RED SUN RISING
RULES OF PLAY

[1.0] INTRODUCTION

Red Sun Rising is a brigade/divisional level simulation of the Russo-Japanese War, 1904-1905. The game-map shows the theater of operations. The playing pieces represent the armed forces, both land and sea, of both belligerents that participated in the conflict.

[2.0] GENERAL COURSE OF PLAY

Red Sun Rising is basically a two Player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Land combat is resolved by comparing the total Combat Strengths of adjacent opposing units and expressing the comparison as a simplified probability ratio. A die is rolled and the outcome indicated on the Combat Results Table which is applied to the land units involved. Naval combat takes place on the Tactical Naval Display when opposing fleets sight each other.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The mapsheet portrays the area of conflict during the Russo-Japanese War, 1904-1905. A hexagonal grid is superimposed on the map to regulate movement and position. The hexes are numbered for identification. There are two maps, the larger of which is the Land Map. The small map in the lower right corner of the mapsheet is known as the Strategic Naval Map.

[3.2] THE PLAYING PIECES

Two sets of die-cut counters in contrasting colors are supplied. These counters are the playing pieces and are commonly referred to as units. They represent the various command units, combat units, and ships that fought in the conflict. The game also includes various markers that aid in performing various game functions.

Sample Units

TYPICAL COMBAT UNIT

TYPICAL ARMY HEADQUARTERS

TYPICAL ADMIRAL

TYPICAL SHIP

SUMMARY OF COUNTERS
Naval Game

SUMMARY OF COUNTERS
Land Game

Front   Back

Japanese
City Control
Marker

Trench Marker
Level 1   Level 2

GAME MARKERS

Japn Repl	Japanese Replacement Step Marker
Port Arthur Supply	Port Arthur Supply Marker
Mine Level	Mine Level Marker
Hours Left & Weathr	Hours of Daylight and Current Weather Marker
Game Turn	Game-Turn Marker

Counter Erratum: Russian Supreme Headquarters unit Alexiev should read SHQ rather than SHG.

[3.3] TACTICAL NAVAL DISPLAY

The Tactical Naval Display, which is separate from the main map, provides a surface on which naval units are placed on during Naval combat. It also contains several charts and tables used during Naval combat.

[3.4] UNIT ASSIGNMENT CHARTS

There are two Unit Assignment Charts — one for the Japanese Player and one for the Russian Player. Players use the Unit Assignment Charts to keep track of which combat units are assigned to which command units.

[3.5] GLOSSARY OF TERMS

Command Value: The Command Value of a unit is measured in Command Points. The Command Value represents a unit's relative ability to activate.

Activation: In order for a unit to move or attack, it must first be activated. An activated unit is represented by placing the unit in question on its activated side.

Initiative Rating: Admirals are rated for their historical ability to initiate offensive operations.

Sortie: When a fleet goes to sea, this act is known as a sortie.

Combat Strength: This term describes both the offensive and defensive power of a combat unit.

Movement Allowance: Movement Allowance is the quantification of a unit's ability to traverse a certain distance in one Game-Turn as measured in Movement Points.

Capital Ship: In game terms, any Naval unit with a ship name is a capital ship. B = Battleship; C = Cruiser.

Flotilla: A flotilla consists of a group of small ships, either destroyers or torpedo boats.

[3.6] INVENTORY OF GAME COMPONENTS

A complete game of *Red Sun Rising* should include the following parts:

One sheet of die-cut Counters (400)

One sheet of die-cut Ship Counters (100)

One Land Map/Strategic Naval Map

One Tactical Naval Display

One Rules booklet

One Japanese Unit Assignment Chart

One Russian Unit Assignment Chart

Two plastic Dice

One Game Box/Coversheet Assembly

If any of these parts are missing or damaged, please write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, New York 10010

Questions regarding the *rules* of the game will be answered if accompanied by a stamped self-addressed envelope and phrased in such a way as to be answerable with a one-word response. Send rules questions to the above address, marked "Rules Question: Red Sun Rising."

[4.0] SEQUENCE OF PLAY

The sequence of events delineated in this Section must be strictly followed throughout each Game-Turn.

[4.1] STRATEGIC NAVAL SEQUENCE OF PLAY

[4.11] Russian Naval Initiative Stage

All Russian fleets that wish to sortie must first possess Naval Command Initiative. Roll the die for each fleet attempting to sortie. If the die roll is equal to or less than the Initiative Rating of the commanding admiral, then the fleet possesses Command Initiative. Flip the fleet over from its *in-Port* side to its *at-Sea* side (see Section 5.0).

[4.12] Japanese Naval Initiative Stage

Same as Case 4.11. Japanese Merchant fleets always possess Naval Command Initiative (see Section 5.0).

[4.13] Naval Search Stage

If any opposing at-Sea fleets are in the same Strategic Naval Map hex, both Players have the option of executing a Naval Search procedure (see Section 6.0).

[4.14] Naval Movement Stage (consists of 10 rounds)

The Naval Movement Stage consists of 10 rounds (see Section 7.0). Each round consists of 3 impulses. They occur in the following order:

A. Movement Impulse (see Case 7.1).

B. Raiding Impulse (see Case 7.2).

C. Search Impulse (see Case 7.3).

At the conclusion of the tenth round, the Naval Movement Stage is over. All fleets are placed on their in-Port side, if they have not done so already.

Note: Whenever a successful search is executed, play immediately proceeds to the Naval Combat Sequence of Play (see Case 4.4).

[4.15] Attrition Stage

If the Japanese fleet is on Blockade, then the Japanese Player rolls on the Blockade Attrition Table. Any fleets or merchant fleets not in port or in coastal hexes are eliminated (see Section 15.0).

[4.2] RUSSIAN LAND SEQUENCE OF PLAY

[4.21] Russian Supply Stage

During the Supply Stage, units are to be judged either in or out of Supply. This determination is made during this stage and remains in effect until the Land Combat Stage (see Case 10.36).

[4.22] Russian Reinforcement Stage

All Reinforcements and Replacements are placed on the map at this time, and all unit assignments are incorporated (see Sections 14.0 and 17.0).

[4.23] Russian Land Movement Stage

Before any units may move, they must first be activated (see Case 9.1). First the Supreme Headquarters (SHQ) rolls one die for activation. Then the Player attempts to activate each Army Headquarters individually. If the SHQ is activated, it may add its Command value to any Army Headquarters attempting to activate within its command radius. Any Army Headquarters that are activated may attempt to activate the units assigned to them. As each unit is activated, it is moved before any other unit attempts activation. A unit that fails to be activated may not move during the Land Movement Stage. Only units whose Army Headquarters are activated may themselves attempt activation.

[4.24] Russian Land Combat Stage

The Combat Stage is composed of as many as three Assault Rounds. Combat is voluntary and may only occur between adjacent combat units. At the conclusion of the third Assault Round, the Combat Stage is over. During each Assault Round, no unit may be forced to defend more than once. A Friendly unit is not required to attack the same defending unit each Assault Round. After all attacks of an Assault Round are completed, another Assault Round begins at the option of the Russian Player, to a maximum of three Rounds.

[4.3] JAPANESE LAND SEQUENCE OF PLAY

[4.31] Japanese Supply Stage
Identical to Case 4.21.

[4.32] Japanese Reinforcement Stage

All Japanese units that were transported (to the land map) are placed on the land map, and all unit assignments are incorporated. In addition, the Japanese Player may expend Replacement Steps to bring units up to full strength (see Section 17.0).

[4.33] Japanese Land Movement Stage
Identical to Case 4.23.

[4.34] Japanese Land Combat Stage
Identical to Case 4.24.

[4.35] End Stage
Mark that passage of a Game-Turn, place Trench markers on map, and flip all counters to unactivated sides. Some eligible fleets may raise their morale by 1 (see Case 8.78).

[4.4] NAVAL COMBAT SEQUENCE OF PLAY

If at any time during the Naval Sequence of Play a successful search is executed, play reverts to the Naval Combat Sequence of Play. The following Sequence of Play is used until the naval combat is concluded. The Naval Combat Sequence of Play consists of a number of Rounds equal to the number of daylight hours (see Case 8.22). Each hour of daylight consists of the following Phases.

[4.41] Weather Phase
The weather for the current hour of battle is determined (see Case 8.3).

[4.42] Search Phase
This Phase only occurs when opposing fleets are beyond Maximum Sighting Range (see Case 8.8).

[4.43] Range Determination Phase

The range between the opposing fleets is determined (see Case 8.4).

[4.44] Gunnery Combat Phase

If the opposing fleets are within maximum sighting range, gunnery combat occurs, and the results are applied at the end of the Phase (see Case 8.5). If the fleets are beyond maximum sighting range, the Players conduct a Search Phase (see Case 8.8).

[4.45] Torpedo Attack Phase

One Player may launch a torpedo attack (see Case 8.6).

[4.46] Morale Phase

A fleet's morale may be re-evaluated during this Phase. Morale adjustment may result from the sinking of ships or an admiral casualty during either the Gunnery Combat Phase or Torpedo Attack Phase (see Case 8.7). After the Morale Phase, mark the passage of one hour and conduct another Round of combat if at least one hour remains. If no hours remain, revert back to the Naval Sequence of Play (see Case 4.14).

NAVAL GAME

[5.0] NAVAL COMMAND INITIATIVE

All fleets that wish to sortie must possess Command Initiative. In order to determine Command Initiative a die is rolled. The die roll is then modified for the season. If the adjusted die roll is equal to or less than the Initiative Rating of the fleet admiral, the fleet possesses Command Initiative. The fleet counter is turned from its in-Port side to its at-Sea side. Japanese Merchant fleets *always* possess Command Initiative. During all winter Game-Turns, **add two** to all Command Initiative die rolls. During spring Game-Turns and fall Game-Turns **add one** to all Command Initiative die rolls. During summer Game-Turns there are no modifications to Command Initiative die rolls.

Exception: Whenever a Japanese fleet is on blockade (see Section 15.0), it automatically possesses Command Initiative at the conclusion of the first round of Naval Movement (see Section 7.0).

[6.0] NAVAL SEARCH

GENERAL RULE:

Whenever two opposing fleets occupy the same hex on the Strategic Naval map during a Naval Search Stage (see Case 4.13) or during a Search Impulse (see Case 4.14C), a search procedure may occur at the option of either or both Players. In addition, if during a naval combat the opposing fleets are beyond the maximum sighting range due to weather or range, a search procedure may be executed during each hour of remaining combat at the option of either or both Players (see Case 8.84).

PROCEDURE:

Search is voluntary, but both Players have the option to execute one search for each applicable situation. The Japanese always has the option to search first. When a search is to be attempted, the weather for that hex is determined first (see Case 6.21). Next, the Search Limit Number is determined. The Search Limit Number is dependent on the type of hex the two fleets are occupying (see Case 6.1). Roll the die and modify it for the weather and

the number of destroyer flotillas present in the searching fleet (see Cases 6.22 and 6.23). All die modifiers are cumulative. If the modified die roll is equal to or less than the Search Limit Number, the fleets sight each other. If either Player conducts a successful search, naval combat may occur (see Section 8.0).

CASES:

[6.1] SEARCH LIMIT NUMBERS

[6.11] If the fleets occupy a high seas hex, the Search Limit Number is 1.

[6.12] If the fleets occupy a coastal hex, the Search Limit Number is 2.

[6.13] If the fleets occupy a port hex, the Search Limit Number is 3.

[6.2] SEARCH DIE MODIFIERS

[6.21] Before the die is rolled for a search, the weather in the Strategic Map hex must first be determined. Throw one die; if the die roll is 1, 2, 3, or 4 the weather is clear. If the die roll is 5, the weather is fog. If the die roll is 6, storm conditions prevail.

[6.22] After the weather is determined, roll one die for search. Add **one** to the search die roll if the weather is fog. Add **two** to the search die roll during a storm. Do not modify die roll if weather is clear. In addition, the die roll may be modified if destroyer flotillas are in the hex (see Case 6.23).

[6.23] Subtract **one** from the die roll for each destroyer flotilla present in the fleet attempting the search procedure.

Note: *Torpedo* flotillas do *not* count toward this modification.

[6.24] All die modifications described in Cases 6.22 and 6.23 are cumulative.

[7.0] NAVAL MOVEMENT

GENERAL RULE:

All naval movement takes place on the Strategic Naval Map. The Naval Movement Stage consists of ten Rounds. Each round consists of three Impulses. The Impulses occur in this order: Movement, Raiding, and Search. During any Search Impulse, the Naval Movement Stage may be interrupted to conduct Naval Combat (see Section 8.0). At the conclusion of the tenth Round, the Naval Movement Stage ends. Japanese Merchant fleets may transfer from the Strategic Naval Map to the Land Map during the Japanese Reinforcement Stage (see Case 7.5). Only fleets that possess Command Initiative (see Section 5.0) may move during the Naval Movement Stage.

Note: A fleet occupying a Friendly port hex at the beginning of a movement Round may flip to its in-Port side rather than move.

PROCEDURE:

Whenever a fleet possesses Command Initiative, it is flipped over from its in-Port side to its at-Sea side during its respective Naval Initiative Stage. Only fleets on their at-Sea side and Japanese merchant fleets may move during a Movement Impulse. During a Movement Impulse, every at-Sea fleet and every merchant fleet may either move to an adjacent sea hex or remain in the same hex (see Case 7.1). After a Movement Impulse, a Raiding Impulse may occur (see Case 7.2). After the Raiding Impulse, if any opposing fleets occupy the same hex, a search procedure may be instituted (see Case 7.3).

When a successful search has been conducted, naval combat occurs. The Naval Movement Stage is interrupted until the conclusion of the naval combat, at which time the Naval Movement Stage resumes from the point at which it was interrupted. After all combats are concluded, any remaining Round(s) of naval movement occurs. At the conclusion of the tenth Round, the Naval Movement Stage is over.

Note: All Japanese fleets on blockade that do not possess Command Initiative automatically possess Command Initiative at the *conclusion* of the first Round of Naval Movement.

CASES:

[7.1] MOVEMENT IMPULSE

All at-Sea fleets and merchant fleets may move to any adjacent hex or remain in the same hex on the Strategic Naval Map. The Russians move all of their at-Sea fleets first, then the Japanese move all of their at-Sea fleets and merchant fleets.

[7.2] RAIDING IMPULSE

If a Russian at-Sea fleet occupies a hex on the Strategic Naval Map containing at least one Japanese merchant fleet, one Japanese merchant fleet is eliminated from the hex. The presence of a Japanese fleet in the hex has no effect on this situation.

[7.3] SEARCH IMPULSE

If any opposing at-Sea fleets occupy the same hex, a Search Procedure may be instituted by either or both Players (see Section 6.0). If a search is successful, naval combat can occur (see Case 8.1). If naval combat occurs, the Naval Movement Stage is interrupted until the conclusion of the combat. If naval combat does not occur, then the Players start a new Round of naval movement (if one remains). If no further naval movement Rounds remain, the Naval Movement Stage is over and play proceeds to the Land Sequence of Play.

[7.4] MERCHANT TRANSPORT

Each merchant fleet can carry up to four Command Points per Naval Movement Stage. The Command value of a land unit is measured in Command Points. A merchant fleet can transport units that start the Naval Movement Stage stacked with it on the Strategic Naval Map. At the end of the Naval Movement Stage, if the merchant fleet occupies a coded coastal hex, (i.e., one containing one of the large letters A through E), the land units being transported can be transferred to the land map during the Japanese Reinforcement Stage (see Case 7.5).

[7.41] Command units do not count toward this four Command Point limit and may be transported by merchant fleets for free.

[7.42] If the merchant fleet is destroyed, all units currently being transported by that fleet are also destroyed.

[7.43] A Japanese siege artillery unit counts as four Command Points (for transport purposes only).

[7.5] TRANSFER OF MERCHANT FLEETS

Whenever a Japanese merchant fleet occupies any of the coded coastal hexes (A, B, C, D, or E) on the Strategic Naval Map during the Japanese Reinforcement Stage, it may transfer to the Land Map. Each merchant fleet is represented by two counters. Whenever a merchant fleet is transferred to the land map, the Japanese Player leaves one of the corresponding merchant counters on the stra-

tegic naval map while placing the other merchant counter — plus all units the merchant fleet was transporting — on the land map. A merchant fleet may be placed on any coastal hex on the land map lying within the letter boundaries corresponding to the merchant fleet's position on the strategic naval map. During winter, a merchant fleet may only be placed in a Friendly port lying within the letter boundaries. If no such Friendly port exists during the winter Game-Turn, the merchant fleet and its cargo are eliminated (see Case 15.2). A merchant fleet can never be moved on the Strategic Naval Map without first removing its corresponding counter from the Land Map during the Naval Stage (see Case 10.25). **Exception:** A merchant fleet supporting a blockade need not be in a port during winter Game-Turns (see Case 15.21).

Example: If a Japanese merchant fleet occupies hex A on the Strategic Naval Map during the Japanese Reinforcement Stage, it may transfer to the land map. Place the corresponding merchant fleet counter plus cargo on any coastal hex from 1701 to 1210 inclusive. If it were a winter Game-Turn, the fleet would be placed in either hex 0801 (Port Arthur) or hex 0803 (Dalny). If these hexes are both controlled by the Russian Player, the merchant fleet and cargo are eliminated. (Exception: see Case 15.21).

[7.6] NAVAL STACKING

There is no limit to the number of units that may occupy the same hex (stack) on the Strategic Naval Map. Merchant fleets do not count toward stacking limits on the land map. Any number of merchant fleets can occupy the same land hex.

[7.7] FLEET COMPOSITION

Each fleet marker represents the ships that are contained within it. To change its composition, a fleet must start the Naval Movement Stage stacked in the same hex on the Strategic Naval Map with another Friendly fleet, at which time the composition of the two fleets can be re-arranged by the owning Player. The composition is entirely up to the owning Player. There is no restriction on the number of ships in a particular fleet. If a fleet contains no ships or flotillas, it is removed from the Strategic Naval Map. If the Japanese Player (only) has one fleet marker on the Strategic Naval Map, he can create a second fleet at the beginning of any Strategic Naval Stage by placing the second fleet marker in the same hex as the first fleet and re-arranging the composition of the two fleets so that at least one ship is in each fleet. There is no penalty or cost to re-arrange the composition of the fleets.

