China Sea 1978 – A scenario for Victory's 7th fleet.

1. This scenario kit for Victory's 7th Fleet game consists of:

    - 8 DTP 'mount your own' counter sheets, 7 sheets being US 'A', US 'B', JSDF, SEATO nations, Soviet 'A', Soviet 'B', and PRC sheets which form 607 double sided 5/8" counters. The 8th sheet is an airbase marker sheet with only 6 single sided counters on it.

    - SEATO Set-Up and Reinforcement Charts, and Eastern Block Set-Up and Reinforcement Charts (4 PDF documents totalling 7 pages)

    - A combined logistics roster (5 page PDF)

    - An OOB table and research and design notes (20 page PDF)

    - These scenario rules (4 page PDF)

2. Essentially, this is a 1978 era version of the "world war 3" campaign game – scenario 13 – from the original game, set before the military build-up of the 1980s, and significantly, before the western navies' widespread use of SSMs such as Harpoon or Exocet, and CIWS such as Phalanx. For game balance, in this scenario the USSR and PRC have sufficiently recovered from the 1960s schism so that the PRC enters the war on the East Block side (with a view to 'resolving' the Taiwan 'issue'), along with North Korea and Vietnam. The SEATO alliance consists of the US, ROK, ROC (Taiwan), Japan (historically an 'associate member'), forces from the Commonwealth (Australia, New Zealand and Canada), the Philippines, Malaysia and Indonesia.

3. This is not a stand-alone game and you need to have Victory's 7th Fleet game to play it. In particular the map, and all rules charts and tables in the game are used, including the victory conditions in the original scenario 13, with some minor modifications mentioned below.

4. 6 additional airbase markers (counters) are included, 3 each in South Korea and Taiwan. These are placed on map and operate as normal airbases. Their hex numbers and names are recorded on the individual markers and in the set-up and reinforcement charts. They are: Wonju (0436), Cheng Ju (0437), and Yaecheon (0537) in South Korea; and Chiai (0856), Hualien (0955) and Taitung (0957) in Taiwan. Note that on Random Event "(5-7) South Korean Bases Fall" occurring, Wonju (0436) is also considered occupied.

5. I have not included any CS, AM, OL, TK, FC, SC, and MP units in this package. The counters for these ships from the original game are required for play.

6. I have not included the East Block PCM missile boats in the scenario. The reasons are discussed in the OOB notes. Instead treat each PRC Chinese, Soviet mainland (not including Sakhalin, bot including Kamchatka) and North

Korean coastal hex (including base hexes) as a Close Defence hex with an SSM attack value of *20*, but no intrinsic ASW attack value.

7. I have included the land based JMSDF HSS2B and S2F Tracker ASW air units as individual squadrons. The ASW attack strength of the Japanese Close Defence hexes needs to be reduced by half, to *10* as a result.

8. Iwakuni (1137) airbase begins the game in 'over-stacked' condition. Players should either

    - treat the USMC AV8A unit as a special stacking exception, but only at Iwakuni (1137); or

    - allow the SEATO player to redeploy an INT air unit (including but not necessarily the AV8A) to the nearest possible base from which it may activate immediately before game turn 1. The AV8A may **not** base on *Tarawa* in this scenario.

9. The objectives for US amphibious assault, convoy and MPS units, the Japanese TK units and the Soviet convoys are as per scenario 13. Additionally:

    - The objective hexes for the Soviet amphibious assault vessels, of which there are now 5 including an LPD and 4 LSTs, are any coastal hex on the north coast of Hokkaido between 0818 and 1417, inclusive, or for double points Tsushima Is (0838).

    - The objective hexes for the PRC LSM's and the heliborne Air Assault Regiment are: any coastal hex on Taiwan's west cost between Keelung (0853) and Hex 0953, or Makung (0757). For half points, they can land on Quemoy (0557). For triple points, they can land on one of Spratley Is hexes under Philippine or ROC control: Nanshan Is (1273), Northeast Cay (0874), Thitu Is (0975), Loaita Is (1075), Itu Aba, (1176).

    - Taiwan's APD and LST units can unload on Quemoy (0557) or for double points on Pratas (Dong Sha) Is (0662).

    - South Korea's APD unit earns its 1 VP by unloading in either Haeju 0137, or hex 0234 (it is considered to be operating in support of a ground offensive.) Note under scenario rule 6 these are close defence hexes. If the Random Event "(5-7) South Korean Bases Fall" has occurred then the objective hexes change to Inchon (0237) and Kangnung (0435). These do not become North Korean close defence hexes when the event occurs.

