

## SHANGHAI INCIDENT:

28 JANUARY- 2 MARCH 1932



### EXCLUSIVE RULES

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### 10.0 INTRODUCTION

#### 10.1 Scope of the Game

A faction of the Japanese army had been looking for an excuse to extend Japanese control deeper into the Chinese mainland. When several Chinese monks were beaten, this faction used paid thugs to fan anti-Japanese activities in the Chinese sector of Shanghai. Seizing the “opportunity,” a small force of naval infantry invaded Chapei, the northern, all-Chinese, section of Shanghai. But the Japanese had not counted on the quick reaction and effective fighting of the Nationalist Chinese forces from nearby Nanking. The initial Japanese thrust was thrown back quickly. It took repeated reinforcements over the next five weeks for the Japanese to push the Chinese out of the city and away from the Huangpo and Yangtze Rivers. Shanghai would become a major springboard for further Japanese advances, but the battle had taken its toll. This game covers those five weeks of fighting.

#### 10.2 Game Scale

Each hex represents 1 kilometer (1,100 yards). Each turn represents one day. Units are mostly regiments of 1,000-3,000 men.

#### 10.3 Standard Rule Modifications

The standard rules are changed as follows.

**2.3.1 How to Read Units.** In addition to a unit’s ID, its higher formation is noted. This is important for replacement (13.0) and stacking (16.1).

**2.3.2 Definitions.** Units with a circled MA are mobile units, all other are “leg” units. A leg

unit stacked with a mobile support unit (see 16.1) are treated as mobile as long as they remain stacked with the support unit.

#### 4.1 Sequence Outline

**Mobile Movement Phase.** Only mobile units may move during their mobile movement phase. Infiltration (5.1.2) may not be used during mobile movement.

**Mobile Combat Phase.** All units (both mobile and leg) may attack normally during their mobile combat phase. Treat all **Exchange** results in this phase as **No Effect**.

**Pause.** This is an additional phase that may be declared by the Japanese player at the end of turns 1-6. See 13.0 for details.

**5.2 Effects of Terrain (on Movement).** See the terrain key on the map for the movement cost of each type of terrain. Movement into Great Rivers is prohibited, but hexes partially covered by a Great River are playable; use the other terrain in the hex.

**5.3 Stacking Restrictions.** At the end of a phase, a hex may contain one support unit (16.1) plus any one other unit from the same higher formation (see 2.3.1 above). All units in a stack attack, defend, and retreat together, but advance individually.

**7.7 Retreat.** Attacker retreats are limited to one hex (treat as A1). Friendly units negate enemy zones of control for purposes of retreat. A retreating unit may stop on the friendly unit if within stacking limits; if that hex is attacked in a subsequent combat, the retreated unit *does* participate. If desired by the owning player or if the retreating units

would cause a hex to be overstacked, the retreating unit may retreat additional hexes to reach a safe hex. A unit unable to offer stiff resistance (see 7.8 below) and unable to reach a safe hex after a one or two-hex retreat is eliminated and may not be replaced.

**7.7.2 Displacement** is not used.

**7.8 Stiff Resistance** is not automatic. If a player wishes to sacrifice a step to prevent a unit's retreat, roll one die and compare the result to the unit's defense strength. If greater, the unit loses the step and must retreat; if less than or equal to, the unit loses a step and the retreat is not made. If a stack is required to retreat, choose one unit to make the check; if successful, that unit must lose the step.

**8.0 Fire Support** is modified (see 15.0).

## 11.0 SET UP

The Japanese player places the following four units, unstacked, in any hexes of the Japanese Sector of Shanghai: *3 Sas, SNLF Armored Car, Ronin, Volunteers*. The Japanese player receives one aircraft fire support marker and one naval fire support marker. The Chinese player deploys the eight units of the *78<sup>th</sup> Division* and the two armored trains. Each unit must be placed in a city or town other than the portions of Shanghai containing the Foreign Settlements, the Japanese Sector, or Nanshi. No more than one unit may be placed in a city or town (that's per city/town, not per city/town hex). The trains must be in a city or town hex with a railroad. All remaining units arrive as reinforcements. Place the Turn marker in the "1" box of the turn record track and the Pause marker in the "4" box of the TRT. The Japanese player is the first player.