[8.0] NAVAL COMBAT

GENERAL RULE:

This section deals with the Tactical Naval Display and all activities that take place on it. Whenever two opposing fleets occupy the same hex on the strategic naval map, and either fleet conducts a successful search — during the Naval Search Stage (see Case 4.13), a Search Impulse (see Case 4.14C), or during a Search Phase (see Case 4.42) — naval combat may occur. If a successful search is conducted and the Player who has "been found" is in a Friendly port hex on the strategic naval map, he has the option to avoid naval combat (see Case 8.1). If the Player decides to fight, or — regardless of the Player's wishes — if the Player's fleet occupies any hex on the strategic naval map other than a Friendly port hex, a naval combat occurs (see Case 8.2). If the Player chooses to avoid combat, he then immediately flips his fleet over from

its at-Sea side to its in-Port side and lowers his fleet's morale by one (see Cases 8.1 and 8.7) The naval combat, once it commences, continues until one of the following occurs.

1. a fleet's morale becomes zero (see Case 8.76).
2. the range between the two fleets is greater than the maximum sighting range (see Case 8.8).
3. the hours of combat remaining is zero

CASES:

[8.1] WHEN DOES NAVAL COMBAT OCCUR

Naval Combat occurs whenever a successful search is conducted and the fleets that have sighted each other are in a Strategic Naval Map hex other than a port hex, or — if the Players *are* in a port hex — if both Players choose to fight. If a search is successful and the fleets are in a port hex, the Player to whom the port hex is Friendly may refuse combat, in which case he must immediately flip his fleet to its in-Port side and reduce that fleet's morale by one. Play proceeds to the Naval Movement Stage (see Case 4.14). If a Naval combat occurs, begin the Naval Combat Sequence of Play (see Case 4.4).

[8.2] HOW TO SET UP THE TACTICAL NAVAL DISPLAY

The Tactical Naval Display is the separate sheet which contains the Naval Combat Charts and the Display to place the Naval units on. The Display contains several parallel rows of boxes. The rows of boxes are labeled and will be called by their label for the rest of this section. When Naval Combat occurs, the Players interrupt play on the main map and move over to the Tactical Naval Display for the entire duration of the combat. The set up of the display is rigidly controlled, so Players can set it up simultaneously or by taking turns.

The Japanese Player places his battleships in the Japanese Battleline. The battleships are placed one per box. The first battleship is placed in Box 1 and the second battleship is placed in Box 2. The Japanese Player continues placing battleships in consecutive boxes until all battleships have been placed on the display.

Example: If the Japanese Player had six battleships, they would be placed one per Box in Boxes 1 through 6. The Russian Player follows an identical procedure in placing his battleships in the Russian Battleline.

The Japanese Player places his cruisers on the Display in attack strength order. The cruisers are placed in consecutive numbered Boxes starting with the lowest numbered vacant Box on the Japanese Battleline. First, all cruisers with Attack Strengths of 6 are placed on the Japanese Battleline in consecutive order; then all 5's, 4's, etc. The Japanese Player may place only one cruiser per box.

Example: Japanese battleships occupy Boxes 1 through 6, the first cruiser is placed in Box 7, the second cruiser in Box 8, etc.

The Russian Player follows the identical procedure in placing his cruisers on the Russian Battleline. If either Player has more than 28 ships in his fleet, the excess is placed on the display as if the Boxes continued 29, 30, 31, etc., until all ships are on the display.

The number of ships in both fleets are now compared. If both contain the same number of capital ships, nothing further is done to the opposing Battlelines. If, however, one fleet has more capital ships than the other, the larger fleet places all excess capital ships in its row of Secondary Force boxes. Excess ships must be taken from the back

of the battleline first. The Player may place one or more capital ships in any Secondary Force Box.

Example: The Japanese Player has 28 capital ships and the Russian Player has 23. The Japanese Player places his excess ships in Boxes 24 through 28 in the Japanese Secondary Force section. He may place one ship per Box or several ships per Box. Ships do not have to be placed consecutively.

The Japanese Player then places all his destroyer flotillas in the Japanese flotilla section. The first destroyer flotilla is placed in Box 1 of the Japanese flotilla section, the second in Box 2, etc. When all destroyer flotillas have been placed on the Display, the torpedo flotillas are then placed in the same fashion as the destroyers. The first torpedo flotilla is placed on the lowest numbered vacant Box of the Japanese flotilla section. The Russian Player follows an identical procedure in placing his flotillas on the Russian flotilla section of the Display. No flotillas may be placed on the Flotilla Attack Position section at this time.

Example: The Japanese Player has 4 destroyer flotillas and 5 torpedo flotillas. The destroyer flotillas are placed in Boxes 1 through 4 of the Japanese flotilla section, the torpedo flotillas are placed in Boxes 5 through 9.

[8.21] Once the capital ships and flotillas have been deployed, the Players place the appropriate fleet Range markers on the range track. The Russian Range marker goes in the zero Range Box, and the Japanese marker is placed in the Range Box appropriate to the prevailing weather (see Case 8.3).

[8.22] The Russian Player rolls two dice. The result is the number of hours of combat that will take place. Place the Hours/Weather marker in the appropriate Box on the Hours/Weather Track. During either the Naval Search Stage (see Section 6.0) or Search Impulse (see Case 4.14C), the weather for the hex has already been determined. Place the Hours/Weather marker in the appropriate weather section of the hours box.

[8.23] The Morale markers are placed in the appropriate Box on the Morale Track (see Case 8.7).

[8.3] WEATHER

During each Weather Phase (except the first, see Case 6.21) either Player rolls one die to determine the weather for that Round of naval combat. The marker on the current Weather/Hours Remaining track on the Tactical Naval Display is moved to reflect any change in weather that occurs during that Round.

[8.31] If the weather in the previous Round was clear, a 6 changes it to fog.

[8.32] If the weather in the previous Round was fog, a 1, 2, or 3 changes it to clear; a 4 or 5 changes it to storm.

[8.33] If the weather in the previous Round was storm, a 1 or 2 changes it to clear; a 6 changes it to fog.

[8.4] RANGE DETERMINATION

[8.41] Initial Range Determination

For the first hour of combat, the fleets start at the Maximum sighting Range, which is dependent on the current weather. The Russian Range marker is always on the zero Range Box. If the weather is clear, the Japanese Range marker is placed in the 6 Range Box. If the weather is fog, the Japanese Range marker is placed in the 4 Range Box. If the weather is stormy, the Japanese Range marker is placed in the 3 Range Box.

[8.42] Changing the Range

At the beginning of each Range Determination Phase the range is re-determined. Only the Japan-

ese Range marker is moved, but either (or both) Players may move it. The Russian Range marker always remains in the zero Range Box. The Russian Player always goes first during the Range Determination Phase. The maximum number of Range Boxes that either Player may move the Japanese Range marker in a particular direction is equal to his fleet's current morale. Moving the Japanese Range marker away from the Russian Fleet is known as "opening the range." Moving the Japanese Range marker closer to the Russian Fleet is known as "closing the range." First the Russian Player opens or closes the range by moving the Japanese Range marker a number of Range Boxes equal to or less than the Russian Fleet's current morale. Then the Japanese Player may open or close the range a number of Range Boxes equal to or less than the Japanese fleet's current morale. Wherever the Japanese Range marker resides is the new Range.

[8.43] If the Range at the end of the Range Determination Phase is greater than the Maximum Sighting Range — which is dependent on the current weather for that hour of combat — play reverts back to the Search Phase (see Case 8.84).

[8.44] If the range is the same at the end of two consecutive Range Determination Phases, then on the next range determination the Players — instead of going through the Range Determination Procedure in 8.42 — consult the Naval Maneuver Table (8.49).

[8.45] If the situation as described in Case 8.44 occurs, the die is rolled during the Range Determination Phase and the Naval Maneuver Table (8.49) is consulted.

[8.46] If the range between opposing fleets does not change because the fleets are beyond the Maximum Sighting Range, the Players do not roll on the Naval Maneuver Table (this is an exception to Case 8.44).

[8.47] The range between the two fleets may never be less than zero.

[8.48] After the new range has been determined, all ships in the Secondary Force section of the display may move to a new box or they may remain where they are. A Player may move all, some, or none of the ships in the Secondary Force section. There is no stacking limit in the Secondary Force section.

[8.49] **Naval Maneuver Table**
(see Tactical Display)

[8.5] GUNNERY COMBAT

Gunnery combat occurs during the Gunnery Combat Phase. Gunnery combat is assumed to occur simultaneously, although for game purposes the Russian Player fires first. All damage inflicted by this fire is not applied until after the Japanese Player fires. After both Players have fired, all combat results are applied.

[8.51] A capital ship may fire at the enemy ship that is its opposite number in the Enemy battleline, or it may fire at the Enemy ship whose box number is one greater or less than its own.

Example: A capital ship in Box 2 may fire at a ship whose position in the Enemy battleline is 1, 2, or 3. A ship at position 1 may fire only at ships in Box 1 or 2.

[8.52] Each ship fires individually. Players cannot combine ships' Attack Strengths, although several ships may fire individually at the same target. Gunnery combat is resolved on the Naval Combat Results Table. In order to calculate an attack a Player locates the ship's Attack Strength on the Naval Combat Results Table and rolls a die, adjusting the die roll for all necessary modifiers (see Case 8.54). Cross-indexing the adjusted die roll

with the appropriate column yields a number. If the number is equal to or greater than the Defense Strength of the Enemy ship, the Enemy ship is disabled (turn the ship over to indicate this status). If the result is at least twice the Defense Strength of the Enemy ship, the ship is sunk and removed from play. If a disabled ship is again disabled, it is sunk and removed from play (see Naval Combat Results Table, 8.24).

[8.53] All ships located in a Secondary Force Box are considered to be in the corresponding numbered Box on the battleline for gunnery combat position purposes.

Example: A Japanese cruiser in Box 4 of Japanese Secondary Force is considered to be in Box 4 of the battleline for gunnery position purposes. Thus, the Japanese cruiser could fire at a ship in the Russian battleline in Boxes 3, 4, or 5.

The range for ships in the Secondary Force area is the same as the range for the Battleline.

[8.54] Gunnery Combat Die Roll Modifiers

1. The die roll is **reduced by 1** for each Range Box separating the two opposing fleets.

2. The die roll is **reduced by 2** if the current weather is stormy.

3. The die roll is **reduced by 1** if the current weather is fog.

4. The die roll is **reduced by 3** if the firing ship is disabled.

Note: All die roll modifiers are cumulative.

[8.55] The ship in Box 1 of a battleline is always the flagship. The commanding admiral is always on the flagship. Whenever the flagship is disabled, the owning Player must roll on the Admiral Casualty Table. If the flagship is sunk the admiral is considered killed.

[8.56] Admiral Casualty Table
(see Tactical Display)

[8.6] TORPEDO ATTACKS

Destroyer and Torpedo Flotillas may launch torpedo attacks during the Torpedo Attack Phase. Only *one* Player may launch a torpedo attack during the Torpedo Attack Phase. The Player with the higher current morale has the first option to launch a torpedo attack; if he declines, his opponent has the option. If both fleets have the same current morale, a die is rolled, and a result of 1, 2, or 3 gives the Russian the first option and a die roll of 4, 5, or 6 gives the Japanese the first option. If both Players decline, no torpedo attack takes place during that Phase. Play proceeds to the Morale Phase at the conclusion of the Torpedo Attack Phase (see Case 8.7).

[8.61] Torpedo Attack Procedure

To launch a torpedo attack, the opting Player moves his flotillas from their position in the flotilla section to the corresponding Torpedo Attack Position Box. A Player must always move the flotilla in Box 1 before the flotilla in Box 2 and the flotilla in Box 2 before the flotilla in box 3, etc. A Player may move any or all of his flotillas when executing a torpedo attack, but no flotilla may be moved out of numerical order.

Once all flotillas are moved to the Torpedo Attack Position Box, each Friendly flotilla conducts gunnery combat against any Enemy flotilla occupying a correspondingly numbered Box (i.e., any Enemy flotilla *directly* adjacent). Then the Enemy flotillas conduct gunnery combat against all Friendly adjacent flotillas. All gunnery combat is assumed to be simultaneous at a range of zero, and all combat results are applied at the end of the Torpedo Attack Phase. Every flotilla that is not directly adja-
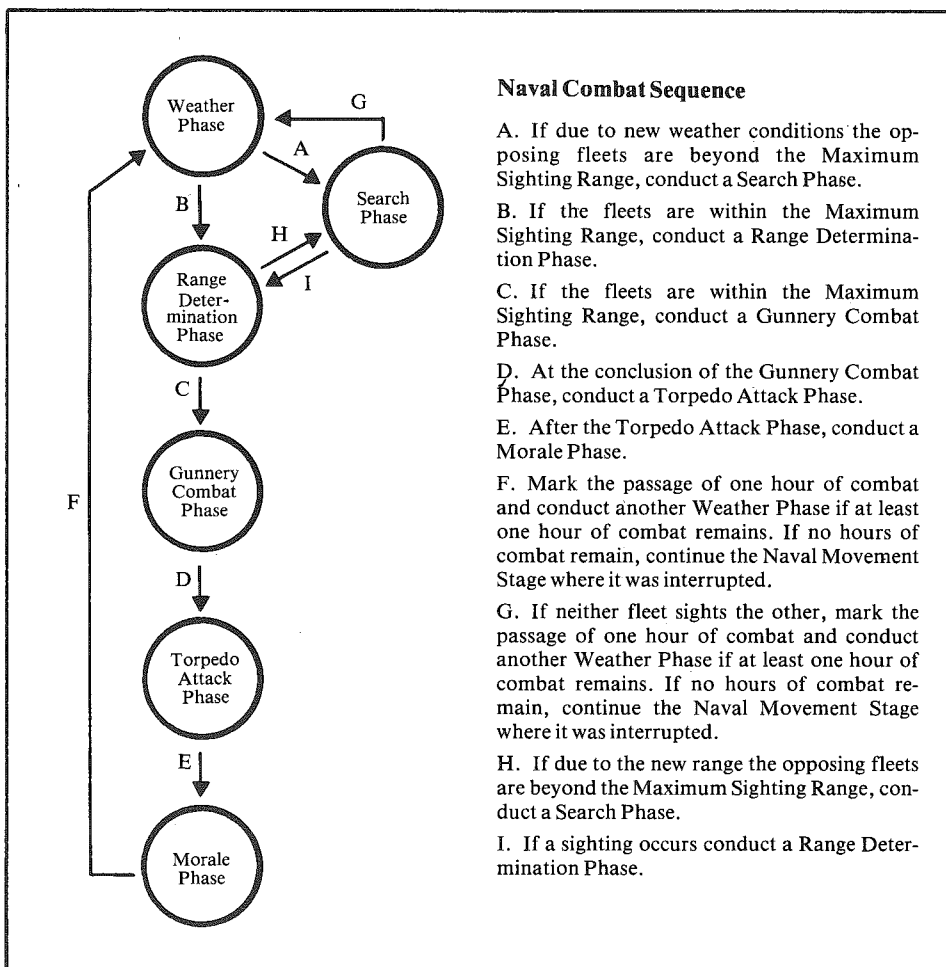
Naval Combat Sequence

A. If due to new weather conditions the opposing fleets are beyond the Maximum Sighting Range, conduct a Search Phase.

B. If the fleets are within the Maximum Sighting Range, conduct a Range Determination Phase.

C. If the fleets are within the Maximum Sighting Range, conduct a Gunnery Combat Phase.

D. At the conclusion of the Gunnery Combat Phase, conduct a Torpedo Attack Phase.

E. After the Torpedo Attack Phase, conduct a Morale Phase.

F. Mark the passage of one hour of combat and conduct another Weather Phase if at least one hour of combat remains. If no hours of combat remain, continue the Naval Movement Stage where it was interrupted.

G. If neither fleet sights the other, mark the passage of one hour of combat and conduct another Weather Phase if at least one hour of combat remains. If no hours of combat remain, continue the Naval Movement Stage where it was interrupted.

H. If due to the new range the opposing fleets are beyond the Maximum Sighting Range, conduct a Search Phase.

I. If a sighting occurs conduct a Range Determination Phase.

cent to an Enemy flotilla can launch a torpedo attack against a capital ship or an Enemy flotilla. To launch a torpedo attack, place the flotilla on top of the target unit. The target unit may at this time fire at each attacking flotilla separately at a range of zero. If an attacking flotilla is disabled or sunk, the torpedo attack for that flotilla is aborted, and the flotilla is placed back in its original box on the flotilla section of the display (unless it was sunk, in which case it is removed from play). If the flotilla does not receive a combat result, it may launch a torpedo attack, at a range of zero, against the target unit on the 1 column of the Naval Combat Results Table. After all torpedo attacks and gunnery combats are included, all attacking flotillas are placed in their original position on the flotilla section of the display.

[8.62] Capital ships that fire during the Gunnery Combat Phase *may* fire during the Torpedo Attack Phase at *each* attacking flotilla.

[8.63] Only the target unit being attacked may fire at an attacking flotilla.

[8.64] There is no limit to the number of torpedo attacks a flotilla may make during a game.

[8.65] If the target unit is a flotilla the procedure is identical to attacking a capital ship. The target flotilla may fire once at each attacking flotilla, even if it fired during the current Torpedo Attack Phase.

[8.7] MORALE

[8.71] A fleet's initial morale equals the Initiative Rating of its commanding admiral. Current morale is reflected on the Morale track (see Tactical Naval Display).

[8.72] A fleet's morale is reduced by one for every five Defense Strength Points of ships sunk.

[8.73] If a fleet in a Friendly port hex refuses combat, its morale is reduced by one (see Case 8.1).

[8.74] A fleet's morale is reduced by one when its commanding admiral is wounded (see Case 8.56).

[8.75] A fleet's morale is reduced to zero when the admiral is killed, either through the Admiral Casualty Table or loss of the flagship (see Case 8.56).

[8.76] When a fleet's morale reaches zero, either through naval combat or by loss of an admiral, the fleet must break off the engagement (see Cases 8.77 and 8.8).

[8.77] A fleet with a current morale of zero must always open the range as much as it can and has the ability to move 6 Range Boxes per Range Determination Phase.

[8.78] A fleet's morale is increased by one during the End Stage of every Game-Turn it spends entirely in a Friendly port hex. A fleet's morale cannot be greater than the Initiative Rating of the commanding admiral (see Case 4.35).

[8.79] A fleet's morale may be increased or lowered by the appointment of a new commanding admiral who possesses a higher or lower Initiative Rating than his predecessor.

[8.8] BREAKING OFF A NAVAL COMBAT

Naval combat is broken off temporarily or permanently when one of the following situations occurs:

1. The opposing fleets are beyond the maximum sighting range (the action is considered temporarily broken off, see Case 8.84)

2. The hours remaining in the naval combat reaches zero (see Case 8.85).

[8.81] In clear weather, if the range between opposing fleets is **seven or greater**, the action is considered to have been temporarily broken off.

[8.82] In fog, if the range between opposing fleets is **five or greater**, the action is considered to have been temporarily broken off.