10. Okinawa and Iwo Jima are not supportable objectives for Soviet landing forces. However, as an option allow the East Block player to land the Soviet Naval Infantry as a "raiding force" on Iwo Jima (only) for triple points. The

base switches to an East Block base. If the SEATO player subsequently unloads amphibious assault ships worth twice as many basic (ie face value not tripled) points as the Soviet ships that unloaded, the base at Iwo Jima switches back to SEATO control but without award of victory points (the East Block player retains the points previously awarded).

11. There are more boxes on the East Block Reinforcement chart in this scenario than in the original. This is (only) partly the result of including the PRC on the East Block schedule. Players should add 1 to the East Block reinforcement die roll. '9' remains '9'.This in effect means that (subject to random event variations) that the East Block should receive on average 4.5 boxes per strategic cycle (plus any variable air reinforcements) while the SEATO player still gets 5.5 boxes per strategic cycle on average.

12. Included below is an East Block "variable" extra air reinforcement table. The "green silhouette" East Block air units arrive in accordance with this table in addition the usual reinforcement process. They consist mostly of PLAAF (as opposed to PLANAF) units, some Soviet units from the Central Asian and Southern strategic directions released to the Pacific AV-MF, and two Vietnamese regiments made up of captured ARVN machines from 1975.

13. Do we need a Chinese mechanical breakdown rule? Perhaps. I have already omitted a lot of PRC equipment in the theoretical OOB on the basis of unserviceability. The variable reinforcement PLAAF air units only feature at 1 regiment per division in the two relevant zones. But maybe its not enough to reflect the general state of decay inflicted by the cultural revolution. Therefore, as a further optional rule, any PRC air unit or surface or submarine unit activating in an airbase or port, respectively, has a 10% chance of failing to activate due to maintenance failure, increasing to 20% after 2 weeks (42 game turns). A unit that so fails can try to activate again next game turn, there is no lasting effect. For simplicity, units at already at sea need not make this maintenance check.

14. Nuclear warheads. I have referred in the OOB notes to the availability of nuclear warheads, particularly for area anti air warfare. Ultimately I did not include the 1 kT W-45-0 warhead for the ships with The RIM2D BT-3A(N) evolved *Terrier*, except in the US CGs which had that capacity in the original game. The *Talos* ships (*Long Beach, Chicago, and Oklahoma City*) should be able to use that weapon's 4kt W-81 warhead in either the area anti air or anti surface (at two hex range) role. Those ships are considered to have a *basic* SSM attack strength (before multiplication for target numbers) of **8**, for their one nuclear attack only.

15. The following optional rules should be used in this scenario:

    - Rule [16.0] logistics, or at least the ammunition rules (which is a 'must use')

    - Rule [22.1] Extended air movement, but the SEATO player should place the KC 135 counter at one of the bases mentioned in the rule

book and can only use refuelling from that base. I did not include any Soviet tanker aircraft because my research did not identify any in this theatre at the relevant time.

- Rule [22.6] Close Combat – another 'must use'.

- Rule [22.8] US CV fuel replenishment

- Rule [22.9] Coordinated Air Strikes.

16. Each reinforcement phase in the strategic cycle the East Block player rolls on the table below. During the first 6 strategic cycles (i.e. first 7 days up to and including game turn 22's strategic cycle) if a 5-6 is rolled a Chinese air unit of the indicated type is received, on a 7 two are received. If an 8 or 9 is rolled then two units, a Chinese, and a Soviet or Vietnamese unit (east Block player's choice) of the indicated type is received. From day 8 (the strategic cycle on game turn 25) there is a 10% increase in the prospects of receiving a variable reinforcement. Each air unit may only be received once, i.e. if it is subsequently destroyed it is not available for placement in future cycles. When all variable replacements of a type (INT, ATK, BMB) have been taken, that result becomes 'Nil'. Once they have entered the game these units can benefit from the air unit replacements rule [14.0].

Die roll in turns 4 - 22	Die roll on turn 25 onwards	Result	
0	N/A	Nil	
1	0	Nil	
2	1	Nil	
3	2	Nil	
4	3	Nil	
5	4	PRC/INT	
6	5	PRC/ ATK or BMB	
7	6	PRC/ ATK or BMB (x2)	
8	7	PRC (any), plus	SO or VN INT
9	8	PRC (any), plus	SO or VN (any)
N/A	9	PRC (any), plus	SO or VN (any)

The available units are:

[4 x J-7 PRC/INT], [4 x J-6 PRC/INT], [6 x J-5 PRC/ATK], [4 x Q-5 PRC/ATK], [4 X H-5 PRC/BMB]; and

one unit each [M-25 SO/INT], [M-23 SO/INT], [T22K SO/BMB] (Blinder), [T22M SO/BMB] (Backfire), [F5A VN/INT], and [A1H VN/ATK].

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