that hex (9.0).
 3. **Move and Attack** - Move the submarine unit to an adjacent hex, and check detection against it (8.0, 9.3). Then, if Undetected, make an attack in that hex (10.1).
 4. **Search and Search** - Without moving, make up to 2 search attempts in the unit's hex (9.0).
 5. **Attack and Attack** - Without moving, make up to 2 attacks in the unit's hex (10.1).
 6. **Submerge** - Flip the Detected submarine unit to Undetected.
- b) Submarine search and attack actions can only target units in the same hex as the submarine unit.
- c) An Undetected submarine unit can conduct any action except Submerge. A detected submarine unit can *only* conduct the Submerge action (**Note:** SSNs may also Move, 18.2b).
- d) An Undetected submarine unit that conducts an attack action is flipped to reveal its attack value, then at the end of the action is returned to its Undetected side.
- e) Actions in submarine operations are conducted one unit at a time. After one submarine unit's action is complete, the next unit's action may begin. The active player may activate submarine units in any order, but a unit's action may not begin until the previous unit's action is complete.

Modern Naval Clash at Taiwan Strait

- f) Once the active player has conducted all desired actions with their submarine units, submarine operations are complete.
- g) A submarine unit that attacks surface unit(s) is placed in the Return To Port Box at the end of the attack action.

Play Note: This ends the sub's participation in the scenario.

7.0 TASK FORCE OPERATIONS

(see the Actions Summary)

7.1 In General

When a TF Action chit is drawn, activate the indicated side's surface units for operations as follows. Units are activated in groups, but a group may consist of only one unit.



- a) There are two types of Task Force operations. The player chooses which type to perform first.
 1. **Surface Action** (7.2).
 2. **Carrier Action** (7.3). A Carrier Action involves only carrier units (surface units with air strength).
- b) While performing Surface Actions, a Carrier Action cannot be performed, and vice versa.

Translator Note: In other words, you can't mix up the order.
- c) An Undetected surface group that conducts a search or attack action is flipped to reveal its values, then at the end of the action is returned to its Undetected side (exception: surface-to-surface attacks, 9.2b1).

Translator Note: You are limited by the scenario in the number of groups/units that can take Surface Actions (7.2f). However, it is not entirely clear if more than one Carrier Action is allowed. I have assumed "no", which is how AF Operations work - you only get one chance to generate Air Missions.

7.2 Surface Actions

- a) During Task Force operations, each surface group may conduct one of the following actions.
 1. **Move** - Move the surface group up two hexes (8.0).
 2. **Move and Search** - Move the surface group up to two hexes, then make a search attempt in that hex (8.0, 9.0). If the search is against a surface group, the searching group may move two hexes; if against a submarine unit, the group may only move to an adjacent hex.
 3. **Move and Attack** - Move the surface group up to two hexes, then make an attack (8.0, 10.2). If the attack is against a surface group, the attacking

group may move two hexes; if against a submarine unit, the group may only move to an adjacent hex.

4. **Attack and Move** - Make an attack from the surface group's current hex, and after move the group up to two hexes (10.2, 8.0).
 5. **Search and Search** - Without moving, make up to 2 search attempts (9.0).
 6. **Landing** - Only a transport unit (LST) with a Supplies marker may conduct a Landing action (18.1). An LST conducting a Landing action cannot move.
- b) Surface actions may only target the following hexes.
1. **Search or Attack against a Submarine Unit** - same hex only.
 2. **Search for Surface Group** - same or adjacent hex.
 3. **Attack against Surface Group** - within two hexes (but see Optional Rule 22.1).
- c) Any number of surface units can conduct an action together as a group, within the following restrictions.
1. Must be in the same hex - at the start of Task Force operations, the active player may declare any or all units in the same hex will act as a group. Units in a given hex may form more than one group, so long as no given unit is in more than one group.
 2. Must all conduct the same action - when moving, all units must begin and end together in the same hex.
- d) Actions in Task Force operations are conducted one group at a time. After one surface unit or group's action is complete, the next group's action may begin. The active player may activate surface groups in any order, but the next group's action may not begin until the previous group's action is complete.
- e) Actions involving attacks must all be completed before actions involving searches. Once an action involving a search is completed, no further actions involving attacks may be conducted. In other words, you can only use actions to attack targets that were already Detected at the start of Task Force operations.
- f) The scenario may limit the maximum number of groups that can conduct actions during Task Force operations.
- g) Once the active player has conducted all desired actions with their surface units, or the action limit is reached (7.2f), Task Force operations are complete.

7.3 Carrier Actions

A Carrier action may be conducted during Task Force operations.



Except as indicated below, a carrier action is conducted in the same manner as Air Force operations (5.0).

- (a) An Undetected carrier unit that conducts a search or attack action is flipped to reveal its values, then at the end of the action is returned to its Undetected side.
- (b) Range for each mission is traced from any participating carrier units.
- (c) Roll one die and consult the Air Operations Chart. Cross-reference the "Carrier / Carrier Action" and declared range with the roll to determine the number of air missions received. Add the lowest Tech Level among activated carrier units to the die roll. You may forfeit the use of some of your carrier units to avoid tanking your Tech Level.
- (d) Only one die roll is made regardless of how many carrier units are involved. The number of air missions allowed is the upper limit for the entire Carrier action.
- (e) In a Carrier action, the number of air missions that can trace range from a given carrier unit is limited by that unit's air strength (7.3.1).

7.3.1 Air Strength Limitations - The air strength of a given carrier unit (numeral in black box) is the maximum number of air missions that can be launched from that carrier unit.

- (a) The air strength of the carrier unit depends on the type of target.
 1. **Strike or Search against surface unit:** anti-surface strength
 2. **Strike or Search against submarine:** anti-submarine strength
- (b) To resolve the Carrier action, designate a number of targets within the range declared in 7.3b.
- (c) Conduct a number of air missions (Strike or Search) up to the anti-surface (or anti-sub) air strength of the carrier unit (depending on target type). ASP (air superiority, or escort) missions do not count towards the limit of missions allowed for each carrier. The total of Search/Strike/ASP missions must still hold to the limit obtained on the Air Operations Chart.
- (d) Multiple carrier units in the same hex may combine their anti-surface or anti-sub air strength during the Carrier action. Strikes launched from multiple carrier units in the same hex are resolved together as one attack; Strikes from separate hexes must be resolved separately.