[8.83] In storm, if the range between opposing fleets is **four or greater** the action is considered to have been temporarily broken off.

[8.84] If the action is temporarily broken off because the range between opposing fleets is beyond Maximum Sighting Range, the following procedure is initiated. For each hour of combat remaining, the Russian Player (first) conducts a Weather Phase (see Case 4.41). If, due to a change in the weather, the fleets are now within maximum range, play proceeds to the Range Determination Phase (see 4.43). If the fleets remain out of sighting range, a search procedure is conducted (see Section 6.0). If a sighting occurs, follow the instructions in 8.41. If a sighting does not occur, mark the passage of one hour, and repeat this procedure for each hour remaining. When there are no hours remaining, revert to the Naval Movement Stage at the point it was interrupted. If the fleets re-sight each other they continue the engagement except that they do not roll for the hours of combat remaining.

[8.85] Whenever the hours of combat remaining reach zero, combat is over, and both players revert to the Naval Movement Stage where it was interrupted.

[8.86] Either fleet's morale reaches zero (that fleet must attempt to break off action, see Case 8.77)

[8.87] **Naval Combat Results Table**
(see Tactical Display)

LAND GAME

[9.0] LAND MOVEMENT

COMMENTARY:

The Russo-Japanese War was characterized by a great deal of military ineptitude. Army headquarters and combat units frequently disobeyed or failed to respond to orders. Consequently, in *Red Sun Rising*, each command and land unit possesses a Command Value, which represents the unit's ability to respond to orders. The Command Value thus reflects the overall initiative of a particular unit.

GENERAL RULE:

Units respond to orders passed down the Chain of Command. The Supreme Headquarters is directly superior to all Army Headquarters. An Army Headquarters is directly superior to all combat units currently assigned to it (see Section 14.0). An Army Headquarters may move and attempt to activate combat units assigned to it only if it is activated. A combat unit may move only if it is activated. A land unit within the Command Radius (see Case 9.18) of its direct superior is said to be in Command Control. A land unit's ability to activate is measured by its Response Value. A unit in Command Control has a Response Value equal to its Command Value *plus* the Command Value of its direct superior. A unit out of Command Control has its Response Value equal to its Command Value alone.

CASES:

[9.1] ACTIVATION OF UNITS

During the Land Movement Stage, the Phasing Player may attempt to activate his Supreme Headquarters, Army Headquarters, and combat units. If the Supreme Headquarters is activated, it can aid in this process. If a particular Army Headquarters activates, it may attempt to activate its assigned combat units. As each combat unit is activated it is moved before any other combat unit attempts activation.

[9.11] When a land unit attempts to activate, one die is rolled. If the die roll is less than or equal to the unit's Response Value, the unit is activated. If the die roll is greater than the unit's Response Value, then the unit has failed to activate. A unit in Command Control has its Response Value equal to its Command Value plus the Command Value of its direct superior. A unit out of Command Control has its Response Value equal to its Command Value.

[9.12] An activated Army Headquarters may have the units assigned to him attempt to activate. The combat units attempt to activate one by one. After a combat unit activates, it is immediately moved before any other combat units attempt activation.

[9.13] If an Army Headquarters fails to activate, then all units assigned to it may *not* attempt activation that Game-Turn.

[9.14] If the Supreme Headquarters fails to activate, all Army Headquarters have their Response Value equal to their Command Value for that Game-Turn.

[9.15] Combat units that are out of Command Control but whose Army Headquarters activates have their Response Value equal to their Command Value.

[9.16] Combat units can be assigned directly to the Supreme Headquarters (see Section 14.0). If the Supreme Headquarters activates, all combat units directly assigned to it may attempt to activate. The Supreme Headquarters is considered the direct superior of all combat units assigned to it. If the Supreme Headquarters does not activate, the units assigned to it may *not* attempt activation.

[9.17] During winter Game-Turns, **add two** to all activation die rolls. During spring and autumn Game-Turns **add one** to all activation die rolls.

[9.18] The Command Radius of a Headquarters is three Movement Points. This path may not be interrupted by Enemy units or Enemy zones of control. If a unit's path to Headquarters is interrupted by Enemy Units or Enemy zones of control, the unit is out of Command Control.

[9.19] The Japanese SHQ is not always in the game (it is a reinforcement). When the SHQ is not in the game, Japanese Army HQ's have no direct superior and are considered out of Command Control until the arrival of the SHQ.

[9.2] HOW TO MOVE UNITS

Once a unit is activated, it is moved contiguously hex by hex, expending Movement Points in each hex it enters. Basically, each unit expends one Movement Point of its total Movement Allowance for each rough terrain hex it enters, other terrain costs more or less than one Movement Point to enter or to cross. The distance a unit may move depends on the type of terrain it traverses. A unit may not move in excess of its allotted Movement Points.

[9.3] ZONES OF CONTROL

Each land combat unit projects a Zone of Control into each adjacent clear terrain hex and each adjacent contiguous road hex.

[9.31] Command units do not exert a Zone of Control.

[9.32] Units in defensive positions do not exert a Zone of Control (see Section 13.0).

[9.33] A land combat unit exerts a Zone of Control into adjacent non-clear terrain hexes only through contiguous road hexes.
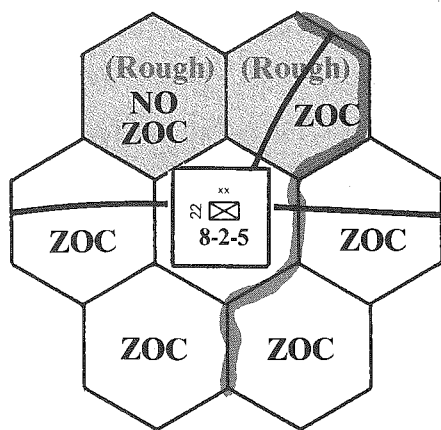
[9.4] MOVEMENT INHIBITIONS AND PROHIBITIONS

[9.41] A land unit may not enter an all-sea hex.

[9.42] A land unit must cease movement upon entering an Enemy controlled hex.

[9.43] A land unit may not move directly from one Enemy Zone of Control to another.

[9.44] A land unit may move out of an Enemy Zone of Control if it begins a Movement Stage in one, but it must cease movement upon entering another Enemy Zone of Control.

[9.45] A land unit may never enter a hex containing an Enemy unit.

[9.46] **Terrain Effects Chart**
(see page 32).

[10.0] LAND SUPPLY

GENERAL RULE:

During the Supply Stage combat units are judged to be in or out of Supply. There are two types of Supply Sources: General and Limited. A General Supply Source can supply an unlimited number of combat units. A Limited Supply Source can supply only a certain number of Command points. To be in Supply a combat unit must be within three Movement Points of an adequate Supply Source or within three Movement Points of the combat unit's assigned Command unit which, in turn, is within three Movement Points of a Supply Source. A combat unit that can meet neither of these conditions is out of Supply. Combat units that are out of Supply suffer attrition (see Case 10.4).

CASES:

[10.1] RUSSIAN SUPPLY SOURCES

[10.11] Hexes 3316 and 3337 are Russian General Supply Sources. Any rail hex that is connected by a contiguous path of rail hexes leading to either of these hexes, unbroken by Japanese units or Japanese Zones of Control, is a Russian General Supply Source (see Case 18.4).

[10.12] Port Arthur (hex 0801) and Vladivostok (hex 2937) can be Russian General Supply Sources, but they are General Supply Sources only if they contain at least one Game-Turn of Supply. The number of Game-Turns of Supply contained within these hexes is reflected by the appropriately labeled Supply Level Track on the map. Port Arthur starts with an initial supply of 6 Game-Turns, and Vladivostok starts with an initial supply of 3 Game-Turns.

[10.13] For each Land Combat Stage in which units tracing a supply line to either Port Arthur or Vladivostok are attacked, one Game-Turn of supply is expended by the appropriate supply source. If combat units tracing a supply line to either Port Arthur or Vladivostok are *not* attacked, no supply is expended in that Game-Turn.

[10.14] Each Reinforcement Stage, the Russian Player may increase the Supply by one Game-Turn for *either* Port Arthur or Vladivostok — not both. In order for the Supply to be increased, the hex in question must be connected by a contiguous path of rail hexes to either hex 3316 or 3337, unbroken by Japanese units or Japanese Zones of Control (see Case 18.4).

[10.15] No more than 12 Game-Turns of Supply may be in either Port Arthur or Vladivostok.

[10.2] JAPANESE SUPPLY SOURCES

[10.21] Any Japanese merchant fleet in a coastal or port hex on the land map is a Limited Supply Source. Each merchant fleet can supply four Command Points of combat units.

[10.22] During winter Game-Turns, merchant fleets can be Limited Supply Sources only if they occupy a *port* hex on the land map (see Case 7.5).

[10.23] During spring, summer, or fall Game-Turns, a merchant fleet can be a Limited Supply Source if it occupies *either* a coastal or port hex on the land map (see Case 7.5).

[10.24] Supply is traced from the unit requiring supply to the hex on the Land Map containing the merchant fleet that is providing the supply.

[10.25] At the end of the Supply Stage, merchant fleets can move to a new hex on the land map, as long as the new hex is within the boundaries of the corresponding hex occupied by the merchant fleet on the Strategic Naval Map (see Case 7.5).

[10.26] A merchant fleet that is supporting a blockading fleet cannot be used for land supply.

[10.3] SUPPLY LINES

[10.31] Any Russian combat unit that can trace a Supply line to a General Supply Source is in Supply.

[10.32] Any Japanese combat unit that can trace a supply line to a Limited Supply Source which has sufficient Command Points is in Supply.

[10.33] A valid Supply line can be traced a distance of three Movement Points from the unit to a supply source. This path is subject to all terrain costs, just as if it were applied to a land unit moving. If the Supply line is interdicted by Enemy units or Enemy Zones of Control, the Supply line is considered blocked. A blocked Supply line provides no supply.

[10.34] A valid supply line can also be traced a distance of three Movement Points from the unit to a Command unit which is, in turn, able to trace a Supply line three Movement Points to a Supply Source. This type of Supply line is subject to the restrictions delineated in Case 10.33.

[10.35] A combat unit can trace a Supply line as described in Case 10.34 only if the combat unit is assigned to that particular Command unit. Combat units may never trace a Supply line to a Command unit to which they are not assigned.

[10.36] Any combat unit in Supply during the Land Combat Stage may attack.

[10.37] Any combat unit not in Supply that is forced to defend during the Land Combat Stage is automatically eliminated.

[10.4] ATTRITION

A unit that is out of Supply loses one step to attrition at the end of each Supply Stage.

[10.41] Any combat unit that cannot trace a Supply line to a Supply Source — General or Limited — is out of Supply and therefore suffers attrition.

[10.42] Any Japanese combat unit that traces a Supply line to a Limited Supply Source that does not have Command Points to supply it is out of Supply and suffers attrition.

[10.43] Command units never suffer attrition.

[10.44] Naval units are not subject to Land Attrition.

[11.0] LAND COMBAT

GENERAL RULE:

Combat is voluntary and may occur only between adjacent combat units. The combat stage is composed of three Assault Rounds. A unit may attack only if activated and supplied (see Case 10.36). A unit may not attack more than once per Assault Round, nor may a unit ever be forced to defend more than once per Assault Round. After all attacks of a given Assault Round have been completed, another Assault Round may begin at the option of the Phasing Player. At the conclusion of the third Assault Round — or when the attacker is finished, whichever comes first — the Land Combat Stage is completed. **Note:** A unit defends normally whether it is activated or not.

CASES:

[11.1] RETREAT BEFORE COMBAT

[11.11] The defender has the option, before each Assault Round, to attempt to retreat any Friendly units adjacent to Enemy units one or two hexes. Before a unit may retreat in this fashion, the owning Player must roll a die. Only if the die roll is equal to or less than the retreating unit's Command Value may the unit(s) retreat. There are no die modifiers.

[11.12] A unit may attempt to retreat before combat once per Assault Round when it fulfills the conditions of Case 11.11.

[11.13] If a unit successfully retreats before combat, the attacking units may advance into the hex if it is totally vacated at the conclusion of the Assault Round (see Case 11.3).

[11.14] A unit may retreat one or two hexes. If a unit retreats two hexes, the owning Player rolls a die. If the die roll is 1, 2, or 3 the units suffer no adverse effects. If the die roll is 4, 5, or 6, the unit loses one step. If a unit retreats only 1 hex, there are no adverse effects.

[11.15] Units may *not* retreat through Enemy-occupied hexes, but they *may* retreat through Enemy Zones of Control.

[11.2] COMBAT

In order to conduct an attack, the attacker determines whether he possesses a Supply line for the attacking units (see Case 10.36). Then the defender determines whether he possesses a Supply Line (see Case 10.37). Assuming both Players possess Supply lines for their respective units, the Players total the Combat Strengths of their respectives forces. The attacker's Combat Strength is compared to the defender's as a ratio. The Players find the appropriate column on the Land Combat Results Table and roll the die. All combat die roll modifiers are applied, and the modified die roll is cross-referenced with the appropriate column to yield the combat result, which is applied immediately.

[11.21] A Phasing unit may attack any adjacent Enemy unit during any Assault Round after all retreats before combat have been executed.

[11.22] A unit may attack only once per Assault Round.

[11.23] A unit may be forced to defend only once per Assault Round.

[11.24] A unit is not required to attack each Assault Round.

[11.25] A unit may attack different Enemy units each Assault Round at the owning Player's option.

[11.3] ADVANCE AFTER COMBAT

If, at the conclusion of an Assault Round, the defender's hex is vacated due to a retreat before combat or the elimination of the defending units due to combat, then the attacking units may advance into the vacated hex. The advance after combat takes place after all attacks for that particular Assault Round have been completed and before the next Assault Round begins.

[11.4] COMBAT DIE ROLL MODIFIERS

The Combat Die Roll is modified for various reasons. All Combat Die Roll modifiers are cumulative.

[11.41] Units defending in certain types of terrain may modify the combat die roll. All effects of terrain are cumulative (see Terrain Effects Chart).

[11.42] Fortifications and Trenches modify the combat die roll according to their current strength status (see Section 13.0).

[11.43] If Command units are present, they can modify the die roll, provided the Command unit is *stacked with* the units that are participating in the combat. The combat die roll is modified by one in favor of the side whose Command unit has the higher Command Value. If both Command units have the same Command Value, the die roll is not modified. If only one side has a Command unit present, that side benefits from the modification. A Command unit may modify a die roll for a combat in which at least one of its assigned units is involved.

[11.44] If combat units assigned to different Command units participate in a combat together, and one or all of the Command units are present, the owning Player must choose which Command unit will modify the die roll.

[11.45] A Command unit can modify the die roll once per Assault Round.
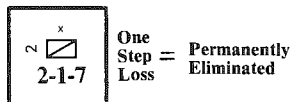
[11.5] STEP REDUCTION

The Combat Results Table gives results in terms of step losses. All divisions have two steps. All brigades and reduced-divisions have one step. When a brigade takes a one-step reduction, it is removed from play. When a division takes a one-step loss, it is replaced with a reduced-division counter of the same designation. When a reduced-division counter takes a one-step loss it is eliminated. Command units are a special instance (see Case 11.53).

[11.51] Division Reduction Example:

| xx ⊠ 8-2-5 | One Step = Loss | (xx) ⊠ 4-1-5 | One Step = Loss | Permanently Eliminated |
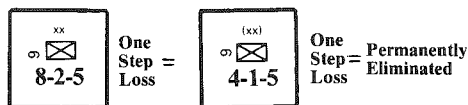
[11.52] Brigade Reduction Example:

| x ⊠ 2-1-7 | One Step = Loss | Permanently Eliminated |

[11.53] When a Command unit alone in a hex is attacked, it is either eliminated or moved to the nearest Friendly stack that is in Supply. If the Command unit is not in Supply, it is eliminated. If the Command unit is in Supply, it is placed on the nearest Friendly stack of land units in Supply.

[11.54] When a Combat unit that can sustain only a one-step loss is eliminated, it is removed from play permanently.

[11.55] Reduced-division counters can be re-built up to full strength through the process of Reinforcement points or Replacement steps (see Section 17.0).

[11.56] If all combat units in a hex are eliminated in combat, any Command units in the hex are eliminated as well.

[11.57] Land Combat Results Table
(see page 32)

[12.0] STACKING

GENERAL RULE:

At the end of the Land Movement Stage units may not be stacked in a hex in excess of the hex's stacking limit (see Terrain Effects Chart). Units in excess of the hex stacking limit at the end of the Land Movement Stage are eliminated at the owning Player's option.

CASES:

[12.1] STACKING COSTS

[12.11] A unit has Stacking Points equal to its Command Value.

[12.12] Command units, merchant fleets, and Defensive Positions do not count toward the stacking limit.

[12.2] EXCESS UNITS

If a hex is overstacked at the end of the Land Movement Stage, combat units are eliminated by the owning Player until the hex is no longer overstacked.

[13.0] DEFENSIVE POSITIONS

GENERAL RULE:

Certain hexes on the map are fortresses. Fortresses cannot be built. Both sides have the option to build trenches in any land hex, even in a fortress hex. A hex may not have more than one fortress *and* one trench marker in it. Fortresses and trenches modify the combat die roll. Fortresses or trenches that are vacated as a result of combat are destroyed and, in the case of trenches, removed from the map. Players must keep mental note of destroyed fortresses.

CASES:

[13.1] CONSTRUCTING TRENCHES

[13.11] In order for a Player to construct a trench in a hex, he must fulfill the following conditions:

1. At least three Command Points of combat units must be in the hex.

2. These combat units may not move during the Game-Turn of construction or improvement (retreats count as movement).

3. These units may not be adjacent to Enemy units.

A Player may build one level of trench per Game-Turn for each hex in which units fulfill the above conditions. There are two levels of trenches. If a hex contains no trench and the above conditions are met, a level of 1 trench is placed n the hex. If a hex contains a level 1 trench and the above conditions are met, a level 2 trench is placed in the hex. No trench may be greater than level 2.

[13.12] Trenches can be built in fortress hexes.

[13.13] Trenches, once constructed, are permanent and may not be destroyed except by combat.

[13.14] Combat units do not have to be activated to build trenches.

[13.15] Command units may never build trenches.

[13.16] Trench markers are placed on the map during the End Stage.

[13.2] FORTRESSES

There are only two fortresses in the game: Port Arthur (hex 0801) and Vladivostok (hex 2937). The combat die roll for an attack against units in a fortress hex is reduced by 2. The effects of fortresses and trenches in the same hex are cumulative.

Example: Port Arthur (hex 0801) has a second level trench in it. If the hex were attacked, the combat die roll would be reduced by four (one for each of two trench levels and two for the fortress). There may be other combat modifiers depending on the situation.

