



STORM OVER TAIERZHUANG 1938 PLAYER'S AID SHEET

From the Designer:

This sheet is for the player's benefit so that he does not have consult the rulebook all the time. I hope you enjoy the game.

TURN SEQUENCE

1. Receive Tactical Chits
2. Roll for Random Events
3. Roll for Initiative
4. Perform Actions(Alternating, choose one)
 - a. Movement
 - b. Fire
 - c. Tactical Chit
 - d. Pass

If both player's pass then it goes to the end of turn.

5. End of Turn
 - a. Discards
 - b. Return units to face up position
 - c. Advance Turn Marker

Note: Maximum each player may only have a maximum of ten units in an area. This applies to movement.

Note: A spent unit cannot attack and can only defend and does so at -1 to its defense strength.

RANDOM EVENTS TABLE

Each game turn on both players roll a six sided die. The result of the die rolls are totaled and compared to this table.

5, 8 Fuel shortage: Gasoline supplies do not get to the Japanese tanks on time. All Japanese tank units become spent.





10 Successful Air Supply Drop: The Japanese Army air force successfully drops supplies to beleaguered Japanese troops. The Japanese player draws one extra tactical chit from the cup. Note this does not count towards the maximum hand size.

6,7 Generalissimo Chang Kai Shek: The Chinese player rolls a die(six sided). Even: Jiang Jie Shi sees the wisdom of your plan and sends you more supplies, draw one extra tactical chit from the cup. Note this does not count towards the maximum hand size. Odd: Jiang fears you are upstaging him, put a random tactical chit from your hand back to the cup.

4 We must defeat Japan now!!!!: Pissed off Chinese peasants abused by Japanese troops begin to destroy railroads and roads disrupting Japanese supply and communication lines. The Japanese player puts a random tactical counter from his hand back to the cup.

12 General Itagaki to the Rescue: Units of the Japanese 5th Independent Mixed Brigade enters the map from any Northern edge. Units that move into the map follow the usual movement rules. They can also attack from the edge of the map if they use the right chit. All Japanese units of the 5th Independent Mixed Brigade has to come in the map on the turn that this event is rolled. Units which do not are removed from the game. If rolled again treat as no event.

2 The Trap is Sprung: All Units of the 20th Army under General Tang En Po enters from any edge of the map(including under the Grand canal, it's the choice of the Chinese player on how he deploys his units. Units move into the map and follow the usual movement rules. They can also attack from the edge of the map if they use the right chit. All units of the 20th army have to come in the map on the turn that this event is rolled. Units of the 20th which do not are removed from the game. If rolled again treat as no event.

3, 9, 11 No Event: Nothing Happens

TACTICAL COUNTER TABLE

JAPANESE TACTICAL CHITS

IJA Heavy Artillery Support: Use only during own army turn/use once as turn. Perform a firepower 10 attack against one area of your choice that your army is in or an adjacent area. Terrain effects apply to this fire no matter if the target is in control of the area of not..

Note: Historically the Stone buildings and fortifications around Taierzhuang were quite effective versus Japanese artillery fire. The players will notice there is an abundance of Japanese artillery chits, during the battle, the Japanese used a lot of artillery for support and this was a major cause for a lot of KMT losses in the battle. Also while Japanese





artillery was quite plentiful and were used massively during the battle, they were quite inaccurate.

Bomber Attack: Use only during own army turn/use once as turn. Perform a firepower 8 attack against one area of your choice that there are no Japanese troops.

Note: Historically, the Japanese were not able to use bombers in the street fighting in Taierzhuang town since their own forces might get hit.

Japanese Air Force: Use anytime during your own action turn. This does not count as your action turn. Perform a firepower 6 attack against one area of your choice.. Can also be used to cancel out KMT air force chits. Terrain effects apply to this fire if applicable.

Note: The Japanese air force was present in the battle with two squadrons.

Banzai: Own army turn/use once as turn. Perform one of the following:

1. Fire with your own army units as normal. Units firing are not spent before they move. Any/all firing units may then choose to move 1 area maximum.
2. Moving units may fire into an area they are entering (fire then move). Terrain effects if applicable are applied as normal.
3. Units may move into an area then fire (move then fire), moving units are not spent until they fire.

If the moving units are targeted by the “Resolute Defenders” tactical counter then the Resolute Defenders tactical counter is resolved first. Units follow the usual movement procedures and costs. Units which choose not to move are spent at the end of the chit action.

Engineers:, the Japanese player gets a +3 to his firepower roll when performing an attack. Can only be used in conjunction with either a normal unit attack within the same area or a banzai tactical chit (as long as the fire is within the same area).

The will of the Emperor: Fanatical Japanese troops fight against incredible odds. Own army turn/use once as turn. Choose any one area. Roll 1 dice (six sided). And return that number of spent units in that area to ready status.

CHINESE TACTICAL CHITS

Resolute Defenders: Own army turn/use once as turn. 1. Perform 1 fire attack as normal for your action turn. The firing units do not become spent. Or 2. When Enemy units enter





an area containing your units. Some or all of your units may fire. The firing units do not become spent.. This chit can be used in conjunction with German anti tank guns chit.

KMT Heavy Artillery : Use only during own army turn/use once as turn. Perform a firepower 5 attack against one area of your choice that your army is in or an adjacent area. Terrain effects apply if applicable .

Note: KMT artillery during the battle while miniscule when compared to the Japanese was actually more accurate because of German training of Chinese artillerymen and longer ranged guns.

Dare to Die: The KMT player gets a +3 to his firepower roll when performing an attack. Can only be used in conjunction with either a normal unit attack within the same area or with the night attack chit. Must be applied before rolling the dice.

Note: The KMT had very poor anti tank capabilities during the war. These were limited to a few German Pak 36 Anti tank guns and Dare to Die units. The Dare to Die units were Chinese troops who were close assault specialists. During the battle, a few hundred of these men were used to attack Japanese tanks. These men would suicidally charge Japanese tanks with satchel charges and bundles of grenades. The Dare to Die units were quite effective and in conjunction with the few Pak 36s, they managed to take out many Japanese tanks.

Heroes of Taierzhuang: When calculating for damage points(used after seeing die results). Can be used on either player's action turn. Reroll both dice.

Li Tsung Jen's Command: Own army turn/use once as turn. Choose any one area. Roll 1 dice(six sided). And return that number of spent units in that area to ready status.

KMT Air Force: Use anytime during your own action turn. This does not count as your action turn. Perform a firepower 4 attack against one area of your choice. This can be used to cancel either the Japanese air force chit or bomber attack chit. Terrain effects apply to this chit if applicable.

Note: The KMT air force was present in the Battle of Taierzhuang in 4 squadrons(using Soviet I-15 & I-16 fighters piloted by both Chinese and Soviet "volunteer" pilots.

Night Attack: Own army turn/use once as turn. Units can fire into an area that they are moving in even if they have zero firepower ratings. Units are not spent after movement but only become spent after firing. Terrain effects apply if applicable.

Note: During the battle Chinese troops usually used surprise night attacks to try to cancel out the Japanese superiority in firepower.