Modern Naval Three Kingdoms



Example of Play 1

Two DDH carrier units (anti-surface air strength 1, anti-sub air strength 2) are in the same hex. The owning player declares a group carrier action, activating both units, with a range of 3 hexes, and rolls 4 air missions on the Air Operations chart. The combined anti-surface air strength of the two DDHs is 2, and total anti-sub air strength is 4. Of these six potential missions, only 4 can be placed (within 3 hexes, as declared) - no more than 2 against surface units, or up to all 4 against submarines.

Example of Play 2

Two DDH carrier units (as above) are in separate hexes. Same as above, the declared range is 3 hexes and 4 air missions are received. No more than 3 air missions can originate from each DDH (1 anti-surface and 2 anti-sub), but otherwise the missions may be split between the carriers as desired. No more than 1 anti-surface or 2 anti-sub air missions could be launched from each carrier.

Example of Play 3

Following the example above, both DDH carriers launch 2 anti-sub strike air missions, for a total of 4 missions. The player takes 4 air units and chooses to place them on a single target enemy submarine unit. However during air-to-sub combat, the strikes from each carrier and resolved separately (2 air units, then 2 air units).

8.0 MOVEMENT

(see the Actions Summary)

- Naval units are placed in hexes on the map, and move from hex to hex. Direction of movement is entirely up to the player; units need not move at all.
- Depending on type, naval units may move within the range listed below for each movement action:
 - Surface units - 2 hexes
 - Nuclear submarine units (SSN) - 2 hexes
 - Diesel submarine units (SS) - 1 hex

Depending on the action, there may be further restrictions on movement (6.0).
- After a submarine unit has moved, it must undergo an enemy detection attempt (1 die) in its destination hex (9.3).

Modern Naval Clash at Taiwan Strait

- Naval units may only enter sea or coastal hexes. The following restrictions apply:
 - Naval units can never enter all-land hexes.
 - Naval units can never cross all-land hexsides.
 - Naval units cannot enter coastal hexes designated by the scenario as belonging to neutral nations (exception: SOSUS hexes may still be entered).
- The maximum number of friendly units, by type, that can co-exist in a given hex is:
 - Surface units:** 6 per hex
 - Submarine units:** 1 per hex

This limit applies to each side separately. There is no limit on the number of units that can co-exist in a friendly port hex. These limits do not apply during movement, only after movement is complete.

9.0 SEARCH

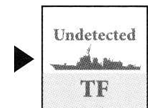
(see the Search/Strike Summary)

9.1 In General

- At the start of the game, all naval units are Undetected.
- Undetected units may be subject to search and possibly flipped to their Detected side.
- There are two kinds of search - against surface units, and against submarine units.

9.2 Surface Search

Searches against surface units are conducted against an entire hex.



- Surface units can be the target of a search during the following enemy actions.
 - Air Mission (no air units required)
 - Submarine Actions (same hex)
 - Surface Actions (same or adjacent hex)
 - Carrier Action

All surface units in a hex subject to a search during any of the above actions are automatically flipped to their Detected side.
- Surface units also become Detected in the following situations.
 - Conducting a surface to surface attack (15.0)
 - Entering a hex with one or more enemy surface units
 - Entering an enemy coastal hex (as designated by the scenario)
 - Entering an enemy SOSUS hex (as designated by the scenario)

All surface units subject to the above circumstances are immediately flipped to their Detected side.

- (c) Once a surface unit is Detected, it cannot return to its Undetected side (exception: 4.4 ending the day in port).

9.3 Submarine Search

Searches against submarine units are conducted against individual units.

- (a) Submarine units can be the target of a search during the following enemy actions.
1. Air Missions (no air units required)
 2. Submarine Action (same hex)
 3. Surface Action (same hex)
 4. Carrier Action

A submarine unit subject to a search during any of the above actions undergoes a detection attempt (9.3c). A single unit subject to search by multiple air or surface actions undergoes separate detection attempts for each (according to their own restrictions).

- (b) A submarine may also be subject to a detection attempt due to the following situations.
1. Conducting movement
 2. Entering an enemy coastal hex (as designated by the scenario)
 3. Entering an enemy SOSUS hex (as designated by the scenario)

A submarine unit subject to one or more of the above situations immediately undergoes a detection attempt with one die (9.3c) for every such instance and within their own restrictions.

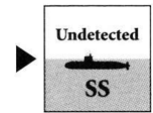
Example: A submarine unit that moves into an enemy coastal hex must undergo 2 detection attempts, one for the movement and one for entering an enemy coastal hex.

- (c) A detection attempt requires the roll of a number of dice, as indicated below.
1. **Air/Carrier Action** - 1 die per air mission assigned to Search
 2. **Submarine Action** - 1 die for Move + Search; 2 dice for Search + Search
 3. **Surface Action** - Dice equal to the total anti-sub strength (discard fractions) for Move + Search; double the total for Search + Search
- (d) If any of the dice show a successful result (see below) the target submarine unit is flipped to its Detected side.
1. Japanese or American submarine unit: 1 is a success
 2. other submarine unit: 1 or 2 is a success
- (e) There is no additional effect for more than one success.
- (f) A Detected submarine unit may return to Undetected status using the Submerge action.

10.0 ATTACKS

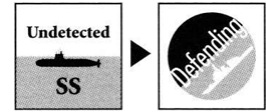
(see the Search/Strike Summary)

Attacks can only be made against Detected submarine or surface units. Attack resolution differs depending on both the type of unit making the attack and the type of target.



10.1 Submarine Attacks

- a) Submarine attacks are distinguished by their target type:



- 1) Target is a submarine: sub vs. sub combat (11.0)
- 2) Target is a surface group: sub vs. surface combat (14.0)

When targeting a surface unit, if there are undetected (face-down) surface units in the same hex, see 14.0(a)-(c).

- b) When resolving a submarine attack, place a Battle Hex marker on the hex where the attack is taking place. Move the involved units elsewhere (with more space) to resolve the attack, and afterward return the survivors to the hex with the Battle Hex marker and remove it.
- c) After an action where a submarine unit resolves an anti-surface attack, move the attacking submarine unit to the Return to Port box.

10.2 Surface Attacks

- a) Surface group attacks are distinguished by their target type:



- 1) Target is a submarine: surface vs. sub combat (12.0)
- 2) Target is a surface group: surface vs. surface combat (15.0)

When targeting a surface group, if there are undetected (face-down) surface units in the same hex, see 15.0(e).