[14.0] UNIT ASSIGNMENTS

GENERAL RULE:

Combat units must be assigned to a Command unit if they are on the map. Combat units not assigned to a Command unit may not move or attack until assigned. Units are assigned during a Reinforcement Stage. Units may be assigned during a Reinforcement Stage at the discretion of the owning Player. There is no limit to the number of combat units that can be assigned to a particular Command unit.

PROCEDURE:

During the Reinforcement Stage, a Player assigns combat units that have just entered the land map or re-assigns units already on the land map at the owning Player's discretion. Each unit is represented by a combat unit and an Information marker with the same designation and symbol. To assign a particular combat unit to a particular Command unit, a Player places the Command unit's Information marker in the appropriate box on the Unit Assignment Chart.

[15.0] NAVAL BLOCKADE AND ATTRITION

GENERAL RULE:

A Japanese fleet may be in a coastal hex on the Strategic Naval Map at the end of the Naval Movement Phase if it is stacked with a merchant fleet. A fleet fulfilling this condition is considered on blockade. A fleet on blockade functions as if it were in a port hex. At the end of the Naval Movement Stage, the fleet is placed on its in-Port side and attempts Command Initiative as if it were in a Friendly port hex. An exception to this is that when a fleet is on blockade it automatically possesses Command Initiative at the conclusion of the first round of the Naval Movement Stage. Each Game-Turn during which a fleet is on blockade it must roll for attrition on the Naval Blockade Table (see Case 15.1).

CASES:

[15.1] NAVAL BLOCKADE ATTRITION

Each turn that a fleet is on blockade, it must roll on the Naval Blockade Attrition Table during the Attrition Stage (see Case 4.15) and immediately apply the result.

[15.11] All Naval Blockade Attrition (NBA) die rolls are modified by the season only.

[15.12] During summer Game-Turns, the NBA die roll is not modified.

[15.13] During spring or fall Game-Turns, add one to the NBA die roll.

[15.14] During winter Game-Turns, add two to the NBA die roll.

[15.15] Naval Blockade Attrition Table
(see Tactical Display)

[15.2] LOST AT SEA

Any fleet or merchant fleet that is at sea at the end of a Naval Movement Stage is eliminated during the Attrition Stage.

[15.21] During a winter Game-Turn, any merchant fleet that is neither supplying a blockade nor in port is eliminated.

[15.22] During a spring, fall, or summer Game-Turn, any merchant fleet that is not on a coastal hex or port hex at the end of the Naval Movement Stage is eliminated.

[15.23] Any at-Sea fleet not on blockade or in port at the end of a Naval Movement Stage is eliminated.

[16.0] MINES

GENERAL RULE:

If a Japanese fleet is on blockade, and does not move during the Naval Movement Stage, it can raise the mine level in the hex it occupies by one. This is done at the end of the Naval Movement Stage. Mines can only be laid in the Port Arthur or Vladivostok hexes. The current level of mines in these hexes is represented on the appropriate Mine Level Track on the map. Japanese fleet activation is not considered movement.

PROCEDURE:

Every time a fleet enters or leaves a port that is mined, a die is rolled. The number corresponds to one of the first six ships (see Case 8.2 to determine positions).

Example: If the die roll is five, the fifth ship is indicated. The indicated ship is attacked by the mine level on the Naval Combat Results Table using the mine level as the column. The mine level in a hex can only increase or stay the same — it can never decrease.

[17.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE:

The Russian Player receives reinforcements and replacements by expending Command Points. Each Game-Turn the Russian Player receives Command Points. The Russian Player may either build new divisions and brigades with them or he may rebuild reduced-division counters. The cost of a unit is equal to its Command Value measured in Command Points. The Japanese Player starts the game with all his units on the map in Japan. The Japanese Player may *not* build units. The Japanese Player receives Replacement Steps. A Japanese reduced-division counter can be rebuilt back to full strength by the expenditure of one Replacement Step.

PROCEDURE:

During the Reinforcement Stage the Russian Player places all newly built combat units in either

hex 3316 or 3337. He expends one Command Point for each unit Command Point built. He may accumulate Command Points if he so desires (keep track of these on a separate piece of paper). The Japanese Player starts with all his combat units on the Strategic Naval map and can bring them on the Land map through the process of merchant transport (see Case 7.4). A reduced-division counter can be rebuilt back to full strength by stacking with its assigned Command unit during the Reinforcement Stage and expending either a Command Point for the Russian or a Replacement Step for the Japanese.

CASES:

[17.1] REINFORCEMENTS

[17.11] All Command units begin the game on the map or arrive according to the Turn Record Track. All arriving Russian Command units are placed in either hex 3316 or 3337. All arriving Japanese Command units are placed in any Japanese home port hex on the Strategic Naval map.

[17.12] The Japanese start with all their combat units on the Strategic Naval map, thus they do not receive combat reinforcements during the game.

[17.13] The Russians receive their reinforcements in terms of the number of Command Points they can build during the Reinforcement Stage. The Russian Player may accumulate these Command Points. These Command Points may alternatively be used for replacement purposes (see Case 7.21).

[17.2] REPLACEMENTS

During the Reinforcement Stage, reduced-division counters can be re-built up to full strength if they are stacked with their assigned Command unit, and a Command Point (if the unit is Russian) or a Replacement Step is expended (if the unit is Japanese).

[17.21] The Russian Player receives his replacements in terms of the number of Command Points with which he can re-build reduced-division counters during the Reinforcement Stage.

[17.22] The Japanese Player receives one Replacement Step at the beginning of the Reinforcement Stage of each January, April, July, and October Game-Turn. The Replacement Step can be used during the Reinforcement Stage it is received in. Replacement Steps can be accumulated and are kept track of on the Japanese Replacement Track (see map).

[17.3] WITHDRAWALS

When the Turn Record Track calls for a Command unit to be withdrawn, the unit is simply removed from play.

[18.0] SPECIAL RULES

COMMENTARY:

The rules in this Section add complexity to the game. These are *not* optional rules. The game should be played with these rules for full effect.

CASES:

[18.1] SHIP REPAIR

A disabled ship can be repaired if it spends a number of Game-Turns in a Friendly port equal to its Defense Strength. Players should keep track of this on a separate piece of paper. When a ship is repaired, it is flipped from its disabled side to its full-strength side.

[18.2] CAPTURING A FLEET

If the port a fleet occupies is captured by Enemy Combat units, the fleet is captured. Remove the fleet and all its ships from play.

[18.3] FOREIGN AID

Every time the Japanese achieved a victory, they found foreign money easier to obtain. The game reflects this by allowing the Japanese to receive extra merchant fleets whenever they achieve certain objectives.

The Japanese Player receives a merchant fleet in a home port hex during the Reinforcement Stage immediately following the Game-Turn in which he accomplishes *each* of the following.

1. A Japanese unit first occupies a rail hex.
2. The Japanese capture Seoul.
3. The Japanese capture Port Arthur.
4. The Japanese capture Liaoyang.
5. The Japanese capture Mukden.

[18.4] RAIL LINE

The rail line costs no Movement Points for purposes of transporting units, tracing Supply lines, or for Command Radius determinations. Both sides are restricted as to when they can use these abilities. Basically, each rail hex to be used by a particular side must be able to trace a path of contiguous rail hexes back to a specific railhead. This path of contiguous rail hexes may not be interdicted by Enemy units or Enemy Zones of Control.

[18.41] The Russian Player may use a rail hex for all purposes, as long as the rail hex can trace a contiguous path of rail hexes to either hex 3316 or 3337. Any rail hex that cannot fulfill this condition may not be used by the Russian Player for any purpose.

[18.42] If the Japanese Player controls either Port Arthur or Dalny, he may use a rail hex for tracing Supply lines and Command Radii as long as the rail hex can trace a contiguous path of rail hexes to either Port Arthur or Dalny. Any rail hex that cannot fulfill this condition may not be used by the Japanese Player for any purpose. No Japanese units may use the rail line for movement (Exception: See Case 18.9).

[18.5] RUSSIAN FLEET DISBANDMENT

During any Russian Reinforcement Stage, the Russian Player can permanently disable 25 Defense Strength Points of ships and receive in that port hex a naval brigade. These ships may not be repaired. A maximum of two naval brigades can be created in this fashion.

[18.6] GARRISON UNITS

All Garrison units may use their Combat Strength defensively *only*. They may never attack. Garrison units may never be moved from the hex to which they are initially deployed.

[18.7] PORT ARTHUR FOLLIES

During the siege of Port Arthur, both Smirnov and Stoessel were in command. On any turn that the Russian Player wishes to activate the Port Arthur command he must first roll the die. On a die roll of 1 through 5, Stoessel is considered in command for that Game-Turn. On a die roll of 6, Smirnov is in command for that Game-Turn.

[18.8] FEBRUARY 1904

The Japanese surprised the Russians during February 1904. The following rules cover special effects that apply to the February 1904 Game-Turn exclusively.

[18.81] All Japanese combat units and Command units are activated.

[18.82] All Japanese fleets possess Command Initiative.

[18.83] Surprise Torpedo Attack

Each Japanese Torpedo flotilla (*not* Destroyer flotilla) may launch a torpedo attack on any Russian capital ship. For this special situation, the following procedure is instituted. Each torpedo flotilla attacks any Russian capital ship currently in the game on the 1 column of the Naval Combat Results Table. The capital ship may not fire. All results are applied immediately.

[18.9] JAPANESE SIEGE ARTILLERY

Japanese Siege Artillery may move only on rail hexes. If forced to retreat into a non-rail hex, it is eliminated. In addition, a Japanese siege artillery unit has a Response Value equal to the Command Value of its assigned Command unit. The Japanese Siege Artillery can move an unlimited number of hexes on the rail line within the restrictions of Case 18.4. Japanese siege artillery is an exception to Case 18.4 which specifies that no Japanese unit may move on the rail line A Japanese siege artillery unit equals 4 Command Points for transport purposes only (see Case 7.44).

[19.0] HOW TO SET UP THE GAME

GENERAL RULE:

Red Sun Rising has only one scenario. The general situation shows all the Japanese forces in Japan ready to invade the mainland. The Russian forces in the east are at half strength, and the Russian fleets are not ready for combat. For historical information, the Russian cruiser Varyag is considered sunk. The game begins with the Japanese torpedo attack on Port Arthur.

CASES:

[19.1] JAPANESE SET-UP

Land Units

All Japanese land units start at full strength. Units are listed below by the hex they start the game in. Place the appropriate units in the designated hex on the Strategic Naval Map.

Hex 14:
   6th Infantry Division
   Kobe 6 Infantry Brigade
   1st Cavalry Brigade
   1st Artillery Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Hex 24:
   12th Infantry Division
   Kobe 12 Infantry Brigade
   2nd Cavalry Brigade
   2nd Artillery Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet
   1st Fleet marker
   2nd Fleet marker

Hex 25:
   5th Infantry Division
   11th Infantry Division
   Kobe 5 Infantry Brigade
   Kobe 11 Infantry Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Hex 26:
   4th Infantry Division
   10th Infantry Division
   Kobe 4 Infantry Brigade
   Kobe 10 Infantry Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Hex 27:
   1st Infantry Division
   9th Infantry Division
   Guards Infantry Division
   Kobe 1 Infantry Brigade
   Kobe 9 Infantry Brigade
   Kobe Guards Infantry Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Hex 35:
   3rd Infantry Division
   Kobe 3 Infantry Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Hex 47:
   2nd Infantry Division
   7th Infantry Division
   8th Infantry Division
   Kobe 2 Infantry Brigade
   Kobe 7 Infantry Brigade
   Kobe 8 Infantry Brigade
   1 Siege Artillery Regiment
   1 Merchant Fleet

Naval Units

Located in Hex 24 of the Strategic Naval Map are both Japanese fleet markers. Commanding Admiral of the 1st Fleet is Togo, Commanding Admiral of the 2nd Fleet is Kamimura. The Japanese Player may place his ships in either fleet at his own discretion. All Japanese ships in the counter mix start the game in either the 1st or 2nd Fleet.

[19.2] RUSSIAN SET-UP

Land Units

All Russian land units that start the game on the Land map start at reduced strength. Place the appropriate division markers but with one step reduced (xx). All land units start on the land map.

Hex 0801:
   3rd East Siberian Infantry Division
   4th East Siberian Infantry Division
   7th East Siberian Infantry Division
   Tr Cavalry Division
   Or Cavalry Division
   PA Infantry Garrison
   Stoessel (PA HQ)

Hex 2937:
   Vlad Infantry Garrison
   1st East Siberian Infantry Division
   6th East Siberian Infantry Division
   8th East Siberian Infantry Division
   Limivitch (1M HQ)

Hex 2734:
   2nd East Siberian Infantry Division

Hex 3316:
   5th East Siberian Infantry Division
   9th East Siberian Infantry Division

Units stacked with a leader are initially assigned to that leader. Units not stacked with a leader are given their army assignments during the first Russian Reinforcement Stage.

Naval Units

On the Strategic Naval Map the Russians have two fleet markers. The Russian 1st Fleet marker is placed in Hex 42, and the Russian 2nd Fleet marker is placed in Hex 54.

The following ships are in the 1st Fleet, commanded by Admiral Stark:

   Peresvyet (B)
   Petropavlovsk (B)
   Pobyeda (B)
   Poltava (B)
   Retvizan (B)
   Sevastopol (B)
   Tsarevitch (B)
   Askold (C)
   Bayan (C)
   Boyarin (C)
   Diana (C)
   Novik (C)
   Palleda (C)
   Destroyer Flotillas 1, 2, 3, 4, and 5
   Torpedo Flotillas 1 and 2

The following ships are in the 2nd fleet, commanded by Admiral V. Essen.

   Bogatuir (C)
   Gromoboi (C)
   Rossiya (C)
   Rurik (C)
   Destroyer Flotilla 6

Russian Naval Reinforcements

The Russian Player receives the Baltic fleet on the May 1905 Game-Turn during the first round of Naval movement on any of the hexes numbered 12 through 19 on the Strategic Naval Map. The Baltic fleet possesses Command Initiative for the May 1905 Game-Turn. The commanding admiral is Rozhestvansky, and the fleet comprises the following ships:

   Alexander III (B)
   Apraxin (B)
   Borodino (B)
   Navarin (B)
   Nicholas I (B)
   Orel (B)
   Oslyabya (B)
   Senyavin (B)
   K. Suvarov (B)
   Ushakov (B)
   S. Veliki (B)
   Aurora (C)
   D. Donskoi (C)
   Izmrud (C)
   V. Monomakh (C)
   A. Nakhimov (C)
   Oleg (C)
   Svetlana (C)
   Zemchug (C)
   Destroyer Flotillas 7 and 8

[19.3] ADMIRAL SUCCESSION

If an admiral dies, the next admiral scheduled to arrive on the Turn Record Track arrives on the next Game-Turn. If no more admirals are scheduled to arrive, the last living admiral withdrawn from the game arrives to take command. If neither of these conditions can be met, assume an incompetent is in command with an Initiative Rating of 1 (use any unused counter to represent this admiral). The succeeding admiral is placed on the fleet in port, whether the port is under siege or not.

[19.4] VICTORY CONDITIONS

During the course of the war both sides attempted to end the conflict through diplomatic pressure. On the Japanese Turn Record Track, at the end of each season, a number of cities is indicated. If the Japanese Player does *not* control *at least* the indicated number of cities, the game is victory evaluated. To control a city, the Japanese Player must have a combat unit in the city or be the last to have had a combat unit pass through the city. If the Japanese control *fewer* than the in-

dicated number of cities, then the game is over and victory is evaluated by the following schedule:

Japanese Control:

1 city or less: Russian Decisive Victory
2 cities: Russian Substantial Victory
3 cities: Russian Marginal Victory
4 cities: Japanese Marginal Victory
5 cities: Japanese Substantial Victory
6 or more cities: Japanese Decisive Victory

If the Japanese control the required number of cities, the game ends when the Japanese have achieved a Decisive Victory according to the above schedule or at the conclusion of the December 1905 Game-Turn.

PLAYER'S NOTES

Red Sun Rising simulates a war that lasted less than two years between a supposed world power and a supposed non-world power. It was a war that taxed the military machines of both Imperial Russia and Imperial Japan to the breaking point. The total war of 1904-1905 changed the world dramatically. Russian strength was seen to be a myth, and Japan burst upon the world scene as a major power.

There is one basic point that must be made in terms of the overall game at the outset. It is, as much as any game can be, a truly accurate simulation of the war. The problems and difficulties encountered by both sides, and the conditions for victory are those that actually played a part in the war during 1904-1905. The Japanese, in order to win even a marginal victory, must advance and attack. The Russian can virtually sit tight and, by judicious placement and strategy of holding or containment, can win. Delay, wasted attacks, and the failure to press or take advantage of mistakes will all lead to greater Russian victories.

At the outset, the Japanese possess certain intrinsic strengths. First, the Japanese fleet is far superior in quality, numbers and fleet morale strength. The Japanese move first in the game, and by virtue of their fleet strength they control the seas. In the early stages of the game not only can they blockade both Russian fleets, but they can dictate the terms of any sea battle.

In general, the Japanese commanders are superior, and their command initiative is also superior. In game terms, this means that the Japanese are usually able to move and attack, rarely being forced to remain stationary as the Russians are. Moreover, the Japanese are initially stronger in terms of land forces. After the first winter is over, they can invade almost anywhere. Thus — depending on where and how the Russian has deployed and the command initiative on their side — the Japanese can and should move quickly to the attack. Such action can be decisive in taking the cities they must take to win.

Lest it be said the game is stacked against the Russians let me point out that they too have intrinsic strengths, at least one of which I found either embarrassing or annoying — and sometimes both. Russian reinforcements can use the rail lines to move. Therefore any Russian unit arriving at a railhead in the north (i.e., hex 3316) can instantly arrive at Liaoyang, or for that matter, anywhere the Russian player desires it to enter the line. In a game with developer Mark Herman, by the time I attacked Liaoyang, he had almost the entire Russian Army placed in and around the city. Or, as in another game, just when the Russian seemed about to break and run, he received reinforcements right at the point in his line I wanted to breach. And in this example lies another Russian

strength. Eventually, a smart Russian will have numerical superiority and, with it, combat superiority. He can use this advantage slowly at first, and then more rapidly to push the Japanese Army into the sea from whence it came.

Another important strength, if used correctly, is the ability of the Russian to build interior lines of defense. This can mean the difference between victory and defeat. If this doctrine is properly executed the Russian player can effectively dictate the terms of a land confrontation — or at least its timetable — just as the Japanese can dictate the terms of any sea battle. By intelligently utilizing these defensive interior lines, the Russian can knock the Japanese off his timetable and avoid a decisive Japanese victory. He can hold on to a city long enough, or make it so costly for the Japanese to take it, that the Japanese will waste himself trying to take the cities. And, likely as not, the Russian will be able to retake it.

