

WORLD at WAR

RISING SUN OVER CHINA



Japan vs China 1931-1937

#79: RISING SUN OVER CHINA JAPAN VS CHINA 1931-1937

Rising Sun Over China: Japan vs China 1931-1937 is a two player operational-strategic level wargame covering the campaigns in northern China, 1931 to 1937. These campaigns revolved around the regions of Manchukuo (Manchuria) and Menjiang (Inner Mongolia), and culminated in the Japanese invasion of China proper, taking the capital at Peiping (Peking). There was also the possibility of Soviet intervention. The Japanese objective is to gain control of northern China to provide a strategic advantage for the ensuing Sino-Japanese War that commenced in July 1937. The Chinese objective is to retain control of strategic regions of northern China, thereby forestalling a larger Japanese invasion. Each hex on the map represents 75 kilometers across. Each turn of play represents one year of operations. Japanese ground units are divisions and brigades. Allied Japanese as well as most Chinese units are at the army and corps level, representing shifting arrays of forces. Air units represent various numbers of sorties needed to accomplish missions.

Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- Battle for China (ST #259)
- Pacific Battles: Shanghai (WW #42)
- The Battle of Changsha (WW #67)
- Shanghai Incident (DG Folio Game)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$60 or more)

Stock no

- WW79

MSRP

- \$39.99

UPC Code

- 0092810301008

Contents

- One 22 x 34 inch map
- 176 counters
- Magazine with historical background



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