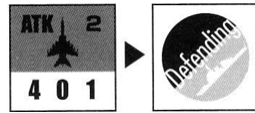
- b) When resolving a surface attack, place a Battle Hex marker on the hex where the attack is taking place. In the case of surface vs. surface combat, place an Attacking Battle Hex marker on the hex where the attacking group is located, and a Defending Battle Hex marker on the hex where the target group is located. Move the involved units elsewhere (with more space) to resolve the attack, and afterward return the survivors to the hex with the associated Battle Hex marker and remove it.

Modern Naval Three Kingdoms

- c) After an action where Undetected surface units resolves an anti-surface attack, flip the attacking surface units to their Detected side.

10.3 Air Attacks

- a) Air attacks are distinguished by their target type:



- 1) Target is a submarine: air vs. sub combat (13.0)
- 2) Target is a surface unit/group: air vs. surface combat (16.0)

When targeting a surface group, if there are undetected (face-down) surface units in the same hex, see 15.0(e).

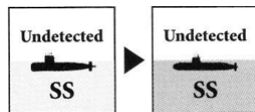
When multiple air units are allocated to the same target, group the attacking units together and resolve as one attack. [But see 7.3.1d for Carrier actions.]

- b) When resolving an air attack, place a Battle Hex marker on the hex where the attack is taking place. Move the involved units elsewhere (with more space) to resolve the attack, and afterward return the survivors to the hex with the Battle Hex marker and remove it.

11.0 SUB VS. SUB ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by a submarine against a submarine.

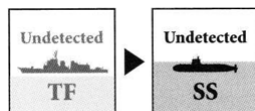


- a) The number of dice rolled is determined by the action taken:
 - 1) Move and Attack: 1 die
 - 2) Attack and Attack: 2 dice
- b) Each die rolled that is equal to or less than the attacking submarine's Tech Level is a hit.
- c) A target that takes one hit is moved to the Damaged box. Targets that take more than one hit are moved to the Sunk box.

12.0 SURFACE VS. SUB ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by a surface group against a submarine.



- a) Roll dice equal to the total anti-sub strength (including anti-sub air strength) of the attacking group (discard fractions).
- b) Each die rolled that is equal to or less than the attacking unit's Tech Level is a hit. If the attack is by

Modern Naval Clash at Taiwan Strait

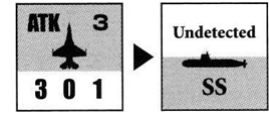
multiple units with differing Tech Levels, use the lowest Tech Level among them.

- c) A target that takes one hit is moved to the Damaged box. Targets that take more than one hit are moved to the Sunk box.

13.0 AIR VS. SUB ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by an air unit(s) against a submarine.



13.1 Resolve Interception

If the inactive player has allocated any of their air units to intercept the active air units, resolve that interception first (17.2).

13.2 Air Attack Results

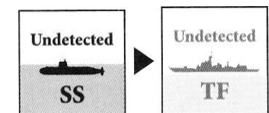
Any air units remaining after interception resolve their attack using the following procedure.

- a) Roll one die for each ATK air unit.
- b) Each die rolled that is equal to or less than the attacking air unit's Tech Level is a hit.
- c) A target that takes one hit is moved to the Damaged box. Targets that take more than one hit are moved to the Sunk box.

14.0 SUB VS. SURFACE ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by a submarine against a surface group.



- a) The target group rolls a number of dice equal to its total anti-sub strength (including air anti-sub strength), discard fractions. Only one submarine unit in the same hex as the target group may use its anti-sub strength.
 - 1) When a surface group is targeted, the defender may reveal any undetected (face-down) surface units in the same hex, in order for them to contribute their anti-sub strength.
 - 2) Units revealed in this way cannot be attacked.
 - 3) After anti-sub defense is conducted, these units are returned undetected (face-down).
- b) Each die roll that is equal to or less than the Tech Level of the defending unit(s) subtracts 1 from the anti-surface strength of the attacking submarine. If the group includes units with differing Tech Levels, use the lowest Tech Level among them.
- c) The remaining anti-surface strength of the attacking submarine is freely allocated among target units in the

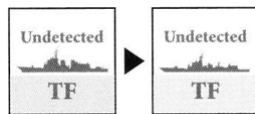
attacked hex; multiple points may be allocated to a single unit if desired. If the anti-surface strength was reduced to zero, the attack is negated.

- d) Target by target, roll dice equal to the allocated anti-surface strength.
- e) Each die rolled that is equal to or less than the attacking submarine unit's Tech Level is a hit. A target that takes one hit is moved to the Damaged box. Targets that take more than one hit are moved to the Sunk box.
- f) After an action involving a submarine anti-surface attack, move the attacking submarine to the Return to Port box.
- g) **Note:** A submarine anti-surface attack cannot be declared against naval units in a port hex friendly to the target's side.

15.0 SURFACE VS. SURFACE ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by a surface group against another surface group.




15.1 Attack Allocation

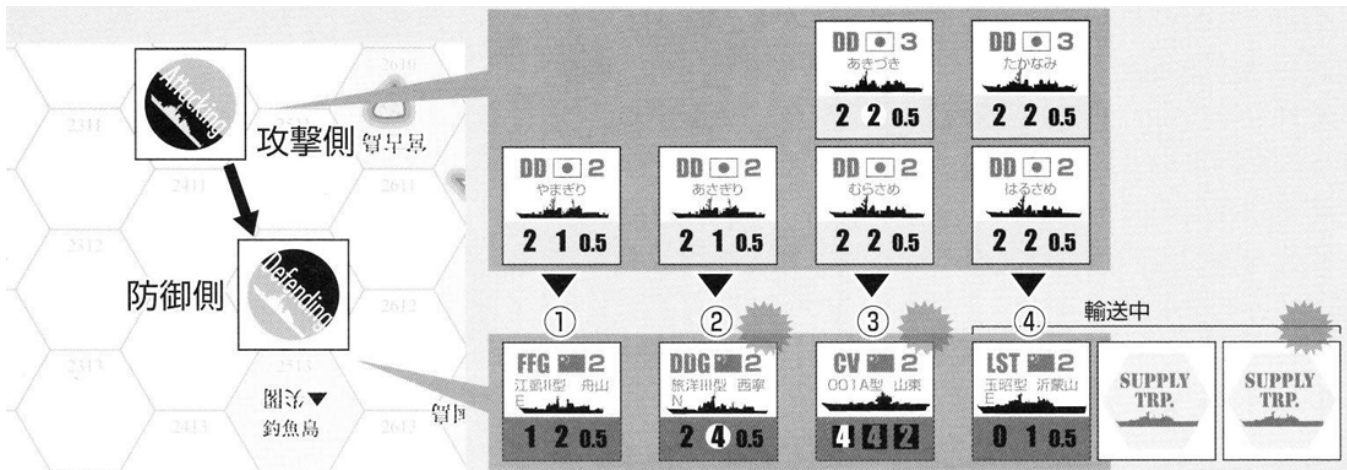
Allocate each unit's attack using the following procedure.