The perfect example was the game I referred to with Mr. Herman. As the Japanese, I tried to attack and take Liaoyang. Mark set up a thin outer defensive line along hexes 1907, 1807, 1808, 1809 and 1811. By the time I had breached that line, taking casualties along the way, Mark had set up a second line, stronger, and with trenches that lay in hexes 2007, 1908, 1909 and 1910. I eventually took Liaoyang, but the cost in terms of troops was so desperate that, as in a chess game, I resigned. Mark could have easily either retaken Liaoyang, prevented me from ever *reaching* Mukden, and could probably have pushed me into the sea as the winter was fast approaching and my resources were overtaxed.

The Russians, with the exception of those at Port Arthur, have a relatively stable and secure supply line that is not easy to break except between Port Arthur and Liaoyang. The Russian must realize that the Japanese player will break into the rail line somewhere along this line as a prelude to attacking Port Arthur and Liaoyang. He should expect it as most likely between hexes 1606 and 1105 or 1004.

In terms of weaknesses, the Japanese are on thin but not too thin ice. A lapse at almost any moment, a not too well thought out strategy or a lack of foresight can easily be turned to advantage by the Russian. The very things that are strengths can become weaknesses through poor military decisions. The Japanese, although initially very strong on land, can not replace losses as rapidly as the Russian, and Japanese resources at some point can give out. They have only so much at their disposal, and their supply lines are fragile. Once the lines are cut, combat steps are lost that are difficult, if not impossible, to replace.

The biggest Japanese disadvantage in the game, as in the real war, is that they must win by a certain date. With limited resources, they must capture the cities, and this dictates that the Japanese player must follow the historical timetable to win. The rules reflect this most directly. They must capture one city per season. If at the end of a given season the Japanese does not hold the requisite cities, the game is over, and the Japanese may very well be the losers. The Japanese must be careful not to overextend themselves in too many areas at once.

The Russian weaknesses are initially poor command control, slow reinforcements, and the burden of defending the cities and the rail line. Poor command control and poorer leaders mean that, at the critical early stages of the game, the Russians may find themselves unable to meet the Japanese with any effect. This, combined with the slow arrival of early reinforcements, permits the Japanese to take command of the situation. The necessity of defending the cities and the rails means that the Russian will play a waiting game. It

will not allow him the freedom of movement that the Japanese player has, and therefore his military options are limited.

In terms of strategy, the Russian is initially weak and spread out all over the map. His commanders are mediocre at best, and he can not stop the Japanese from invading and taking Seoul on the first turn, nor can he prevent the Japanese from blockading Port Arthur, Vladivostok, and the Russian fleets.

The Russian player must try to do two things at once. First, he must reinforce Port Arthur, to make it difficult for the Japanese to take, and at the same time he must try to put obstacles in the path of the Japanese Army moving up the Korean Peninsula. The Japanese will not get any further than the Yalu River in the first turn, so the Russian player must try to send some token force, enough to hold the Japanese for at least one turn at the Yal. Hex 1412 (or thereabouts) is a good location to place this unit. From there it can fight a delaying action along the coast to Port Arthur, or it can fight the same action along the road to Liaoyang, depending on the thrust of the Japanese attack. The Russian should realize that the unit sent to the Yalu is likely to be eliminated, but if it has held up the Japanese attack for a turn, it is well spent. The Russian should be willing to judiciously sacrifice units for time.

As the Japanese must take either Port Arthur or another port to support their winter operations, the Russian should hold the port of Dalny (hex 0803) for as long as is possible within the confines and dictates of the overall military situation. Here, the Russian might find it cost effective to sacrifice a unit in combat for the port if it seems likely he will inflict Japanese casualties as a result of the action.

These initial steps are delaying tactics, as the Japanese will almost certainly break over the Yalu line and will force open the port of Dalny. Before the troops in Dalny, or most of them, are eliminated, they should fall back into Port Arthur. They will serve better in Port Arthur as a strong force, united with the original force and with whatever reinforcements are sent there. A unit should be sacrificed only if the delay or the Japanese casualties are nearly certain.

The Russians should from the very first build trenches at predetermined sites. Troops in Liaoyang can venture out as far as two hexes to set up a thin outer defensive line. Whatever troops are sent to stop the Japanese at Yalu — if they are not eliminated — can fall back on the "thin red line" while reinforcements occupy Liaoyang and set up the interior lines. If the "Yalu" unit is gone, then other units must perform the function, but care must be taken not to strip Liaoyang for the line.

As a last point for the early stages, the Russian player should keep an eye open for the possibility that the Japanese player will try to cut the rail supply line at hex 1606 to begin a second flanking assault on Liaoyang from one or two directions in conjunction with an attack from the Yalu. It can be of significant value to place a unit there, entrenched, or in a nearby hex to block such an attack for a while. I would suggest withdrawing this unit before it is eliminted. There is no need to sacrifice at every opportunity. If the maneuver succeeds, the unit should abandom its position and help to form one of the flanks around Liaoyang. Remember that the Japanese can invade at hex 1706 in the summer months and begin another flanking move from there, and if the unit at 1606 is still sitting there, it will be cut off and destroyed.

In response to the Japanese strategy — the powerful flanking moves — the Russian should retreat, slowly to be sure, but retreat, to save their army.

The Russian must keep his army in the field. To give in means the Japanese will run up to the cities and take them quickly. The Russian player must fight a delaying action all the time, making the Japanese fight for every hex. But take care not to fight too hard. Just delay. Keep the Japanese player off his timetable and try to deny him the cities as he needs them. Remember that a decisive victory in the field for the Japanese will give him the game.

The Japanese have a simple strategy. Take the cities and take them as quickly as possible. As the Yalu River line cannot be breached on the first move, it is incumbent on the Japanese to move as much as he can up to the Yalu as soon as he can. Speed is essential to him. Do not waste time trying to eliminate the Russian holding forces. Most likely, the Russians can be put out of supply or kept occupied with minimal forces. The initial moves are crucial. The Japanese must have a port, and so they must take Dalny; and then of course, to meet the victory conditions, they need Port Arthur. But Dalny will allow them to operate if Port Arthur proves a tough nut. Once the Japanese have Dalny they should try Port Arthur. Attacking units may engage in combat three times in each attack at the option of the attacking player, but if the first attack fails and you take losses, it might be more practical to await further troops. Remember that the Japanese can ill afford to take losses early as they will be sorely regretted later on.

The Japanese player should always keep his options open. A first goal should be to cut the lines of supply to Port Arthur while establishing the start of a second or third prong of a flank attack on Liaoyang. Once this has been done and Dalny is taken, look at the victory conditions and get together sufficient forces to take the necessary cities. If the opportunity to take more than is necessary presents itself, take it. But be careful. I suggest you take Port Arthur and move on Liaoyang before the Russian has had a chance to set up his interior lines. If he has set up a line facing that Yalu that is too strong, be ready and able to launch an invasion at or near hex 1706 and move up to Liaoyang following the rivers. You will not reach Liaoyang on the turn you invade. But the invasion will necessitate the Russian player moving his lines and therefore thinning them out, or it will permit the Japanese to alter the axis of the attack and take Liaoyang from behind. The Japanese should be ready to shift the line of attack based on the Russian lines or points of least resistance. This flank attack presents an interesting option: The supply line to Liaoyang can be cut from behind thereby cutting Liaoyang off, and sooner or later it will wither and die on the vine. If the Japanese succeed, the game is over for all intents and purposes. First, the bulk of the Russian Army is gone, and second, most of the Russian commanders are gone too. And it may be possible to take Mukden first or cut it off as well. The general rule to follow is to threaten the Russian supply lines at every opportunity from all sides.

The Japanese player will be tested in utilizing his forces correctly. Forces must be gathered and husbanded as in few other games. Decisions here can not easily be corrected. The Japanese player must always attack in force, so his ability to get his forces to the right places at the right time is critical. It will take him longer than the Russian to do so, but the challenge is there, for it is in the opening months that the war is won or lost, even though this may not be apparent until later on in the game.

The naval segment of the game is just plain good fun, but it can have disastrous effects on the outcome of the game. It can be readily seen from the naval combat results chart that the Japanese fleet can stand off at a safe distance, incurring minimal damage while destroying the Russian fleet. For the Russian player to exit Port Arthur with his fleet before Marakov is in command is worse than stupidity. It is throwing away any possibility of winning the war. Japanese morale attrits as the game progresses, and the fleet remains on blockade. Then is the time for the Russian to move. The important item for the Russian to note and keep in mind is that a severely damaged Japanese fleet, or one that is not commanded by Togo, will find it difficult to defend the merchant/supply fleets. When and if this occurs, the Russian can deliver a severe if not crippling blow to the merchant fleet that can leave the Japanese land forces at the mercy of the Russians.

Lastly, the game is a test for all players. One must keep control of the troops, by use of charts that delineate armies and restrict combat effetiveness thereby. It will strain the ingenuity of the players and in general will provide them with a good, solid game accurate, interesting and forceful in all aspects.

DESIGNER'S
and
DEVELOPER'S NOTES

The Russo-Japanese war was one of the most misunderstood conflicts of its period. It was a war that occurred between eras. The mixture of old and new that was witnessed in the course of this encounter would be seen again, less than ten years later. The advent of the newer weapons (machine guns and rapid fire artillery) was in total contradiction to the use of cavalry which both sides employed. the contemporary military thinkers did not learn the lessons taught by this war. The Russo-Japanese war graphically showed the horror of trench warfare and the potency of the new weapons, but this realization came about only in hindsight, after the world had already been committed to the same horrors on a much wider scale.

When *Red Sun Rising* was being designed, two main points were emphasized in the land game — leadership and supply. Leadership was a critical factor during the real conflict. It was a two level problem as poor leadership led to poor coordination of effort. The poor leadership is represented in the game by the values assigned to various Army Headquarters. This value represents not only the ability of the commanding officer (whose name is printed on the headquarters) but also the ability of the staff under him. The poor coordination effect is attained through the process of activating — or failing to activate — units. Historically the Russians, and to a lesser degree the Japanese, had a huge problem in getting units to move to a specific timetable. This lack of coordination led to many attacks being applied piecemeal thus nullifying their effect. the solution that was chosen to represent this lack of coordination is a good one, but the resultant increase in the number of die rolls that has to be made may turn some players off. GDW in their game had a paralysis rule which required the Russian player to roll the die until a total of twenty was achieved. The major problem with this is that it erroneously states that after a point in the game the Russians no longer have command control problems. The problem of coordinating effort stayed with both sides right up to the end of the war. Thus, the new system that is used in the game is highly realistic and accurate. The decision was made in favor of realism, not playability.

Supply was the other highly critical factor in the conflict. the Japanese had an overseas merchant pipeline that was extremely vulnerable to surface action whereas the Russians had only a single rail line. The Japanese solved their supply vulnerability by aggressively blockading the major Russian naval fleets in the area. The Russians never solved their supply problems. The Russians never won a battle during the Russo-Japanese war, but they never really lost one either. What occurred at Liaoyang and Mukden are classic examples of this point. In both battles the Japanese gained an advantage on a flank and threatened to cut the Russian supply line. The Russian commander, Kuropatkin, realizing the danger in both cases, ordered a general retreat. In both battles both sides took about even losses, but the threat to the Russian supply line was decisive in each instance. Kuropatkin rightly felt that to keep the army in being was more important than taking a chance on victory and possibly losing the entire army. In the game the attrition rules will eliminate an entire army in two Game-Turns if it is out of supply. Thus, when a player's supply line is threatened, he should weigh the consequences of any future action. The indirect approach to victory in *Red Sun Rising* is a very viable strategy.

The Naval game was a very difficult part of the design. The Japanese in all respects were superior to the Russians in everything but overall numbers. Due to the geographical situation, a large proportion of the Russian naval resources could not be immediately brought to bear. Thus, the Japanese had to destroy the Port Arthur fleet before the Russian Baltic fleet could sail around the world and give the Russians naval numerical superiority. The critical factor in this war was not numbers but naval leadership. Historically, naval leaders in this conflict had tremendous effect on the performance of their fleets. The majority of the Russian leaders were appointed nobility with little or no naval experience.

The one shining exception was Admiral Marakov. Marakov was a brilliant admiral, and his book on naval strategy and tactics was always next to Admiral Togo's bed. When Marakov arrived in the Far East, the morale of the Port Arthur fleet rose sharply. But while sortying out of Port Arthur to engage the Japanese, his ship ran over a mine and sank several minutes later. His untimely loss totally demoralized the fleet, and it never really fully recovered. During the Battle of August 10th, at the outset of the engagement, Admiral Vitgeft was killed. The Fleet immediately changed course from Vladivostock to Port Arthur. The majority of the fleet was unscathed, but again the loss of a single man was the critical factor. This crucial but little known factor is represented in the game by the fact that the morale of the fleet immediately becomes zero when the admiral is killed, regardless of the status of the rest of the fleet. The justification for this gross effect is historical and although it may be hard for an unlucky player to swallow, it is highly realistic. The Japanese would probably have reacted the same way if Togo had met a similar fate, but the fact that the Japanese did not lose a single capital ship to Russian gunfire makes this impossible to substantiate historically.

Mines also were an interesting and important factor during the Naval blockade of Port Arthur. Both sides laid mines in the approaches to the harbor. Admiral Marakov's death is a classic example of the effect of mines. The Japanese lost two battleships to mines. Their loss is an interesting sidelight of the war. The Russian minelayers were under strict orders not to lay mines in certain areas. One Russian minelayer captain disobeyed

orders and lay a minefield far out to sea. The next day, due to a quirk of fate, the Japanese battle-ships showed up, and the result is history. This is represented in the game on the Naval Blockade Attrition Table (notice the last result).

The intent of the *Red Sun Rising* design was to show what were the critical factors of the conflict. Realism was stressed over playability in all cases. We feel that the game accurately shows the real problems of the war and allows the players to operate under the same restrictions as were historically imposed on both sides. The reason I use the word restrictions instead of abilities is to stress a point. The major focus of this game is to overcome potentially fatal problems while conducting a military campaign. If this has been done, I am satisfied.

Mark Herman

UNIT ABBREVIATIONS

The following explanations of abbreviations found on the unit counters in *Red Sun Rising* is provided to clear up any confusion that such abbreviations may cause among players.

Japanese:
G = Guards
K = Kobe
Russian:
Ca = Caucasian Cossack
ED = Eastern Detachment
ES = Eastern Siberian

1M = First Manchurian Army
　　(2M = Second; 3M = Third)
Or = Orenburg Cossack
PA = Port Arthur
R = Rifles
S = Siberian
Sb = Siberian Cossack
Tr = Transbaikal Cossack
Ur = Ural Cossack
Vlad = Vladivostok
General
SHQ = Supreme Headquarters

DESIGN CREDITS

Game Design: **Frank Davis**
Game Development/Contributing Design: **Mark Herman**
Physical Systems and Graphics: **Redmond A. Simonsen**
Production: **Bill Bauer, Larry Catalano, Manfred F. Milkuhn, Norman Pearl, Bob Ryer**
Player's Notes: **Eric Weil**

THE RUSSO-JAPANESE WAR 1904-05

by Sterling Hart
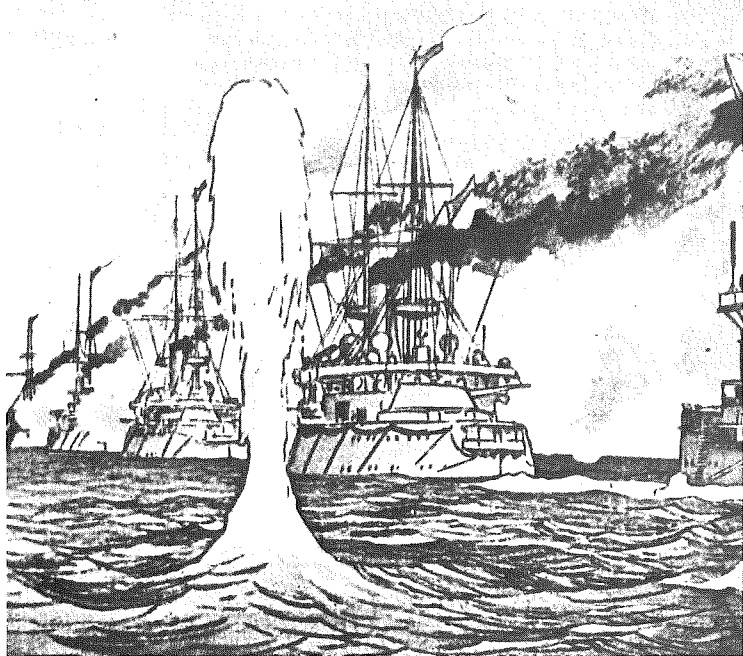
In 1904, the long-standing competition between Japan and Russia for domination of Manchuria and Korea climaxed in war. The Japanese Navy commenced hostilities with a surprise attack on the Russian First Pacific Squadron at Port Arthur. The attack came just before midnight, local time, on 8 February 1904. The Russian Fleet at Port Arthur was roughly equivalent to the entire Japanese Navy in terms of capital ships. There were seven armored battleships mounting 12-inch guns (flagship *Petropavlovsk, Poltava, Sevastopol, Peresvyet, Pobyeda, Tsarevich, Retvizan*) and six cruisers (*Bayan, Askold, Diana, Palleda, Novik,* and *Boyarin*). On the night of the attack these ships were anchored in the roadstead outside Port Arthur (rather than in the protected inner harbor). The Russian Fleet commander, Vice Admiral Oscar Victorovitch Stark, had ordered the fleet to put out torpedo nets, but some of the ships had not done so. Security was lax throughout the fleet, although news had already arrived that the Japanese had severed diplomatic relations.

The attack was delivered by the ten English-built ships of the Japanese First, Second and Third Destroyer Flotillas. They had been sighted earlier in the evening by two Russian destroyers on patrol, but the Japanese luck held: the attack began as the Russian scout craft were still making their initial report. One squadron at a time, the Japanese ships ran in and fired their Whitehead torpedoes at the stationary Russian Fleet. Three Russian ships were serious damaged: the cruiser *Palleda* took a gigantic hole by her coal bunker; the battleship *Retvizan* was left with a hole near her bow which measured 220 square feet; *Tsarevitch*, the most powerful of the Russian battleships, had her steering compartment flooded, her bulkhead and armored deck shattered. All three ships ran aground as they attempted to get under way.