**Hex Control.** At the start of the game, the Chinese player controls all hexes except the Japanese Sector and the Foreign Settlements. Thereafter, a hex is controlled by the last player whose units entered the hex.

## 12.0 VICTORY

### 12.1 Game Length

The game may last a maximum of 35 turns, depending on the pauses called by the Japanese player (see 13.0).

### 12.2 Epic Chinese Victory

The Chinese player wins an epic victory if at the end of the game a Chinese unit is in any Shanghai city hex (including foreign areas and Nanshi). If the Chinese have failed to win an epic victory, determine the winner by counting Japanese Victory Points (VP; see 12.3)

## 12.3 Victory Point Schedule

The Japanese player receives or loses **+4 VP** for each Japanese-controlled city outside Shanghai. To control the city, a Japanese unit must occupy or be the last to pass through each hex of the city (a maximum of 36 VP).

**+4 VP** for control of all three Woosung forts (control determined as above).

**+4 VP** per pause number if the Chinese player commits *Fifth Army*. For example, if the Chinese player commits Fifth Army during the first pause, the Japanese player receives 16 VP. (see 13.0).

**+4 VP** for each remaining (unused) pause (see 13.0; a maximum of 16VP).

**-1 VP** per pause number for arrival of each of the SNLF and 24<sup>th</sup> Brigade.

**-2 VP** per pause number for arrival of each Japanese division.

**-8 VP** if a Japanese unit has entered the International Settlement.

## 12.4 Victory Level

Compare the final Japanese VP with the following:

### 22 or more VP: Decisive Japanese Victory.

Chang Kai-shek's position as Generalissimo is wrecked, returning China to a factionalism that will speed the Japanese conquest.

**19 to 21 VP: Major Japanese Victory.** The Chinese army has been badly damaged, leading to the evacuation of both Shanghai and Nanking and quieting international opposition to Japan.

**16 to 18 VP: Draw** (the historical outcome).

The Chinese retreat westward, leaving Japan in complete control of Shanghai, but facing an encouraged Chinese army and strained international relations.

**13 to 15 VP: Major Chinese Victory.** The Japanese still could use Shanghai as a springboard for future operations, but Chinese morale is greatly improved and western aid to the Chinese more forthcoming.

**12 or fewer VP: Decisive Chinese Victory.**

The Japanese attempt to seize the Yangtze delta is a failure, forcing a thorough strategic reevaluation. The US and other western powers increase pressure—diplomatic, economic, and military—on Japan to halt aggression in China.

## 13.0 PAUSES

### 13.1 Declaring a Pause

The Japanese player may make the decision to pause at the end of the administrative phase of turns 1 through 6; the pause is automatic at the end of Turn 7. During a pause, both players simultaneously call up reinforcements and take replacements (see below). The Japanese player receives all eligible fire support markers

(see 15.0). After placing newly arrived units, each player—Japanese first—receives one movement phase. Units may move only if eligible to redeploy (14.0). When the pause ends, return the Turn marker to the "1" box of the TRT and move the pause marker down the track; the game ends when the pause marker hits "0"

**Design Note.** *The campaign was a series of short, intense battles punctuated by long pauses while both sides built up. The tempo of operations was controlled by the Japanese.*

## 13.2 Japanese Reinforcements

All remaining units of the SNLF are available starting the first pause. All other Japanese units become available on the second pause. During each pause, the Japanese player may bring in one available reinforcement unit (the SNLF and 24<sup>th</sup> Brigade together count as one unit). There is no requirement to bring in reinforcements, and they do cost the Japanese player VP. On arrival, each unit may be placed on any hex containing a great river and not occupied by a Chinese unit or its ZOC. Units may stack normally. All units of a single higher formation must land on contiguous great river hexes. Placement costs the unit its full MA (but it still could move if eligible to redeploy). Once on the map, the unit operates normally.

## 13.3 Japanese Replacements

During each pause, the Japanese player may replace two steps each in the *SNLF* and *24<sup>th</sup> Brigade*, four steps in each Japanese division. A reduced two-step unit on the map is flipped back to its full-strength side unless it is in a hex where it could not retreat if required. An eliminated unit may be returned to the map as though an arriving reinforcement, or in or adjacent to a city or town hex occupied by another unit of the same higher formation. It may not be placed in an EZOC. Units eliminated by being unable to retreat may not be replaced. Unused replacements may not be accumulated.