- a) Line up all defending surface units in the target hex.
- b) The attacking player allocates each of their attacking units one by one to different target units.
- c) If any attacking units are left over, they may be allocated as second attackers against target units. Attacking units must be allocated evenly among defending targets when possible.
- d) After attacking units are allocated as above, if the defending group has more units than the attacker, targets with no attackers will receive no attacks.
- e) If any units of the defending group are Undetected, the owning player may decide to reveal them and include them among possible targets or to leave them Undetected. Units that remain Undetected cannot have attackers allocated against them.

15.2 Attack Resolution

Resolve each attack using the following procedure.

- a) The inactive player totals the area defense values (circled anti-air) of units in the target hex and places the "AA" marker on the matching value of the Area Defense Track. 
- b) The attacking player choose a target unit and resolves the attack against it as follows.
- c) The surface units targeted by the attack rolls a number of dice equal to its anti-air strength (including air anti-air strength).
 - 1) The defending player may reduce the current Area Defense strength (as indicated on the track by the AA marker) to increase the target's anti-air strength an equal amount.
 - 2) If the target's anti-air strength is itself area defense (circled), it's anti-air strength consists solely of strength spent from Area Defense as above.
- d) Each die roll that is equal to or less than the Tech Level of the defending unit subtracts 1 from the anti-surface strength of the attack. If there is more than one attacking unit, the attacking player chooses which units' attack strengths are reduced.
- e) The attacker rolls dice equal to the total remaining anti-surface strength allocated against this target unit. If the anti-surface strength was reduced to zero, that attack is negated.
- f) Each die rolled that is equal to or less than the attacking unit's Tech Level is a hit. Subtract 1 from the Tech Level (to a minimum of 1) if the attack is at a range of 2 or more hexes.
- g) A target that takes one hit is moved to the Damaged box. Targets that take more than one hit are moved to the Sunk box.
- h) After resolving this attack, return to (b) and resolve the next attack against another target unit (if any).



Example of Surface vs. Surface Combat

6 Japanese units declare surface combat against a hex with 4 Chinese surface units at a range of 2 hexes. The Japanese player allocates one unit to attack each of the four Chinese units, and a second unit to each of the 3rd and 4th units.

The 2nd Chinese unit has an Area Defense rating of 4, so the Chinese player places the AA marker at 4 on the Area Defense track.

The Japanese player resolves combat in order starting with target #1.

Combat #1: The Chinese defender has an anti-air rating of 2, and despite having 4 AA available they choose not to spend any, leaving it at 2. They roll 2 dice, trying to roll 2 or less (for the unit's tech level of 2). Rolls of 1 and 3 score one hit, and the attacking Japanese unit Yamagiri's anti-surface rating of 2 is reduced to 1. The Japanese player rolls one die against Yamagiri's tech level of 2, rolls a 4, and misses.

Combat #2: The defender is the DDG with area defense, and so has no natural anti-air rating; they decide to spend 1 AA and roll 1 die against their Tech Level (TL) of 2, but misses. The Japanese attacker has a rating of 2, rolls 2 dice, and rolls a 1 scoring 1 hit. The Chinese DDG is moved to the Damaged box.

Combat #3: The defender is a CV (Shandong) with a 4 anti-air (intercept) rating, so they decide not to spend any of the 3 remaining AA. They roll 4 dice, scoring 2 hits, and reducing the attackers' anti-surface ratings by a total of 2. The Japanese player reduces the 2 rating of his TL 2 attacker to zero. His TL 3 attacker now rolls 2 dice needing a 1 or 2 to hit (TL 3 minus 1 for the attack being at a range of 2 hexes). They score 1 hit and send the Shandong to the Damaged box.

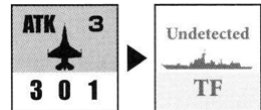
Combat #4: The defender is an LST with 2 Supplies markers and anti-air of 1. The Chinese player spends all 3 remaining AA for a total of 4 dice. They score 1 hit, reducing the attacking total of 4 to 3. The Japanese player rolls 1 dice at TL 2 (needing a 1 to hit for range) and 2 dice at TL 3. They score only a single hit, and one Supplies marker is destroyed.

This ends surface-vs-surface combat.

16.0 AIR VS. SURFACE ATTACKS

(see the Search/Strike Summary)

Follow the sequence below to resolve an attack by air unit(s) against a surface group.



16.1 Resolve Interception

If the inactive player has allocated any of their air units to intercept the active air units, resolve that interception now (17.2).

16.2 Allocating Targets

After interception, each remaining ATK air unit is allocated against a target in the same manner as surface vs. surface combat (15.1).

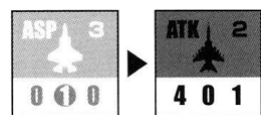
16.3 Attack Resolution

Resolve each attack in the same manner as surface vs. surface combat (15.2).

17.0 INTERCEPTION

(see the Search/Strike Summary)

When a surface group or submarine is the target of Strike mission (ATK air units), the defender may declare interception. Search missions cannot be intercepted.



17.1 Determining Interception

- On the Air Mission Chart, cross-reference the range declared for interception with a die roll. Use the “Air Base” row if only airbases are involved or use the “Carrier” row if carrier units are used to intercept. The result is the number of air units allowed for the interception. Subtract 2 from the roll if the interception takes place at night. If only carriers are used to intercept, add the Tech Level of the carriers to the roll.
- If multiple air bases or carriers are used to intercept, you roll only one die on the Air Mission Chart. The number of air missions received is the maximum number of air units allowed for interception.
- Take up to that many air units from your Available Air Unit Box as ASP units. If no missions were received, there is no interception.
- If not enough units are in your Available Box, you can only take what is there.
- Allocate the intercepting units among the attacking air units within the range declared in (a) above from any of your airbases.
- If you rolled on the Carrier row of the Air Mission Chart, you may intercept from your carrier units under the following conditions:
 - If an Undetected carrier is used for interception, reveal the carrier when you declare and resolve the interception, then return it to Undetected after the action.
 - The total Interception air strength (of all carriers in the hex) is the maximum number of units that can be used against the interception target hex.