The similarities between this attack and the attack on Pearl Harbor 37 years later are striking. In each case, the Japanese Navy knocked out enough of the opposing fleet to establish temporary command of the seas. Thus, in each war, the Japanese Army invasion forces could be convoyed safely to their destination. In both cases, the enemy fleet should have been better prepared, as in both cases, Japanese diplomatic actions had indicated the imminence of war. Just as Franklin Roosevelt's critics have accused him of maneuvering the Japanese into striking the first blow, Tsar Nicholas II had telegraphed his Far Eastern Viceroy Alexeiev that "it is desirable that the Japanese and not we commence military action." The Tsar apparently expected the Japanese to begin by landing troops in Korea.

The Japanese did, in fact, land in Korea, occupying the west coast Korean port of Chemulpo (Inchon), 240 miles southeast of Port Aruthur. A Japanese cruiser squadron covered the landing of a 3000-man advance guard there on February 8th. Then next day, the Japanese cruisers battered two Russian ships (*Varyag*, a first-class cruiser, and *Koreetz*, a gunboat), which were trapped in the harbor. After a short one-sided engagement, the Russians scuttled their ships. The six Japanese cruisers involved (*Naniwa, Takachiho, Niitaka, Asama, Akashi* and *Chiyoda*) were commanded by Vice-Admiral Uryu Sotokichi, a 46-year old Annapolis graduate.
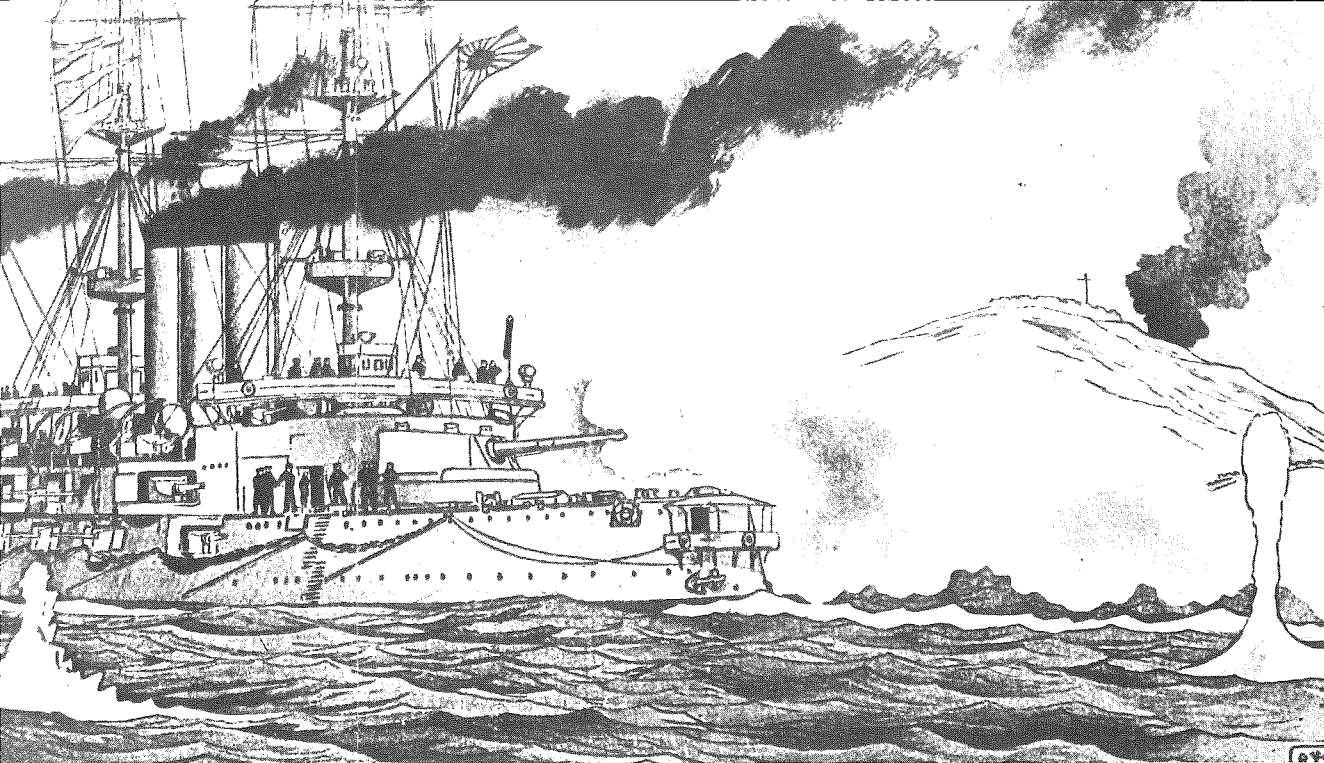
The Japanese Fleet
Bombards Port Arthur

The Russo-Japanese War in Historical Perspective

The Russo-Japanese War of 1904-1905, like much of the history of modern Asia, has been largely ignored by Western military historians in the last thirty years. Yet the significance of that struggle, the first confrontation between a major European power and an Asian nation which had undergone the Industrial Revolution, can not be underrated for its impact upon emerging Asian nationalism. Beyond its importance as a major event of world history, this sanguine and ultimately indecisive conflict is of particular interest to the serious military student. It was one of those fascinating transitional periods in the evolution of warfare during which new weapons and tactics were introduced but not yet fully understood. All of those innovations which were to play such a decisive role in shaping the course of World War I were employed with varying degrees of success in remote Manchuria in 1904: the machine gun, barbed wire, trench warfare, massed artillery preparations for suicidal infantry assaults, reliance on railway logistics, the armored battleship with the 12-inch gun, and the radio.

During the 19 bitter months that the conflict lasted, the forces of both belligerents were closely observed by dozens of ranking military officers dispatched from almost every capital in Europe. As a result, there is extant a large body of material on the war, in the form of memoirs, reports and several multi-volume official histories prepared in the two decades following the war. It is ironic that, after all the scrutiny by the military experts of the Western world, the armies of Europe broadly adopted the innovations put to the test by the Russians and Japanese, but never recognized the real significance of those innovations: the

need for new offensive tactics which the largely defensive innovations dictated. The result of this lapse in military thinking and analysis was the senseless slaughter which characterized combat during World War I. The lessons were there in 1905—but nobody learned them.

The background and setting of the Russo-Japanese War are curious. For Japan, the war came just ten years after her modernized Western-trained army and navy had won a resounding victory against the Chinese. In a series of sharp decisive campaigns, Japan had successfully waged a war which was in all essential elements identical to the war she would wage against Russia. The course of the Sino-Japanese War of 1894-1895—a swift descent on the Asian mainland with an expeditionary army, a campaign over much of the same terrain in Manchuria and Korea on which the Russians would later be confronted, an assault on Port Arthur, and a major naval action between two iron-clad fleets—provided the Japanese with a series of invaluable lessons for their more serious trial with Russia.

The dictates of political geography required Japan to exercise absolute command of the sea, to ensure the protection of supply lines to her armies operating on the mainland. In 1894, Japan had failed to destroy the Chinese fleet in a first meeting at the mouth of the Yalu. Subsequently, the simple fact of a Chinese-fleet-in-being had placed strictures on Japanese freedom of operation. The Japanese campaign culminating in the capture of the harbor fortress-city of Wei-hai-wei was largely dictated by the strategic necessity for the Japanese to destroy the Chinese fleet, which had taken refuge in Wei-hai-wei and refused to come out.

As a second valuable lesson, Japan had gained experience in large scale amphi-

bious operations and sea-lane logistics. And most important, the Japanese Army and fleet had been blooded, in a victorious effort. As a result of the war with China, the Japanese forces which faced the Russians were headed by a remarkable group of generals and admirals who had gained their experience in actual combat and who owed their promotions at least in part to their own wartime exploits.

With the Tsarist war machine, the situation was somewhat different. Russia's last war had been fought against Turkey in the late 1870's. Since then, with the exception of a few border skirmishes in Central Asia, the Tsar's armies had suffered from the insidious rot of peace-time inactivity. The command structure of the Russian Army reflected the ills which permeated Russian society as a whole: leadership was exercised by a host of superannuated generals who owed their rank to social influence rather than to proven military skills. As a footnote to history, several of the Russian generals who played significant roles in the opening campaigns of World War I were present during the Russo-Japanese War, covering themselves with mediocrity. Rennenkampf and Samsonov, the ill-starred commanders of the Russian First and Second Armies in the Tannenburg debacle of 1914, were active as cossack cavalry commanders in Manchuria in 1904. And the two Russian army group commanders of 1914, Jilinsky and Ivanov, also saw duty against the Japanese: Ivanov as a corps commander and Jilinsky on a corps staff. Finally, in terms of tactical doctrine, the Russian infantry was still trained in shock tactics with the bayonet; the Japanese, while they frequently attacked with reckless fanaticism, at least recognized the costs of direct frontal assault and at Liaoyang and Mukden maneuvered for a flank.

The main naval action on February 9th occurred off Port Arthur. Shortly before noon, Vice-Admiral Togo Heihachiro, Commander-in-Chief of the Combined Japanese Fleet, brought up his main force to attack the surviving Russian ships.

Russian craft were still anchored outside the port, but by now were ready for action. For this attack, Togo deployed six modern battleships (*Mikasa, Asashi, Fuji, Yashima, Hatuse* and *Shikishima*) and nine cruisers (Izumo, *Azuma, Yagumo, Tokiwa, Iwate, Chitose, Kasagi, Takasago* and *Yoshino*). These fifteen Japanese ships steamed past the Russian Fleet in a perfect line-ahead formation, firing at a range of about 8000 meters. The Russian ships, grouped under the protective fire of Port Arthur's batteries, returned fire, but were too disorganized to perform any fleet maneuvers together. The exchange of fire lasted about an hour and while hits were scored on ships of both sides, the results were inconclusive. Togo elected to withdraw and was not pursued.

Both admirals, Stark and Togo, have been criticized for this indecisive engagement. Officers of his fleet faulted Stark for not moving out to cut the last part of the Japanese line (the smaller cruisers) as it steamed by in single file. Togo's critics believe he could have closed in and completely destroyed the Russian Fleet then and there. In retrospect, the Russian admiral was certainly correct in avoiding a showdown. The raid on the previous night had demonstrated the ineptitude of the Russian Fleet and panic had occurred on most ships. Two of the Russian battleships had been knocked out until repaired. Furthermore, Stark knew that his crews lacked training in maneuvering together as a fleet.

Togo, on the other hand, may have missed a big chance to finish off the Russian Fleet. In fact, one Western correspondent felt that Port Arthur itself would have fallen immediately had troop ships accompanied the Japanese battle fleet. Such criticisms are based on perfect hindsight, however. Togo's reasons for breaking off the action are understandable. While the Russian Fleet's resistance might have been weak on February 9th, Togo feared that the Russian shore batteries might tip the scales against him. Togo's responsibility was really to establish superiority over the Russian Fleet while preserving his own ships, and this he did. The existence of the Japanese Fleet was essential to protect the Japanese Army

Military Leaders of the Russo-Japanese War

General Alexei Nicolaievitch Kuropatkin, Russian Commander-in-Chief in Manchuria from March 1904 to March 1905. Fifty-nine years old in 1904, Kuropatkin had begun his military career with distinguished action as a junior officer in Central Asian border skirmishes. After staff college, he served on exchange with the French Foreign Legion in Algeria. He reached the rank of Major General by the age of 34, apparently on the basis of his own energetic performance. By 1898, Kuropatkin had become war minister. He was one of the few Russian officers with the foresight to predict the logistical problems which would face Russia in fighting a war in Siberia or Manchuria. Thus he was consistent in his opposition to a war with Japan. Kuropatkin was also one of the few Russian officers who did not underestimate Japan. His realistic appraisal of the Japanese was probably confirmed during a semi-official visit to Japan in 1903. Given his personal reservations about the prospects of Russian success, it was ironic that Kuropatkin was charged with the prosecution of the war. Once on the scene, Kuropatkin was largely a victim of years of Russian unpreparedness. He saw the shortcomings of his principal subordinates, yet did not believe himself able to replace them. Again and again during the war he allowed the Tsar to pressure him into premature offensives. He was not a gifted strategist, though breakdowns in the Russian command system (principally communications) were probably more responsible for his defeats than his own unimaginative plans. When finally relieved of command after the Russian defeat at Mukden, Kuropatkin's best qualities were demonstrated by his offer to stay on in a subordinate position. How many generals since then have done the same? After the war with Japan, Kuropatkin retained the Tsar's favor and continued to hold high office. He served in World War I and died in 1923 after working as a village clerk and schoolteacher under the Bolsheviks.

General Nicholas P. Linievitch, the "Siberian Wolf," Kuropatkin's successor as Commander-in-Chief in Manchuria. As a 62-year old veteran of the Crimean War, Linievitch had been appointed by Kuropatkin in 1900 to command the Russian troops marching to relieve the foreign legations besieged by the Boxers in Peking. He was in Manchuria when the Russo-Japanese War began, and commanded at Liaoyang prior to Kuropatkin's arrival. Later in 1904, he commanded the Ussuri corps on China's border, covering Kuropatkin's forces in the Liaotung Peninsula against the possibility of Chinese intervention. In late 1904, Linievitch, then 67 years old, was recalled to the main theater to command the First Manchurian Army. He replaced Kuropatkin in March 1905. During the summer months following the defeat at Mukden, Linievitch restored the morale of the main Russian forces. As the war ended, he was urging a resumption of the offensive with his reinforced armies which by then totalled half a million men.

Lieutenant General Constantine N. Smirnov, one of Russia's ablest tacticians, was called from duty in Warsaw to take command of Port Arthur at the outbreak of the war. He arrived in March, 1904 and began energetically to strengthen the defenses. From then until the capitulation, Smirnov fought a bitter struggle against Lieutenant General Baron Anatole M. Stoessel, former Port Arthur commandant. Stoessel, who ranked Smirnov, was supposed to turn over command of the fortress and himself assume command of the Kwangtung Peninsula which surrounded Port Arthur. As the Japanese siege lines were tightened, Stoessel and Smirnov found themselves with different commands within the same constricted physical area. Although Kuropatkin repeatedly sent in orders for Stoessel to step aside, he never did so. While Smirnov's sound tactical appreciation of the defenses undoubtedly prolonged the Russian defense, he never showed the strength of character to force a showdown and relieve Stoessel. Nor, when Stoessel finally moved unilaterally to surrender the fortress, did Smirnov try to stop him, which he could have done by arresting the unpopular Stoessel after the war, Smirnov, Stoessel and others were tried by court-martial for the unauthorized surrender of Port Arthur. Smirnov was exonerated, and Stoessel served a long prison term.

Vice-Admiral S. Ossipovitch Makarov, beloved "Little Grandfather" to the sailors of his fleet. He had gained recognition as a lieutenant in 1877 for his daring torpedo boat attack against Turkish ships in the Russo-Turkish War. Later, he had invented the world's first ice-breaker, an armor-piercing shell, and a type of drydock for repairing damaged ships. Makarov's book, *Sea Warfare*, was widely read by officers of other navies and Admiral Togo took a copy to sea with him. Shortly after the Japanese surprise attack at Port Arthur, Makarov was summoned from his post as commander of the Kronstadt naval station on the Gulf of Finland. He arrived in Port Arthur on March 7, 1904, and replaced Admiral Stark as commander of the Russian First Pacific Squadron there. In the following weeks, Makarov energetically pushed repairs, exercised the fleet, and restored morale. Makarov was unexpectedly killed in April, 1904, when his flagship, the battleship *Petropavlovsk*, struck a mine and exploded. He was Russia's finest naval commander of the war, yet he was cheated of the opportunity to meet Togo for a decisive naval engagement.

Rear-Admiral Zinovi P. Rozhdestvenski, commander of the ill-fated Russian Baltic Fleet. He was generally regarded as the brains of the Russian Navy, its best organizer, and was the Chief of the Naval General Staff in 1904. Rozhdestvenski had first seen service in the Russo-Turkish War in 1877-1878. He had been one of Makarov's subordinates in the famous torpedo boat attack on the Turkish Fleet. He subsequently had helped reorganize the Bulgarian Navy. Between June and October, 1904, Rozhdestvenski performed prodigies of organization to prepare the

which would soon be moving troops to Korea and the Liaotung Peninsula. On balance, Togo was prudent to disengage when his own ships began to take hits. He simply had no basis for assuming that the Russians, fleet and fortress guns alike, were so poorly trained as subsequent events showed them to be.

The Japanese Fleet retired to the south, leaving Port Arthur in turmoil. The Chinese labor force began to drift away, reducing the capacity of the fortress to improve its defenses. Drunkenness became a major problem. The First Pacific Squadron was paralyzed by indecision: Admiral Stark (about to be relieved as a scapegoat for the surprise attack) adopted a "risk nothing" policy and stayed close to port — just what the Japanese wanted.

Meanwhile, the Japanese advance guard had moved from Inchon to Seoul, the capitol of Korea, and taken over. The Japanese 12th Division, lead element of 60-year old General Kuroki Tametomo's First Army, began to land in Korea at Chemulpo on February 16th. After meticulous staff work, the debarkation proceeded rapidly. The Guards Division of Kuroki's army landed further north at Chenampo (near modern Pyongyang) between March 14th and 18th. Kuroki and his staff were ashore by March 21st. By April, all of the Japanese First Army (including Kuroki's last major formation, the 2nd Division) was on the move, advancing north through the mountainous terrain of western Korea toward the Yalu River. Given the terrain and the mud and rain of early spring, a small force of Russian cavalry could have delayed the Japanese for weeks. Cossacks were available on the Yalu, but only two weak, unsuccessful efforts were made to delay the Japanese south of the river. The Russians would miss many such opportunities.

As Kuroki began his advance, changes were taking place in the Russian Far East commands. Vice-Admiral S. Ossipovitch Makarov, probably the best Russian naval commander of the era, arrived in Port Arthur on March 7. He took command of the First Pacific Squadron on that date and immediately began to push fleet repairs and training. Lieutenant-General Constantine N. Smirnov arrived in mid-March, assumed command of Port Arthur and began energetically to strengthen the fortifications. General Alexei N. Kuropatkin arrived in Liaoyang on March 28 to serve as commander of a newly-designated Manchurian Army. He was resolved to delay the Japanese advance while building up his forces from European Russia before risking a major battle.

At Port Arthur, Admiral Makarov restored the Russian Fleet's fighting spirit during March and April of 1904. His training greatly improved the

Baltic Squadron for its cruise halfway around the world. During that epic voyage, Rozhdestvenski's nervous system suffered considerably under the strain of command. He was in poor health for the battle with Togo in the Straits of Tsushima in May 1905. Seriously wounded in that engagement, he was transferred to a Russian destroyer as his flagship was sinking. He was captured shortly thereafter by the Japanese, who nursed him back to health. Rozhdestvenski insisted on also being court-martialled when his subordinates were tried in 1906, but was acquitted.