## 13.4 Chinese Reinforcement Availability

All units of *Nineteenth Route Army* are available at the start of the game. The Chinese player may commit *Fifth Army* during any pause (giving the Japanese player the requisite VP). Once available, units enter the map only by expending Chinese logistics.

## 13.5 Chinese Logistics

At the beginning of each pause, the Chinese player rolls two dice and adds 6 to get the LP award for that pause. If one or both Japanese air units is on the track (see 15.4), roll one die for each; halve the result for each die, rounding down. Reduce the LP award by the combined total. Adjust the Chinese

Pause

LP marker on its track to record the adjusted total. The Chinese player must expend 1 LP to enter one reinforcement brigade onto the map, 1 LP to place a fort, and 1 LP to replace an eliminated step. LP may be accumulated from turn to turn, but never to a number greater than 19 (any excess is lost).

**Player Note.** *It is highly recommended that the Chinese player retain at least two or three LP at the end of each pause to enable replacement or fort deployment during the following turns.*

### 13.6 Chinese Reinforcement Entry

Chinese reinforcements may be placed on any east or north map edge hex not occupied by a Japanese unit or its ZOC. Placement costs its full MA, but it may move if eligible for redeployment. Once on the map, the unit operates normally.

### 13.7 Chinese Replacements

Units may receive replacements during each pause and during any Chinese regular movement phase. Each step of replacement requires the expenditure of 1 LP. A reduced two-step unit on the map is flipped back to its full-strength side unless it is in a hex where it could not retreat if required. An eliminated unit may be returned to the map as though an arriving reinforcement, or in or adjacent to a city or town hex occupied by another unit of the same higher formation. It may not be placed in an EZOC. Units eliminated by being unable to retreat may not be replaced. The MA of a unit receiving a replacement step is halved for that movement phase (before it moves by redeploying, if applicable).

### 14.0 REDEPLOYMENT

Redeployment is a more rapid form of movement available to a unit not engaged in combat. During its regular movement phase (only), a unit receives quadruple its normal MA. At no time during its move may the unit or its ZOC enter the ZOC of an enemy unit. For this purpose only, treat any enemy-controlled towns and cities as enemy units.

**Design Note.** *Cities and towns were crossroads and thereby protected by both sides, even when the guarding units were too small to be represented in the game. It could not stop a deliberate (deployed) advance, but would be enough to slow marching columns. If necessary, use blank counters or coins to track ownership of towns and cities.*

### 15.0 FIRE SUPPORT

#### 15.1 Availability

Only the Japanese player has fire support. All the markers have a notation on the flip side indicated the arrival time for the marker; one air and one naval marker begin in the game at start, all the others arriving with a reinforcement.

Once in the game, there is no limitation on the use of each marker; the notation is for arrival purposes only. Each marker may be used once, then is set aside until the next pause.

#### 15.2 Strength & Range

The combat strength of each marker, noted in the lower left of the counter, is used when calculating the combat differential. The number on the lower right indicates the range at which the marker may be used. Aircraft may be used anywhere on the map. The naval markers may reach any hex within five hexes of a great river: count starting with a playable hex containing great river. Cannon may be placed on any hex within two hexes of a Japanese unit with a viable retreat route (it could retreat if forced); do not count the hex containing the unit enabling the use, do count the hex of placement.



#### 15.3 Rubble

Each time a Japanese fire support marker is used in a city hex, roll one die. On a roll of "1" or "2" rubble has been created. Place a Chinese fort unit on the hex, flipped to its reverse side. Henceforth, the hex is treated as a fort hex but may not be removed.



**Design Note.** *The number of fort/rubble markers is not a design limit. Players are free to make additional markers if necessary.*

#### 15.4 Special Air Unit Capabilities

The two air markers may be used like any other support marker, or may be used to fly two special missions.



**Strategic Interdiction.** At the end of a pause, place the air marker on the Chinese LP track. This will potentially reduce the LP award in the following pause (see 13.5).