17.2 Resolving Interception

For each group of air units targeted by interception, resolve using the following procedure:

- The intercepting player chooses either simultaneous fire, or to allow the active player to fire first.
 - If “simultaneous fire” is chosen, both sides’ attacks are resolved at the same time. Damage is allocated by the receiving player to their own units (this allows the active player to allocate damage to escorting ASP instead of losing ATK units).
 - If “active player first” is chosen, intercepting units will choose which active units are hit. Active ASP units fire first, then intercepting ASP units fire - the intercepting side may freely allocate damage among active ASP and/or ATK units.
- Resolve interception combat using the following procedure.
 - Roll 1 die for each of your participating ASP units. Each die rolled that is equal to or less than the attacking air unit’s Tech Level is a hit.

- For each hit, one air unit is removed from play and sent to the Damaged Box.
- Air units are never placed in the Sunk Box.

18.0 SPECIAL RULES

18.1 Transports and Supplies

Translator Note: This rule was substantially rewritten between MN3K and MNCTW. I've indicated where the rules differ.

Transport units represent a large cargo ship (or a group of smaller cargo ships) capable of carrying supplies.



a) Transport Units

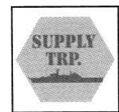
The following unit types are all considered transport units.

- LST (Transport)
- LHA (Amphibious Assault Carrier)
- LHD (Amphibious Assault Ship)

Transport units may attach (carry) Supplies markers and take actions with them. Scenario rules will indicate when transport units begin with Supplies markers attached.

b) Supplies

MN3K: Supplies markers are Supplies when face up aboard transports, and are flipped to their Landing side when disembarked.



MNCTS: Supplies markers have two strength steps, a value of 2 when face up, and 1 when face down. Supplies markers always begin a scenario at 2 steps (face up).

1) Embarked

Supplies markers attached to a transport are “embarked”. Supplies markers must remain stacked with transports until they are unloaded at their destination, and cannot be transferred to other units. Supplies markers may only move when embarked on and moving with a transport unit.

MN3K: Supplies markers disembarked by a Landing action are flipped to their Landing VP side and remain in the hex of disembarkation.

MNCTS: Supplies markers disembarked by a Landing action are moved to the Turn Track where they will score VP for their side.

2) Unembarked

Supplies markers that are not attached to a transport are “unembarked”. Unembarked

Modern Naval Three Kingdoms

Supplies markers are placed directly on the map in a Port hex and cannot be moved. Unembarked Supplies markers cannot be attacked. A transport may perform a Landing action to embark Supplies and attach them to the transport, allowing them to move.

c) Landing Actions

Transport units can perform landing actions to embark (MNCTS only) or disembark Supplies.



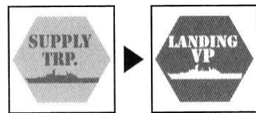
d) Embarkation

A transport unit with no Supplies attached may embark (attach) Supplies in the transport's hex.

- 1) The embarking transport cannot move as part of the same action.
- 2) (MNCTS only) Only one Supplies marker may be attached to each transport unit.
- 3) A transport that already has Supplies attached cannot embark additional Supplies. Once attached, the Supplies move with the transport.

e) Landing (Disembarkation)

Transport units may land Supplies in hexes designated by the scenario.



MN3K: A transport unit in a designated hex may use a Landing Action to flip one attached Supplies marker to its Landing VP side and place it in the hex.

MNCTS: A transport unit in a designated hex may use a Landing Action to move one attached Supplies marker to the Turn Track, where it will score VPs for its side.

- 1) A transport unit performing a Landing Action cannot move as part of the same action.
- 2) **MN3K:** In a given Task Force operation, no more than one Supplies marker can be landed in a given hex. A Landing Action cannot be conducted in a hex already occupied by an enemy Supplies marker. The Supplies marker is separated from its transport, flipped to its Landing side, and placed in its landing hex. Landing VP influence the victory conditions as indicated in each scenario.
- 3) **MNCTS:** In a given Task Force operation, no more than one 2-step Supplies marker (or two 1-step Supplies markers) can be landed in a given hex. Landed Supplies are moved to the Turn Track, and counted for VPs per the Victory Conditions.

f) Damage to Transports

Damage is applied to transport units in the following way:

- 1) A transport unit with Supplies markers attached that takes a hit must eliminate 1 Supplies marker (or reduce 1 step in MNCTS) for each hit inflicted

Modern Naval Clash at Taiwan Strait

on it instead. Note a transport unit cannot be moved to the Damaged or Sunk box while Supplies markers are attached.

- 2) A transport unit not stacked with any Supplies markers resolves hits against it normally, including moving to the Damaged or Sunk boxes as appropriate.

Example: The first two hits against an LST stacked with 2 Supplies markers (or 2 steps) would just eliminate the Supplies markers. A third hit would then send the LST to the Damaged box.

18.2 Nuclear Submarines (SSN)

Nuclear submarines differ from diesel submarines (SS) in the following ways:



- a) SSNs may move up to two hexes during a Move or Move + Attack (anti-surface) action. Reveal the unit to confirm it is an SSN, and then after movement flip it to Undetected again if it did not attack a surface group or otherwise become Detected.
- b) A Detected SSN can only conduct Move or Submerge actions. If the Detected SSN moves, it remains Detected. A Submerge action flips it to Undetected.

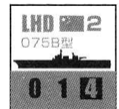
18.3 Supply Ships (AOE)

During the Day End sequence, all surface units in the same hex as a supply ship are flipped to their Undetected side (including the supply ship itself) (see 4.4).



18.4 Assault Amphibious Ships (LHA/LHD)

MN3K: For balance, in a scenario with Chinese LSTs, players may use this optional unit (075B type LHD). At the start of the scenario, mix in the LHD unit with the two Chinese LSTs, and choose randomly from this pool for setup. If the LHD is drawn, deploy it normally with the indicated amount of Supplies markers assigned to it.



During the game, treat LHA and LHD units as an LST (transport) unit.

- a) LHD and LHA units have anti-sub air strength like a carrier. LHA units also have interception air strength like a carrier.
- b) **MN3K:** A Damaged or Sunk LHD is worth 3 times as many VP as a regular naval unit.
- c) **MNCTS:** A Damaged or Sunk LHA/LHD is worth 2 times as many VP as a regular naval unit.

18.5 Zumwalt-class units (MNCTS only)

Zumwalt-class missile cruisers are optional units. They are not used except where indicated by the Scenario.

19.0 MODERN NAVAL THREE KINGDOMS: INTRODUCTORY SCENARIOS

Introductory scenarios are ideal for learning the system, with few units and short play times.