Admiral Togo Heihachiro, Commander in Chief of the Imperial Japanese Navy. Born in 1848, he was a member of the warlike, sea-going Satsuma Clan. He had fought a British squadron bombarding his home town in 1863. That experience convinced Togo to join the forces which would eventually overthrow the Shogunate, return the Emperors to power, and lead to the Meiji Restoration in Japan. Later, he was one of the first Japanese cadets sent to Britain for training, studying at the Greenwich Naval College and reading the works of the American naval strategist Mahan. After returning home, Commander Togo played an important role in the Sino-Japanese War of 1894-95. He was present at the battle of the Yalu River in which the Chinese Fleet of armored battleships was decisively beaten. During the war with Russia, Togo's indomitable will held the Japanese Navy to its grinding task of blockading Port Arthur. It was Togo's tactics which led to complete victory in the Battle of Tsushima. He was hailed as a war god by the Japanese people. Togo's unique qualities of leadership were one of the most decisive ingredients in the Japanese successes of the war. Without him the Japanese might have never maintained their control of the seas.

Field Marshal Oyama Iwao, Commander-in-Chief of the Japanese armies in Manchuria. Born in 1841, he was also a young Satsuma samurai who fought the British fleet in 1863. Oyama, like Togo, worked all his life for the restoration of the Emperors and the modernization of Japan. He chose the army as a career and rose through the ranks during the civil wars against the Shogunate. In 1870, Oyama went to Europe as an observer during the Franco-Prussian War, and later toured Britain and the United States. Oyama became Minister of War in 1885. In the Sino-Japanese War, he commanded the successful Japanese Second Army in Manchuria. Oyama then served as Chief of the Army General Staff. He was sixty-three in 1904 when war with Russia began. By that time, he was regarded in the Army as more of a father figure than a vigorous, hard-driving commander. Nevertheless, Oyama was chosen for the supreme command in Manchuria on the basis of his ability to work well with all of the principal army commanders who would serve under him. Oyama justified that confidence. Throughout the war, he successfully smoothed over the differences among his subordinates. That was a valuable contribution to the Japanese war effort.

Lieutenant General Kodama Gentaro, Vice-Chief of the Army General Staff under Oyama. Born in 1853, he was a member of the Choshu Clan, and had served early with the Shogun's Army on the losing side in the last Japanese civil wars. Kodama successfully made the transition to the Imperial Army. Showing signs of brilliance as a staff officer, he was posted to Germany and studied under von Moltke. Later he served as divisional chief of staff under Oyama, beginning a long fruitful association. He served for a time as the ruthless governor of Japanese-controlled Formosa. He was being groomed for the prime ministership when approaching war with Russia led to his appointment as Army Vice-Chief of General Staff. Kodama pushed hard for war, and when it came he went to Manchuria with Oyama. Throughout the war, Kodama and Oyama functioned perfectly as a team: Kodama the brilliant staff officer and strategist, Oyama the father figure and respected ultimate source of authority. The flanking movements that turned the Russians out of Liaoyang and Mukden were conceived by Kodama. He deserves credit for the victories. His only shortcoming was his underestimation of the force needed to take Port Arthur. Kodama also knew when to make peace. He was one of the most insistent voices calling for Japanese concessions to obtain a Russian signature on the final peace treaty. Like Admiral Togo, Kodama was probably indispensible to the successful Japanese conduct of the war.

General Nogi Maresuke, Commander of the Japanese Third Army and Conqueror of Port Arthur. The most colorful and controversial of the Japanese Army commanders in the war against Russia. He was a Choshu who had fought for the Emperor in the civil wars. In one of those battles, he had lost his regimental standard, and only the Emperor's order to live prevented him from committing suicide to wipe out that dishonor. As a result, Nogi carried an intense death wish through the rest of his life. Later, during the conquest of Formosa in 1874, Nogi had committed an atrocity involving sword practice on an unfortunate captive. In 1886, he was sent to Germany for an 18-month course of study with the Prussian Army, and returned with the reported opinion that the Kaiser's Army was too frivolous. In 1894, Nogi captured Port Arthur from the Chinese with a single regiment in one day. He had retired in 1901. Nogi was recalled in 1904 to command the Third Army in the capture of Port Arthur because of his seniority, his previous success there, and the assumption that the task would again be easy. Nogi had always been essentially a tragic figure, and his indecisiveness and lack of imagination probably did much to prolong the agony of the siege. After the capitulation of the fortress, Nogi participated in the battle of Mukden, and failed to close off the Russian path of retreat. Despite his mediocre performance in the war, Nogi was ultimately hailed as the Army's "war god," matching one for the Navy (Togo), for his second victory at Port Arthur.

fleet's ability to operate as a cohesive unit. Between repeated bombardments by Togo's main fleet (and several unsuccessful attempts to block the narrow Port Arthur entrance by scuttling Japanese merchand ships in it), Makarov took his ships to sea. He fought a number of engagements with minor elements of the Japanese fleet. This resurgence of Russian naval activity ended prematurely, however, as disaster overtook Makarov in mid-April. While closing with Togo's main fleet for possibly the decisive naval battle, Makarov's flagship, the battleship *Petropavlovsk*, struck a mine and exploded. The *Petropavlovsk* went under, taking Makarov with it. The stunned Russian fleet turned away from Togo and, minutes later, a second battleship, *Pobyeda*, also struck a mine. The Russian fleet reached the safety of Port Arthur with the *Pobyeda* badly damaged, but the loss of Makarov outweighed even the loss of one battleship and the damage to another. Without Makarov the Russian ships lapsed back into inactivity. Rear-Admiral Vilhelm Karlovitch Vitgeft, the next ranking naval officer in Port Arthur, adopted the "risk nothing" policy again. What Makarov might have accomplished remains another of those great "what ifs" of history. As the war at sea progressed, the plans of the Japanese Army were evolving. Lieutenant General Kodama Gentaro, Vice-Chief of the General Staff and the brains of the army, had already identified the city of Liaoyang as a major Russian supply depot. He also thought it was a likely concentration area for reinforcements from European Russia. Kodama believed Liaoyang should therefore be the objective of the Japanese armies operating in Manchuria. He felt initially that Port Arthur, 200 miles southwest of Liaoyang at the tip of the Liaotung peninsula, could be screened and ignored. As Togo's repeated attempts to block the entrance to Port Arthur failed, Kodama was forced to reconsider his plans. He concluded that Port Arthur must be taken because a Russian fleet remained in existence there. This decision required an awkward diversion of forces from the planned main drive north to Liaoyang.

Kodama's new plan was to push Baron Kuroki's First Army across the Yalu, attacking the Russian detachment there. Kodama intended that Kuroki would divert the Russian command's attention to the possibility of a Japanese advance on Liaoyang from the direction of the mountain passes north of the Yalu. Once the line of the Yalu was breached, General Oku Yamagata's Japanese Second Army would be landed on the southeast coast of the Liaotung Peninsula. Its mission would be to cut off Port Arthur and cover the landing of other Japanese armies. Once all forces were ashore, the advance on Liaoyang would begin and the attack on Port Arthur could also commence. Kodama's one serious error in judgement was his underestimation of the force required to take Port Arthur. In 1894 one Japanese regiment had sufficed to capture the fortress-port from the Chinese in one day. This time the operation would require an army and take six months. The delays the Japanese were to encounter at Port Arthur seriously disrupted Kodama's timetable for the thrust north into Manchuria. The same

Evaluation of Russian and Japanese Commanders

Russian

Kuropatkin; Commander-in-Chief, Manchuria

4	3	4	3	2	3	3

Stoessel; Port Arthur Commandant, III Siberian Corps Commander

1	3	1	1	1	1	2

Smirnov; Port Arthur Commandant

3	3	4	4	3	3	3

Zasulitch; Eastern Detachment Commander (corps equivalent)

2	3	2	2	1	2	2

Fock; Commander, 4th East Siberian Rifle Division

1	3	1	1	1	1	1

Stackelberg; Commander, I Siberian Corps

2	3	2	2	2	2	2

Bilderling; Commander, Third Manchurian Army

2	2	2	3	2	2	3

Grippenberg; Commander, Second Manchurian Army

2	1	2	2	3	2	1

Mishchenko; Commander of cavalry division equivalent

1	3	3	3	1	1	3

Linievitch; Commander, First Manchurian Army; Commander-in-chief, Manchuria

3	3	4	3	3	4	3

Kaulbars; Commander, Second Manchurian Army

2	3	2	3	2	2	3

Japanese

Oyama; Commander-in-Chief, Manchuria

4	3	5	4	2	4	4

Kodama; Quartermaster General (Chief of Staff to Oyama in Manchuria)

5	3	4	5	4	4	4

Kuroki; Commander, First Army

4	3	4	4	4	4	4

Oku; Commander, Second Army

4	3	4	4	4	4	4

Nogi; Commander, Third Army

2	2	4	2	1	4	3

Nozu; Commander, Fourth Army

4	3	4	4	3	4	3

Kawamura; Commander, Fifth Army

4	3	3	3	3	4	3

Russian

Stark; Commander, Port Arthur Squadron

2	3	2	2	2	2	2

Makarov; Commander, Port Arthur Squadron

5	3	5	5	4	4	3

Vitgeft; Commander, Port Arthur Squadron

1	3	1	1	1	2	2

Rozhdestvenski; Commander, Baltic Fleet

3	3*	4	4	3	4	2

Von Essen; Commander, Vladivostok Squadron

4	3	3	3	3	4	2

Japanese

Togo; Commander-in-Chief, Imperial Japanese Navy

5	3	5	4	4	4	4

Kamimura; Commander, Second Fleet

3	3	3	3	3	4	3

Shimamura; Chief of Staff to Togo, later cruiser division commander

2	3	2	3	2	2	3

What the Numbers Mean: From left to right, they represent the quality of the commander in terms of Overall Value; Health; Charisma, Courage, Popularity; Technical Knowledge; Imagination; Determination, Perseverance; Previous Experience.

General Note: Rating scale is 1-5, with higher numbers being more favorable and 3 an estimated average for the entire group of senior Japanese and Russian officers rated.

Special Notes: 1. Health and Age—Average age (a #3 rating) of this group of senior officers was late 50's and 60's. Special infirmities of age or special health problems would rate a #1 or #2 rating. No particularly young or vigorous officers were among those rated. * = health declined from "3" to "2" between mid-1904 and mid-1905. 2. Relevant Previous Experience—Experience at same or other high level has been counted more heavily. 3. Technical Knowledge—Up to date mastery of weapon capabilities, staff methods, techniques of communication and control.

delays gave the Russians time to reinforce Kuropatkin substantially.

Back in Korea, Kuroki's First Army of about 42,500 men had advanced rapidly to the Yalu. By the end of April, 1904, the Japanese had even brought up 4.7-inch howitzers, which proved a deadly surprise to the Russians. The Russian forces on the Yalu comprised the so-called Eastern Detachment of about 26,000 men, commanded by Lieutenant General M.I. Zasulitch. Kuropatkin had realistically ordered Zasulitch to fight a delaying action. Zasulitch was to withdraw north into the mountains north of the Yalu as necessary. Zasulitch contemptuously disobeyed this directive (he had

conflicting orders from Viceroy Alexeiev) and prepared to repel the expected Japanese river crossing. Zasulitch's force was too small to actually defend all of the 60-mile position along the Yalu that needed to be covered. There was, however, ample Cossack cavalry present to form the screen that Kuropatkin had intended.

From the Japanese viewpoint, the Battle of the Yalu was a textbook river-crossing operation. Kuroki's control of his three divisions was masterful. The Japanese made skillful use of camouflage to conceal their gun positions and smashed the easily detected Russian artillery. Between April 28 and May 1st the Russian position crumbled under a succession of

Japanese attacks. Zasulitch, with poor comminucations, lost control. While the Japanese 2nd and Guards Divisions pinned the main Russian force on the lower reaches of the Yalu and built decoy bridges, Kuroki's 12th Division crossed the Yalu upstream and flanked the Russian position. The Russians were routed. News of the victory stunned the world and established Japan's credit rating in London and New York.

At sea, however, the string of Japanese successes had temporarily run out. Late in April, with the ice breaking up, Rear-Admiral Von Essen in Vladivostock began sorties with his four fast cruisers (*Rurik, Rossiya, Gromoboi,*

Japanese Espionage and Subversion of the Russian War Effort, 1904-5

Japan's meticulous planning for war with Russia included placement of a broad international espionage network and extensive funding for exile Russian revolutionary groups devoted to the overthrow of the Tsarist Regime.

As far back as 1895, a young Japanese staff officer named Aoki had established a relationship with Yuan Shih-k'ai, a rising Chinese warlord. During the late 1890's, Aoki had operated a secret Japanese military advisory group with the Chinese Army. Later, Aoki helped Yuan suppress the Boxer Rebellion in the Shantung Province. By 1903, Yuan was in a key position, as Viceroy of Chih-li Province, to assist Japan against Russia. A few months before the sneak attack on Port Arthur, Aoki was again assigned to China. His primary mission was to collaborate with Yuan in operating an intelligence organization aimed at Manchuria. Aoki's second task was to organize irregular forces for the harrassment of the Russian lines of communications north of Port Arthur. When war began in February 1904, Aoki's agents were already in position at every critical point in Manchuria.

Aoki's intelligence gathering was solid and regular, but he did have his star agents. Colonel Doi of the Japanese Army worked as a Chinese coolie on the defenses of Nanshan shortly before the Japanese stormed that position and opened the way to Port Arthur. Another agent served for a time as the barber for Kuropatkin's staff.

Aoki's guerrilla operations were also highly successful. In January 1904, he organized six small troops of mounted raiders in Peking. The total Japanese complement for this force was only 71 men, but Yuan Shih-k'ai added hand-picked Chinese non-commissioned officers and later even small numbers of regular Chinese cavalry. One of the groups operated in the hills near Liaoyang during the great battle for that city and increased Kuropatkin's fears for his line of retreat. Later the guerrilla operations became more extensive. The *Chunchuses* ("armed bandits" as they were called by the Russians) eventually tied down thousands of Russian troops along the vital

railroad supply line. The *Chunchuse* raids became so widespread that Russians feared to stray from their camps. Russian scouting was limited to cumbersome movements by very large Cossack detachments.

Aoki and Senba, a Japanese Major General who joined him in Peking, also organized in China a major source of supply for the Japanese Armies in Manchuria. North China provided 200,000 sets of winter clothing to the Japanese forces before the onset of winter of 1904-05. There were also large, regular shipments of fresh vegetables and meat on the hoof.

Senba impressed upon Japanese in China and Manchuria the need to behave in a courteous manner that would maintain the goodwill of their "neutral" Chinese allies. This sensitivity paid off, as Chinese agents helped in such intelligence coups as early indentification of Zasulitch's Corps on the Yalu and confirmed Russian plans to use Liaoyang as a major supply depot.

Japanese operations in Europe were directed by Colonel Akashi Motojiro, who served as the Japanese military attache in St. Petersburg prior to the outbreak of war. Akashi's pre-war network reported on Russian troop movements to the Far East and included a staff member of the Russian War Ministry. When war began, Akashi left a well-organized spy ring in place in European Russia and relocated to Berlin.

During the next eighteen months, Akashi operated all over Europe. In Sweden, he worked with Finnish exiles to stir revolution in Finland. At that time, Finland was part of Russia, and the Tsarist Regime was pushing a violently unpopular program of Russification there. Much of Poland was also Russian, and Hayashi, a Japanese in London, worked with Polish revolutionaries to sabotage the Russian railroad system in Poland. Akashi met both Lenin and Plekhanov in Switzerland and provided Lenin with funds to start a newspaper. In late 1904, Akashi helped organize a congress of Russian revolutionary parties in Paris: the decisions taken at that conference had as their objective holding Russian troops in European Russia. Plans included the beginning of demonstrations in Poland and intensification of an assassination program aimed at Russian officials in the Caucasus.

Akashi provided funds for the purchase of arms and bought three small steamers to smuggle the weapons into Russia.

A second congress of revolutionary parties was summonned to Geneva in April 1905, with a call for armed uprisings against Tsarism. Akashi was again hovering in the background. Nineteen parties were represented and included Russians, Armenians, Georgians, Letts, Finns and Poles. A general uprising was planned for the summer. It was decided that Poland and Finland would become independent states. It was agreed that the Russian Imperial Family must be assassinated. Shortly thereafter, Japanese funds earmarked to create disturbances in Russia's Black Sea Fleet had a direct and dramatic effect: the crew of the battleship *Potemkin* mutinied and briefly bombarded Odessa.

The plans of the Geneva conference were not made in a vacuum. Throughout 1905 there was a rising tide of disturbances, strikes and bombings across Russia. The arms and money that Akashi provided undoubtedly were an influence in this gradual undermining of the Russian resolve to continue the war. Just *how* great an influence the Japanese had is more difficult to estimate. Perhaps a fair judgment would be that the clumsy, brutal efforts of the reactionary Tsarist Government did much more to inflame the situation. Likewise, the determination of the revolutionaries themselves would have advanced the revolution even without the Japanese. Yet in Europe as in Manchuria, the Japanese program of subversion may have moved events farther and faster than would otherwise have occurred. Aoki and Akashi definitely helped take Russia out of the war.

Japan's pre-war preparations had also included a plan for ending the war. Baron Kaneko Kantaro, who had studied at Harvard with the young Theodore Roosevelt, was dispatched to Washington D.C. at the beginning of the war. His missions were to establish close relations with President Roosevelt and to influence American public opinion in favor of the Japanese cause. The Japanese leaders envisioned Roosevelt acting as a mediator to bring peace when Japan had attained its territorial objectives. In the end, peace was achieved almost exactly as planned, though the Japanese had not foreseen how long and exhausting the war would be.

and *Bogatuir*. On April 26 the Vladivostock squadron sank an unescorted transport carrying part of the Japanese 37th Infantry Regiment. Vice-Admiral Kamimura's Second Fleet tried repeatedly to catch the marauding Russian ships but failed. In May and June 1904 more Japanese transports were sunk. The Japanese lost priceless cargoes of arms, locomotives, and heavy Krupp siege guns needed for the operations against Port Arthur.

These Russian raids were too far north to forestall the landing of another Japanese army on the coast of the Liaotung Peninsula. On May 5, 1904, Oku's Second Army (1st, 3rd, 4th Divisions and the First Artillery Brigade) began to land about 30 miles northeast of Dalny. No Russian troops moved to oppose the landing, nor did the Port Arthur squadron sortie to attack the transports. Viceroy Alexeiev took one of the last trains north out of Port Arthur before the line was cut. He thus escaped to remain a rival source of authority to plague Kuropatkin in the following months.