**Battlefield Interdiction.** Place the air marker on any hex on the map. It remains there until the following pause. All Chinese units moving within two hexes of the air unit (do not count the air unit's hex) pay double the usual MP cost during regular movement, four times the usual MP cost during redeployment.

### 16.0 SPECIAL UNITS

#### 16.1 Support Units

A unit with a colored band across the counter is a support unit. It operates in all ways like other units except it may stack with another unit belonging to the same formation. Note that in some cases the support units are keyed to an entire higher formation (a division), or may be limited to a single brigade or even regiment. Stacked units must attack and defend together. The support unit always must be the first step lost from the stack.

It may be replaced normally. A mobile support unit imparts mobile status to the unit stacked with it.

#### 16.2 Japanese Cavalry

Retreating Chinese units may ignore the ZOC of Japanese cavalry.

#### 16.3 Snipers

Each time a Chinese attack is launched into a Shanghai city hex, the Chinese player may place a sniper unit on any Shanghai city hex within two hexes of the hex being attacked. The sniper triples the MP cost for a Japanese unit moving through its hex or any adjacent hex. If attacked, the sniper is eliminated on any exchange or D result; the attacking Japanese unit ignores all combat results.



#### 16.4 Chinese Trains

The Chinese train units are armored trains. They may move only along the railroads and may move any distance each turn. They may enter and exit EZOC, but may not do both during the same move. They do not count toward stacking; up to two Chinese units may stack in the same hex. They attack and defend like other units. They may advance and retreat only along the rail lines. When retreating they ignore EZOC. If forced to retreat and unable to do so, they are eliminated. They may not be replaced.



#### 16.5 Engineers

Any Japanese attack involving an engineer unit ignores forts; use the underlying terrain instead.

The engineer must be the first step lost in any exchange. They may be replaced.



### 17.0 FORTS

#### 17.1 Creating & Destroying Forts

The Chinese player (only) may create a fort in any Chinese-occupied city or town hex during a pause or a regular movement phase. Expend 1 LP to place the marker. During a pause, the fort may be placed in any Chinese-occupied city or town hex; ignore EZOC. During movement, the chosen hex must be occupied by a Chinese unit that has not moved. The fort remains in the hex until the building unit moves or is eliminated; when either event occurs, remove the fort.



#### 17.2 Fort Effects

In addition to its combat terrain effect, a unit defending a fort may choose to offer stiff resistance without a die roll.

#### 17.3 The Woosong Forts

The three forts printed on the map are like other forts with two exceptions.

1) The forts contain garrisons and do not need

Chinese combat units to operate. The combat strength of each fort is equal to the number of forts still in Chinese control at the instant the differential is calculated. The forts are destroyed by any Ex or D result, and the attacking Japanese units may advance into the hex (even after an exchange). Chinese units in the hex do gain the benefit of the forts.

- 2) The forts are destroyed permanently only if all three are occupied by Japanese units simultaneously. Until that happens, a fort is operative unless occupied by a Japanese unit. If an occupying Japanese unit leaves, the fort returns to operative status.

## 18.0 THE SETTLEMENTS

The Chinese had agreed by treaty to stay out of the French Concession and the International (read: US) Settlement. The Japanese were bound by no treaty, but for practical reasons left the sectors in peace. However, the Japanese player may, if he chooses, move into and through the foreign sectors. There is no penalty for doing so except the loss of VP. Once a Japanese unit has entered the sector, the Chinese are free to do so as well. If no Japanese enters the settlements, no Chinese unit may enter them or Nanshi.

## 19.0 GAME NOTES

### 19.1 Designer's Notes

The only significant problem about this design was the start-and-stop nature of the campaign. I flirted first with the idea of weekly or half-weekly turns, but the scale of the campaign obviated against such a treatment—too many things happened in the course of a day to telescope operations so much. The solution is the pause rule, which puts the Japanese player on the horns of a repeating dilemma. The pause allows recovery of Japanese fighting strength, but the tradeoff is a respite for the Chinese as well, plus the loss of VP. I gave both players as many options as possible for structuring their forces over time; both sides were playing a much bigger, much longer game than just the fight for one city, even the world's fifth largest.

### 19.2 Player Notes

The armies in this game are powerful but fragile, and each in different ways. Neither is capable of sustained offensive action, so you must choose your targets carefully.