JMSDF = Japanese Maritime Self-Defense Force

ROKN = Republic of Korea Navy

PLAN = People's Liberation Army Navy

19.1 *Dokdo* Sorties (Japan vs. South Korea)

In the year ?? of the Reiwa Era, Prime Minister Shinzaburo Ishibara takes office, proclaiming “we must return our glorious Japan to its rightful status as a nation that can say ‘no’,” amending Article 9 of the Japanese Constitution and beginning operations to invade Takeshima.

Fire up the radar! *Dokdo* sortie! Dive deep and sharpen your fangs, *An Jung-geun*! Can the Republic of Korea Navy stop the renewed imperial ambitions of Japan?

- Game Length:** Turns 1-4 (first day only)
- JMSDF** (blue forces, deploys first)
 - Maizuru (0501): LST x1 + SUP x2, DDG x2, DD x2
 - Kure (0904): DD x6
 - Oki (0504) or adjacent hexes: SS x2
 - Air Force x4
 - Surface Action Limit: 3 groups/units
- ROKN** (red forces, deploys second)
 - Busan (0808): LST x1 (*Dokdo*) + SUP x2, DDG x2, DD x6 (*King Gwangaeto* and 5 others)
 - Ulleungdo (0407) or adjacent hexes: SS x4 (*An Jung-geun* and 3 others)
 - Air Force x4
 - Surface Action Limit: 2 groups/units
- Landing hexes**
 - Japan: Takeshima (0405): SUP x1 / 5 VP
 - South Korea: Dokdo (0405): SUP x1 / 10 VP

19.2 Carrier Battle of Senkaku Sea

(Japan vs. China)

In the year 202X,

- Game Length:** Turns 1-6 (first day/night only)
- PLAN** (red forces, deploys first)
 - Ningbo (1815): LST x1 + SUP x3, DDG x2, FFG x3
 - Fuzhou (2518): CV x1 (*Shandong*), DDG x2, FFG x3
 - Within 4 hexes of Fuzhou (2518): SS x4
 - Air Force x6
 - Surface Action Limit: 3 groups/units
- JMSDF** (blue forces, deploys second)
 - Naha (2308): DDH x2 (*Izumo, Kaga*), DDG x2, DD x2
 - Within 2 hexes of Ishigaki (2711): SS x2
 - Air Force x4
 - Surface Action Limit: 2 groups/units

- Landing hex**
 - Senkaku Islands (2513): SUP x1 / 5 VP
- Special Rules**
 - The Japanese player scores 5 VP at the end of the scenario if there is no Chinese Landing marker in Senkaku (2513).

19.3 The Defense of Jeju Island

(China vs. South Korea)

[Description]

- Game Length:** Turns 1-6 (first day/night only)
- PLAN** (red forces, deploys first)
 - Within 4 hexes of Lüshun (0318): LST x1 + SUP x3, DDG x2, FFG x3
 - Within 4 hexes of Qingdao (0919): DDG x3, FFG x3
 - Within 8 hexes of Qingdao (0919): SS x4
 - Air Force x6
 - Surface Action Limit: 2 groups/units
- ROKN** (blue forces, deploys second)
 - Incheon (0511) or Busan (0808): DDG x2, DD x4
 - Within 4 hexes of Jeju (1111): SS x4
 - Air Force x4
 - Surface Action Limit: 2 groups/units
- Landing hexes**
 - China: Jeju (1111): SUP x3 / 5 VP each
- Special Rules**
 - At the end of the scenario, players score additional VP as follows:
 - The South Korean player scores 5 VP at the end of the scenario if there is no Chinese Landing marker in Jeju (1111).
 - A side with at least one surface unit in Jeju (1111) scores 1 VP.

19.4 Carrier Izumo (Japan vs. ???)

[Description]

- Game Length:** Turns 1-12 (first two days/nights)
- Mystery Forces** (red forces, deploys first)
 - Entering the map from the south edge: CV(2) x1, DDG x2, FFG x3
 - Within 8 hexes of 2513: SS x4
 - Air Force x4
 - Surface Action Limit: 2 groups/units
- JMSDF** (blue forces, deploys second)
 - Hex 0901: DDH x1 (*Izumo*), DDG x2, DD(3) x2
 - Within 4 hexes of Tokunoshima (2006): SS x1
 - Air Force x2
 - Surface Action Limit: 2 groups/units
- Landing hexes:** None

e) Special Rules

At the end of the scenario, players score additional VP as follows:

- 1) The Mystery Forces have no nationality, but are treated as Chinese for the purposes of the game rules.
- 2) Do not use the two Air Operations chits in this scenario.
- 3) SOSUS hexes are treated as open sea in this scenario.
- 4) Ignore the Day End sequence in this scenario (see 4.4).
- 5) If *Izumo* enters hex 2513 before the end of the scenario, the Japanese player wins immediately. Otherwise the Mystery Forces win.

20.0 MODERN NAVAL THREE KINGDOMS: STANDARD SCENARIO

[some stuff]

20.1 Sakishima Islands Campaign

(Japan vs. China)

[Description]

- a) **Game Length:** Turns 1-18 (three days/nights)
- b) **PLAN** (red forces, deploys first)
 - Fuzhou (2518): LST x1 + SUP x3, DDG x2, FFG x3
 - Ningbo (1815): CG x1, DDG x2, FFG x3
 - Qingdao (0919): CV(2) x1, DDG x2, FFG x3
 - Lüshun (0318): LST x1 + SUP x3, DDG x2, FFG x3
 - Within 4 hexes of Fuzhou (2518): SS x4
 - Ningbo (1815): SS x4
 - To enter the map by south edge on any turn:
 - SS x4
 - Air Force x8
 - Surface Action Limit: 6 groups/units
- c) **JMSDF** (blue forces, deploys second)
 - Kure (0904): LST x1 + SUP x2, LST x1 + SUP x2, DDG x2, DD x2
 - Sasebo (1107): DDH x2, DDG x2, DD x6
 - Within 4 hexes of Naha (2308): SS x4
 - Within 2 hexes of Kanoya (1405): SS x2
 - Air Force x5
 - Surface Action Limit: 4 groups/units
- d) **Landing hexes**
 - Senkaku Islands (2513): SUP x1 / 5 VP
 - Yonaguni Island (2713): SUP x2 / 5 VP each
 - Miyako (2610), Ishigaki (2711), and Iriomote (2712) Islands: SUP x2 / 10 VP each
- e) **Special Rules**
 - Before setup, mix all Chinese SS and SSN together and draw 12 of them at random to use for this scenario.