### Japanese Player

The burden of attack is on you but you cannot afford to go all out along the front. That said, you must stretch the Chinese lines early by attacking in several sectors. Make haste slowly: concentrate support units and fire support to maximize Chinese casualties and minimize your own. Plan your attacks so each helps set up the next one. Choosing pauses is the main strategic decision you have to make. There is virtually no way to avoid the first, so don't try to win the game too quickly. Use the first week of fighting to set up a solid base from which you can make a strong punch in the second. Each succeeding week should put you in a better position to try for something decisive. You will be tempted at times to scoot through the International Settlement, particularly if the Chinese player ignores the possibility entirely. Don't do it unless you know you can win the game as a result.

### Chinese Player

You must play a careful game at first because you just don't have enough units to cover the line thoroughly. Pick some points of concentration; Shanghai itself, of course, and the one town nearest the main Japanese thrust north of the city. During the first pause, use as many LP as feels safe to bring in replacements and reinforcements. Your real need at this point is units rather than combat strength, just so you can put something in front of any Japanese advance. Better to take two replacements at reduced strength than one at full strength. If the game lasts into the second pause, you can start thinking seriously about creating a reserve of full strength units to form a counterattack threat. It won't last long, so maneuver it judiciously to keep the Japanese player guessing. When you do commit it, go whole hog and do some damage.

## 20.0 ORDERS OF BATTLE

### 21.1 Japanese Forces

- 9<sup>th</sup> Division:** 6<sup>th</sup> Brigade (7<sup>th</sup> & 35<sup>th</sup> Infantry), 18<sup>th</sup> Brigade (19<sup>th</sup> & 36<sup>th</sup> Infantry), one regiment each of light artillery, cavalry, and engineers, plus one company of 15 tanks.
- 11<sup>th</sup> Division:** 10<sup>th</sup> Brigade (12<sup>th</sup> & 22<sup>nd</sup> Infantry), 22<sup>nd</sup> Brigade (43<sup>rd</sup> & 44<sup>th</sup> Infantry), one regiment each of light artillery, cavalry, and engineers.
- 12<sup>th</sup> Division (part):** 24<sup>th</sup> (Mixed) Brigade with one battalion each of the 14<sup>th</sup>, 24<sup>th</sup>, 46<sup>th</sup>, & 48<sup>th</sup> Infantry, a battalion of light artillery and a company of engineers.
- 14<sup>th</sup> Division:** 10<sup>th</sup> Brigade (12<sup>th</sup> & 22<sup>nd</sup> Infantry), 22<sup>nd</sup> Brigade (43<sup>rd</sup> & 44<sup>th</sup> Infantry), one regiment each of light artillery, cavalry, and engineers.
- Special Naval Landing Force:** 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> Sasebo Battalions, 1<sup>st</sup> & 2<sup>nd</sup> Yokosuka Battalions, and 1<sup>st</sup> Kure Battalion, plus a detachment of armored cars and light tanks.
- Volunteers:** As many as 3,000 men, mostly reservists, delegated largely to suppression of Chinese snipers.

Battalions were around 800 strong, regiments close to 3,000, divisions about 15,000. Generally well-trained and -equipped, the infantry still had a predilection for frontal assaults—they were not yet the nimble assault troops of WWII. Organic fire support was weak, but they had strong naval and aerial support.

### 20.2 Chinese Forces

- 5<sup>th</sup> Army:** 87<sup>th</sup> and 88<sup>th</sup> Infantry Divisions (about 20,000 men).
- 19<sup>th</sup> Route Army:** 60<sup>th</sup>, 61<sup>st</sup>, and 78<sup>th</sup> Infantry Divisions (at least 15,000 to as many 23,000 men).

The divisions of 19<sup>th</sup> Army (the "Route" appellation referred to its arms-length relationship with Chiang Kai-shek's central command) each had two brigades of three regiments for a total of 18 battalions. Worn down by previous campaigns, actual strength probably hovered between 5,000 and 8,000 men. The two divisions of 5<sup>th</sup> Army were German-trained and amounted to Chiang's Guards. Newly raised, they were close to full (12-battalion) strength. All Chinese units had minimal fire support and service elements.