19.0 MODERN NAVAL CLASH AT TAIWAN STRAIT: INTRODUCTORY SCENARIOS

Introductory scenarios are ideal for learning the system, with few units and short play times.

Coastal and SOSUS hexes are played according to the following rules:

- PLAN surface units can only enter coastal hexes of China or Taiwan.
- USN surface units can only enter coastal hexes of Taiwan.
- ROCN surface units can only enter coastal hexes of Taiwan.
- Submarine units of all sides can enter any coastal hexes without restriction.
- Air missions can target any hex without restriction.
- PLAN naval units cannot search against coastal hexes of Japan or Taiwan.
- USN/ROCN surface units cannot search against coastal hexes of China.

USN = United States Navy

ROCN = Republic of China Navy

PLAN = People's Liberation Army Navy

19.1 Defense of the Kinmen Islands

[Description]

- Game Length:** Turns 3-6 (first day only)
- PLAN** (red forces, deploys first)
Adjacent to Hong Kong (3017): LST x1 + SUP x1, DDG x2, FFG x3
Air Force x2
Surface Action Limit: 1 group/unit
- ROCN** (blue forces, deploys second)
Keelung (1913) or Kaohsiung (2311):
LST x1 + SUP x1, DDG x2, FFG x3
Air Force x2
Surface Action Limit: 1 group/unit
- Landing Hexes**
Kinmen Island (2315): 5 VP/step
- Special Rules**
 - Neither side uses their SS Action chit.
 - Red air forces only use airbases in China. Blue air forces only use airbases in Taiwan.

19.2 Break Through the First Island Chain

[Description]

- Game Length:** Turns 1-12 (two days)
- USN** (blue forces, deploys first)
Within 2 hexes of the eastern map edge: CG x1, DDG x4, AOE x1
Also within 2 hexes of the eastern map edge: SSN x2
Air Force x2
Surface Action Limit: 1 group

- PLAN** (red forces, deploys second)
Any port hex on the Chinese coast: CV x2, DDG x3, AOE x1
Any hexes: (SSN/SS) x6
Air Force x6
Surface Action Limit: 1 group/unit
- Landing Hexes**
None.
- Special Rules**
 - Red air forces only use airbases in China. Blue air forces only use airbases in Japan.
 - For the first three turns, Blue naval forces (surface and submarine) cannot move.
 - If at any time before the end of the scenario, one or more red CVs exit the map along the eastern edge, or the northern edge east of hex 0109, the Red player wins immediately. If the Red player is prevented from doing this, the Blue player wins at the end of the scenario.

19.3 Ghost of the "Big Ships, Gigantic Guns" Doctrine

[Description]

- Game Length:** Turns 1-6 (first day only)
- PLAN** (red forces, deploys first)
Fuzhou (2015): CG x1, DDG x2, FFG x3
Ningbo (1317): CG x1, DDG x2, FFG x3
Hong Kong (3017): LST x1 + SUP x1, DDG x2, FFG x3
Within 6 hexes of any Chinese coastal hex: (SSN/SS) x6
Air Force x8
Surface Action Limit: 3 groups/units
- USN** (blue forces, deploys second)
Within 4 hexes of the eastern map edge:
LST x1 + SUP x1, CG (*Zumwalt*) x1, DDG x4
Within 6 hexes of the eastern map edge: SSN x4
Air Force x4
Surface Action Limit: 2 groups/units
- Landing Hexes**
PLAN: Keelung (1913) or Kaohsiung (2311):
5 VP/step
USN: Any coastal hex of Taiwan: 5 VP/step
- Special Rules**
Red air forces only use airbases in China.
Blue air forces only use airbases in Japan.

20.0 MODERN NAVAL CLASH AT TAIWAN STRAIT: STANDARD SCENARIO

Standard scenarios are suitable for multiple players per side but remain playable with only two.

Coastal and SOSUS hexes are played according to the same rules as Introductory scenarios (19.0 above).

20.1 Crisis in Taiwan Strait

[Description]

- a) **Game Length:** Turns 1-18 (three days/nights)
- b) **PLAN** (red forces, deploys first)
 - Fuzhou (2015): LST x1 + SUP x1, DDG x4, FFG x4, SUP x1 (unembarked)
 - Ningbo (1317): LST x1 + SUP x1, DDG x4, FFG x4, SUP x1 (unembarked)
 - Hong Kong (3017): LST x1 + SUP x1, DDG x4, FFG x4, SUP x1 (unembarked)
 - Guangzhou (2919): LST x1 + SUP x1, DDG x2, FFG x2, SUP x1 (unembarked)
 - Any port hex on the Chinese coast: CV x1, CG x1, LHD x1, AOE x1
 - Within 10 hexes of Ningbo (1317): (SSN/SS) x4
 - Within 10 hexes of Hong Kong (3017): (SSN/SS) x4
 - Within 10 hexes of the southern map edge: (SSN/SS) x4
 - Air Force x8
 - Surface Action Limit: 6 groups/units
- c) **USN** (blue forces, deploys second)
 - Sasebo (0113): LST x2 + SUP x2 (one on each LST), LHA x1 + SUP x1, DDG x3
 - Within 4 hexes of the eastern map edge: SSN x2
 - Entering from the eastern map edge on Turn 1: CV x1, AOE x1, CG x1, DDG x3, SSN x4
 - Entering from the eastern map edge on Turn 6: SSN x2, AOE x1, DDG x2
 - Air Force x6
 - Surface Action Limit: 3 groups/units
- d) **ROCN** (blue forces, deploys third)
 - Keelung (1913) or Kaohsiung (2311): (DDG/FFG/SS) x6; if 2 SS are drawn, they must deploy separately to Keelung and Kaohsiung.
 - Surface Action Limit: 1 group/unit
- e) **Landing hexes**
 - PLAN: Keelung (1913) or Kaohsiung (2311): 5 VP/step
 - USN: Any coastal hex of Taiwan: 10 VP/step
- f) **Special Rules**
 - 1) Red air forces only use airbases in China. Blue air forces only use airbases in Japan.

- 2) Only USN naval units can enter Japanese coastal hexes. USN naval units treat Japanese ports as friendly.
- 3) USN LSTs with anti-air strength of 1 (*Germantown* and *Ashland*) may only carry 1 SUP step at the start of the scenario.
- 4) At the end of each day, Red forces may treat the port hexes of Keelung (1913) or Kaohsiung (2311) as friendly ports, with a stacking limit same as an all-sea hex. For detection purposes, treat these hexes as Taiwan coastal hexes.
- 5) At the end of each day, the number of PLAN naval units that can flip back to their Undetected side in each port hex is limited 6 units. Among these 6 units, no more than 3 can be large ships (anything other than FFGs) per hex. USN naval units are not limited in this way.
- 6) At the end of each day, the Red player may return 2 air forces from the Damaged box to their Available box; the Blue player may return 1 air force from Damaged to Available.
- 7) At the end of each day, if any surface units are flipped to their Undetected side in accordance with 18.3, move one AOE unit from that hex to the Return To Port Box. *Translator Note: The AOE unit is out for the remainder of the scenario.*

21.0 VICTORY CONDITIONS

21.1 Victory Points (VP)

After the last turn designated by the scenario, Each player totals their victory points (VP) according to the following schedule.

a) Damage VPs

Players score for each enemy unit in the Damaged box, as follows:

- 1) Japanese or South Korean units: 1 VP each
- 2) Chinese units: ½ VP each
- 3) American or Taiwanese units: 1 VP each

b) Sunk VPs

Players score for each enemy unit in the Sunk box, at double the rate indicated above for Damaged units.

c) High Value Targets

Certain units are worth additional VPs when damaged or sunk:

- 1) *Izumo, Kaga* (DDH) (Japan): x1.5 [= 1.5 or 3 VP]
- 2) Chinese carriers (CV): x3 [= 1.5 or 3 VP]
- 3) *Dokdo* (South Korea): x1.5 [= 1.5 or 3 VP]
- 4) LHD (Chinese): x3 [= 1.5 or 3 VP] (see 18.4)
- 5) American carriers (CV): x6 [= 6 or 12 VP]
- 6) LHA/LHD transports: x2 [= 1 or 2 VP for Chinese, 2 or 4 VP for American]

d) Landing VPs

Score the VPs indicated by the scenario for each Landing marker placed in a target hex / on the Turn Track.

e) Other Scenario VPs

Score other VPs indicated by the special rules of the scenario.

21.2 Determining Victory

The side with the higher VP total is the winner. If scores are tied, the game is a draw.

22.0 OPTIONAL RULES

Since this game aims to represent modern warfare, an amount of uncertainty is unavoidable concerning some military capabilities.

For that reason, although many of the following rules seem relevant and appropriate, adding them to the rules might destroy the game balance and so are not recommended for competitive play. However, they are provided here as optional rules for your consideration.

Translator Note: No optional rules accompanied the Taiwan Strait version, so use at your own risk.

22.1 Long Range Missiles

The following surface units are armed with long-range anti-surface missiles and have the capability to attack in surface-to-surface combat at longer ranges than usual.

- *Sovremenny* or *Luyang-III* class (Chinese): 3 hexes
- *Luyang-II* or *Renhai*-class (Chinese): 4 hexes

22.2 Dongfeng Anti-Surface Ballistic Missiles

- a) Once in the scenario, during Air Force Operations, the Chinese player may declare use of *Dongfeng* missiles.
- b) Firing *Dongfeng* missiles counts as two Air Missions.
- c) When use of *Dongfeng* missiles is declared, roll one die and conduct that many *Dongfeng* missile attacks.
- d) Resolve *Dongfeng* missile attacks as follows:
 - 1) *Dongfeng* missile attacks cannot attack Undetected units, but may attack Detected units anywhere on the map.
 - 2) Allocate each missile attack (from the number rolled above) among surface units (not hexes). *Dongfeng* missiles cannot attack submarine units.
 - 3) Anti-air defense is not applicable against *Dongfeng* missile attacks.
 - 4) Roll one die for each attack against their targets. Each roll of 6 sends its target (including all SUP markers if an LST) to the Sunk box.

22.3 Space Warfare

- a) At the start of a scenario, the Chinese player may declare Space Warfare and roll one die.
- b) Depending on the result, apply the following modifier to all rolls on the Air Operations table by their opponent:

6:	-2
4-5:	-1
1-3:	no modifier

22.4 Cyber Warfare

- a) At the start of each turn, the Chinese player may declare Cyber Warfare and roll one die.
- b) Depending on the result, apply the following modifier to their opponent's units Tech Level for the duration of the turn:

6:	-2
4-5:	-1
1-3:	no modifier

22.5 Non-aggression Defense Policy

To represent Japan's non-aggression defense policy in the game, use the following rule:

- The Japanese player may not conduct an attack until they themselves have been attacked by their opponent.

Counters from Game Journal # 74

For [Modern Naval Three Kingdoms](#):

2x *Izumo* class helicopters – please replace the original counters with these.

2x *Souryuu* class and 5x *Luyang-III* class – players may add these to their respective force pools.

Counters from Game Journal # 82

2x JMSDF submarines (SS), 3x JMSDF frigates (FFG), 2x ROKN submarines (SS) – players may add these to their respective force pools.

New Scenarios from Game Journal #82

New Russian Pacific Fleet units:

1x CG, 6x DD, 4x SSN, 9x SS

19.5 The Second Battle of the Sea of Japan

Introductory scenario, JMSDF vs Russian Pacific Fleet

In the year 202x, the Russian Pacific Fleet uses the cover of chaos in the Far East to attempt to break out into open waters. Can the Japanese Maritime Self-Defense Force intercept and stop the Russian Pacific Fleet at Tsushima Straits, as they did 120 years before?

- a) **Game Length:** Turns 1-16 (one day/night)
- b) **JMSDF** (blue forces, deploy first)
 - Kure (0904): DDG x2, DD x4
 - Any sea hex: SS x2
 - Air Force x2
 - Surface Action Limit: 1 group/unit
- c) **Russian Navy** (red forces, deploy second)
 - Entering from the northern map edge: CG x1, DD x5
 - Any all-sea hex: SSN x2, SS x4
 - Air Force x4
 - Surface Action Limit: 1 group/unit
- d) **Landing hexes:** none
- e) **Special Rules**
 - 1) Both sides can only enter all-sea of Japanese coastal hexes.
 - 2) Russian air forces operate from air bases in notional hexes adjacent to the northern map edge.
 - 3) Searches against Russian submarines succeed on a 1 or 2.
 - 4) Damaged Russian naval units are worth 0.5 VP each (sunk 1 VP each).
 - 5) At the end of the scenario, the Russian player scores 5 VP for each surface naval unit in an all-sea hex west of Tsushima and Iki islands. If no such units exist, the JMSDF player scores 5 VP.
 - 6) If players score equal VP, the game is a draw.