At this point disaster struck the main Japanese battlefleet. Following Oku's landing, two of Japan's six precious battleships struck mines off Port Arthur. *Hatsuse* sank within sight of the port. *Yashima* also sank, but after steaming out of sight. These losses could not be replaced given the undeveloped state of the Japanese ship building industry. Togo maintained a precarious command of the seas nevertheless, because the Russian fleet in Port Arthur still refused to come out. Amazingly, the Japanese were able to conceal the loss of *Yashima* for over a year.

Meanwhile, with the Japanese Second Army ashore, Oku prepared to advance on Port Arthur, 60 miles to the southwest. The Japanese 5th Division and 1st Cavalry Brigade landed in mid-May as reinforcements. By May 25 Oku was ready to attack the Russian defenses at Nanshan, which barred the way into the Kwangtung Peninsula, on which the two good ports of Dalny and Port Arthur were located. The Nanshan position, the narrowest point on the peninsula, was only three miles wide; it consisted of a walled village and several hills, all heavily fortified with mines, barbed wire, and entrenchments. This immensely strong position was defended by a single regiment, the 5th East Siberian Rifles, commanded by the tenacious Colonel Nikolai Alexandrovitch Tretyakov. Some 30,000 Russian troops (including the 4th and 7th East Siberian Rifle Divisions) were cut off in Port Arthur, but the Russians feared Japanese landings on the coast behind Nanshan. Thus the Russians were spread thin all along the coast of the Kwangtung Peninsula southwest of Nanshan, and Tretyakov prepared to hold with what he had.

Oku's attack on Nanshan began on May 25, 1904, and was a preview of World War I. The Japanese deployed three divisions (4th, 1st, 3rd) on this narrow front and stormed the Russian trenches supported by 198 guns. Tretyakov had been provided with machine guns and the Japanese were slaughtered. It took the Japanese two days to overrun the position and cost them more than 6000 casualties. In this one action the Japanese

expended more ammunition than all Japanese forces had used throughout the Sino-Japanese War, causing consternation at Imperial General Headquarters. Tretyakov lost about 1300 men. Ironically, the Russian General Fock (formerly a police officer) held six fresh battalions of Russian infantry in reserve close behind Nanshan, but repeatedly refused to commit them. Nanshan could have been saved had Fock moved his troops up on May 26. With Nanshan in Japanese hands, the Russians had no option but to retreat all the way into Port Arthur. Dalny, the other port on the peninsula, was abandoned, giving the Japanese a first class harbor completely intact.

General Nogi Naresuke arrived in Dalny in June to take command of the newly-forming Japanese Third Army. Nogi had taken Port Arthur from the Chinese in 1894, and he was believed the right man to do it again. The Third Army (initially two divisions, the 9th and 11th, plus siege troops) closed in. After lengthy preparations, the bombardment of Port Arthur began on August 7, 1904.

Japanese reinforcements continued to land on the southern coast of the Liaotung Peninsula. Oku's Second Army gave up one veteran division (the 1st) to augment Nogi at Port Arthur, then marched north. The 10th Division and the 5th Division were formed into a Japanese Fourth Army under General Nozu Michitsura. Kodama's plan was for the Second and Fourth Armies to drive northeast and link up in front of Liaoyang with Kuroki's First Army, pushing over the mountains north of the Yalu.

The 1905 Russian Revolution

It might be observed that Russia has experienced a sweeping transformation after each of the major wars it has lost, while the status quo has tended to endure following each great war from which Russia emerged victorious. Thus, autocracy was confirmed in the years following the final defeat of Napoleon, and the "new Tsars" merely refined their system following the defeat of Germany in World War II. Conversely, Tsar Alexander III found it necessary to abolish serfdom in 1861 following Russia's humiliation in the Crimean War, and the defeats of World War I led directly to the overthrow of the Romanovs. Likewise, the treaty ending the Russo-Japanese War in September 1905 was soon followed by a revolution in European Russia which resulted in the establishment of a legislative *Duma* and a limited constitutional monarchy.

Yet the extent to which the defeats by Japan directly influenced the Revolution of 1905 is still a matter of debate. In retrospect, other trends in Russia's social and political history can be seen as building to a boiling point—which might have been reached in 1905 even without the war against Japan. During the 1880's and 1890's, Russia had gone through a period of rapid industrialization. Perhaps inevitably that development of industry was accompanied by the growth of two social classes, the bourgeoisie and the proletariat, which had previously been very weak in Russia.
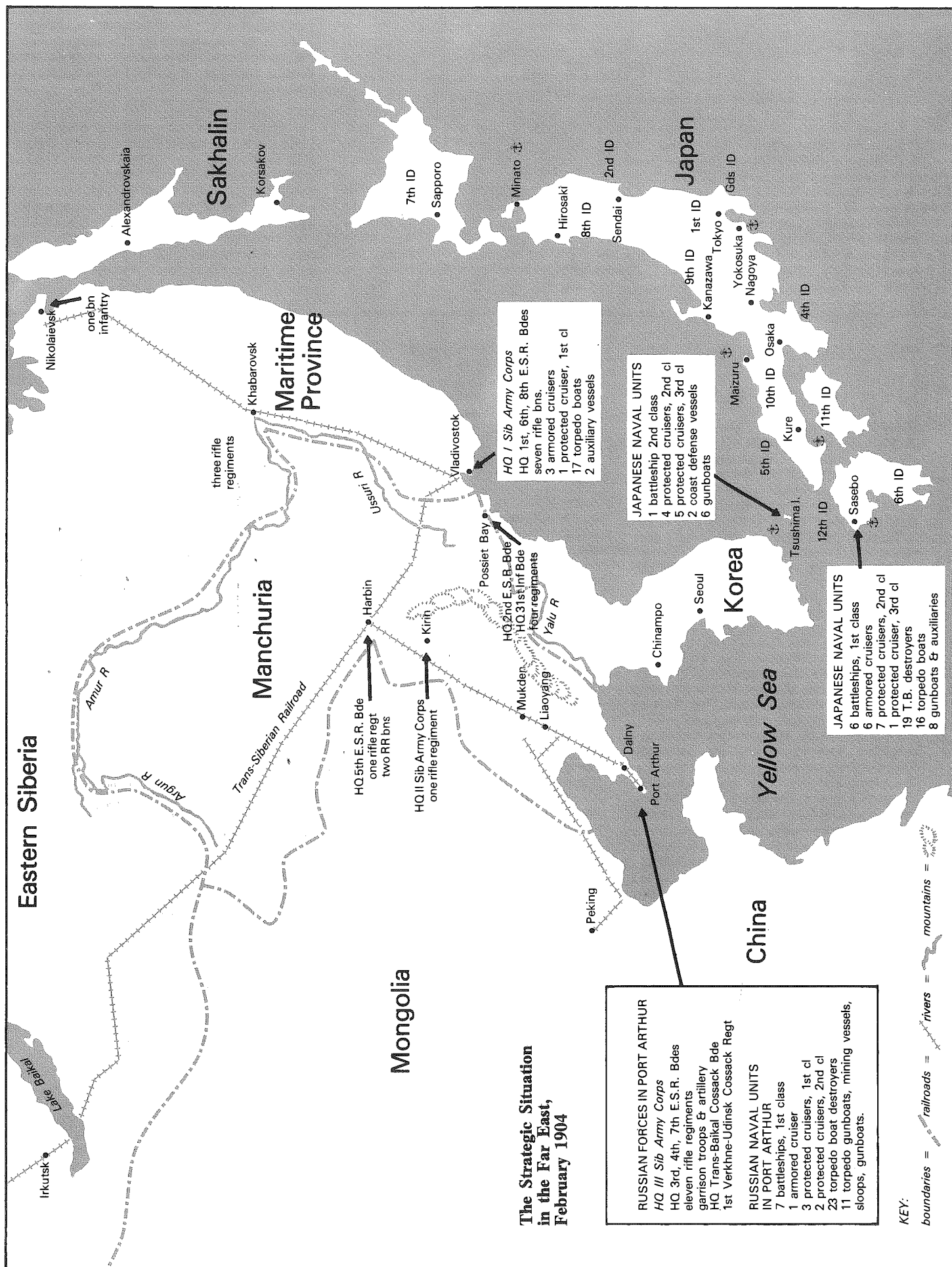
Liberalism took root among the new class of professionals, while many in the lower classes turned to more radical doctrines. The liberals eventually coalesced into the Constitutional Democratic Party (the "Cadets"). By 1905, that party included both republicans and constitutional monarchists. The radicals had formed into two significant political groupings by about 1900: the Marxist Social Democrats and the populist, agrarian Social Revolutionaries. In the last few years preceding the Russo-Japanese War, Russia was increasingly troubled by industrial strikes, university protests, and disturbances among the peasants. The Socialist Revolutionaries turned to terrorist tactics and assassinated a number of officials: this terrorism climaxed with the spectacular murders of Phleve, Minister of the Interior, in 1904 and of Grand Duke Serge early in 1905.

The early defeats in the war with Japan undoubtedly fueled the rising wave of discontent. Yet it was an unconnected blunder by the Government which provided the most dramatic single impetus to revolution. On January 22, 1905, police in St. Petersburg fired on a huge crowd of peaceful demonstrators, who, led by the priest Father Gapon, wanted to present a petition to the Tsar. Over a hundred demonstrators were killed and several hundred wounded on this "Bloody Sunday." Much like the deaths at Kent State, the Bloody Sunday massacre produced a great wave of indignation. The level of

strikes and peasant uprisings increased in tempo and there were even mutinies among the armed forces. The most famous of these was the rebellion on board the battleship `Potemkin in the Black Sea. Sailors on that ship seized control, bombarded Odessa, and eventually surrendered the ship in Romania.

Tsar Nicholas grudgingly made concessions. Beginning in March 1905 with the offer of a "consultative" assembly, he was steadily pushed toward more substantial concessions. The revolutionary tide culminated in a massive nationwide general strike which lasted from October 20-30. Finally, on October 30, the Tsar issued the so-called October Manifesto. It guaranteed civil liberties and granted a Duma with true legislative power to approve or reject proposed laws concerning many areas of government responsibility. Russia had become a constitutional monarchy, although a limited one.

The October Manifesto satisfied the majority of concerned citizens and the influential Cadet Party, though not the most radical groups. With the opposition thus split, a wave of counter-revolution developed during the winter of 1905-06. The extreme right, united with the army and the police, brutally repressed those who remained actively opposed to the monarchy. A semblance of order was gradually restored throughout the country, and Russia embarked on its brief experiment with parliamentary government.

Eastern Siberia

Sakhalin

Japan

Maritime Province

Manchuria

Mongolia

China

Korea

Yellow Sea

Lake Baikal

Irkutsk

Nikolaievsk

one bn infantry

Alexandrovskaia

Korsakov

7th ID

Sapporo

Minato ⚓

Hirosaki

8th ID

Sendai

2nd ID

9th ID

Kanazawa

1st ID

Tokyo

Gds ID

Yokosuka ⚓

Nagoya

4th ID

Maizuru ⚓

Osaka

10th ID

Kure

11th ID

5th ID

12th ID

Sasebo

6th ID

Tsushima I. ⚓

Khabarovsk

three rifle regiments

Ussuri R

Vladivostok

Possiet Bay

HQ 2nd E.S.R. Bde
HQ 31st Inf Bde
four regiments

Yalu R

Kirin

Harbin

HQ 5th E.S.R. Bde
one rifle regt
two RR bns

HQ II Sib Army Corps
one rifle regiment

Mukden

Liaoyang

Chinampo

Seoul

Amur R

Argun R

Trans-Siberian Railroad

Dalny

Port Arthur

Peking

HQ I Sib Army Corps
HQ 1st, 6th, 8th E.S.R. Bdes
seven rifle bns.
3 armored cruisers
1 protected cruiser, 1st cl
17 torpedo boats
2 auxiliary vessels

JAPANESE NAVAL UNITS
1 battleship 2nd class
4 protected cruisers, 2nd cl
5 protected cruisers, 3rd cl
2 coast defense vessels
6 gunboats

JAPANESE NAVAL UNITS
6 battleships, 1st class
6 armored cruisers
7 protected cruisers, 2nd cl
1 protected cruiser, 3rd cl
19 T.B. destroyers
16 torpedo boats
8 gunboats & auxiliaries

**The Strategic Situation
in the Far East,
February 1904**

RUSSIAN FORCES IN PORT ARTHUR
HQ III Sib Army Corps
HQ 3rd, 4th, 7th E.S.R. Bdes
eleven rifle regiments
garrison troops & artillery
HQ Trans-Baikal Cossack Bde
1st Verkhne-Udinsk Cossack Regt

RUSSIAN NAVAL UNITS
IN PORT ARTHUR
7 battleships, 1st class
1 armored cruiser
3 protected cruisers, 1st cl
2 protected cruisers, 2nd cl
23 torpedo boat destroyers
11 torpedo gunboats, mining vessels,
sloops, gunboats.

KEY:

boundaries = ••••• railroads = ✕✕✕✕ rivers = ∿∿ mountains = ⌒⌒⌒

Meanwhile pressure mounted on Kuropatkin to relieve Port Arthur. Reluctantly, he directed Lieutenant General Stackelberg's First Corps (about 35,000 men) to move south. Stackelberg's advance guard of 15,000 men (the First East Siberian Rifle Division plus cossack cavalry) reached the village of Te-li-ssu on the rail line, about 80 miles north of Port Arthur. Here Oku's Second Army attacked the Russians in mid-June with the Japanese 3rd and 4th Divisions. After a stiff fight the Japanese moved around the Russian right flank and the Russians fled, losing 16 guns. Russian losses were over 3400 men, compared to Japanese casualties of under 1000. Japanese artillery fire had been particularly effective, and Russian flank security poor. Once again the cossacks had disappointed.

The Japanese advance continued. Kuroki's First Army, on the far eastern end of the Japanese line, seized the key mountain passes southeast of Liaoyang. Small Russian forces could again have seriously delayed Kuroki but were poorly led. By the end of July, 1904, General Oyama Iwao had arrived at the front to assume overall command of the three Japanese armies converging on Liaoyang. With Oyama as Chief of Staff came Kodama, whose plans thus far had seemed nearly perfect. Together Oyama and Kodama would guide the Japanese forces in Manchuria throughout the war. As a team, the two worked much as Hindenburg and Ludendorff would operate during World War I.

Oyama was older, a revered senior officer of the Japanese army with the prestige of his victories in the earlier war with China. Kodama provided the sure touch, the strategic insights, the detailed staff planning. The two would never lose a battle.

On August 10 the Russian fleet in Port Arthur at last sortied under the command of Admiral Vitgeft in the battleship *Tsarevitch*. The fleet's objective was to reach Vladivostock. Togo's weakened forces intercepted and forced the Battle of the Yellow Sea. In a running engagement that lasted several hours, Togo was able to turn most of the Russian ships back into Port Arthur without losing any more of his own precious capital ships. Vitgeft was killed by a direct hit and his flagship escaped to the

The Trans-Siberian Railroad: Critical Bottleneck or Source of Superiority?

Many Western historians, and particularly Russian apologists after 1905, have emphasized the difficulties Russia faced in fighting a war in Manchuria. That theater of operations was linked to the industrial centers of western Russia only by a single-track rail line across Siberia. The line ran from Syzran in European Russia east via Omsk to Lake Baikal, then to Harbin in Manchuria, where it split. The main line ran on east to Vladivostock. A branch line, the Chinese Eastern Railway, ran south from Harbin to Port Arthur. The distance by railroad from Syzran to Port Arthur was 4863 miles.

The supply problems facing Russian in 1904 were thus formidable. Begun in 1891, the Trans-Siberian line was still not finished when the Japanese attacked Port Arthur thirteen years later. A stretch of over 200 miles around Lake Baikal was incomplete and posed enormous difficulties. Baikal is 400 miles long and varies in width from 15 to 45 miles. The Russians operated two ice-breaker ferries (*Baikal* and *Angara*) on the lake until it froze solid each year from late January to the end of April. The capacity of the Trans-Siberian line in February 1904 was only three to four pairs of military trains (a pair is one train in each direction) every 24 hours, and Lake Baikal reduced that low capacity even further. The large steamer, *Baikal*, could make a round trip in ten hours carrying 28 loaded train cars or 2300 men with 250 horses. Since trains varied in length from 16 to 36 cars (depending on the class of locomotive and the difficulty of the terrain), the most that the *Baikal* could take across in one direction was the equivalent of three minimum length trains per day. If the trains turned around on the west bank of Lake Baikal, the Russians were poorly organized to handle the unloading and transfer, and further delays occurred.

In winter, the conditions around Lake Baikal became murderous. In the heart of Siberia, the lake was 1500 feet above sea level, surrounded by peaks 8500 feet high. When the lake froze, Russian troops bound for the Far East were marching across it on foot, suffering from exposure and stopping every few miles in warming huts. As a field ex-

pedient, the Russians laid tracks across the ice and used horses to pull the cars over, since locomotives were too heavy for the ice. The energetic Prince Khilkov, Minister of Ways and Communications, pushed improvements all along the line, but it was October 1904 (nine months after the war began) before the Circum-Baikal line was finished.

Yet the obstacles along the Trans-Siberian Railroad, including Lake Baikal, have been exaggerated. By mid-March 1904, 1600 train waggons and 65 dismantled locomotives had already been moved across the lake to supplement existing rolling stock in the Far East. The number of locomotives available in Manchuria was claimed to be a particular problem, yet an extra 105 engines had been sent across the continent by 18 May 1904. Another 120 engines had been sent by the end of July. The Japanese capture of Port Arthur also supposedly created a great problem: Dalny had been the source of locomotive coal brought by sea. But Dalny's importance to the railroad system had been exaggerated, too. One-thousand tons of coal were being distributed from Dalny daily, to stock coaling stations along the line. However, 500 tons of that amount was being consumed daily just to move the other 500. After Dalny was captured, the Russians used coal from the mines of Manchuria. Lack of coal never became a serious problem.

In fact, the capacity of the Trans-Siberian Railroad was progressively increased, though it never reached the level Kuropatkin thought necessary. By December 1904 the number of military train pairs which the main line could handle had risen from three to nine pairs each 24 hours. In other words, during the first ten months of the war, capacity increased by one pair of trains daily approximately every month- and-a-half. By June 1905, after 16 months of war, the Trans-Siberian was running an average of 12 pairs of military trains per day. The Chinese Eastern branch was running 18 military pairs by then.

One factor that helped the Russians throughout the war was their ability to supply most of their armies' food and fodder requirements locally in Manchuria. After the defeat at Mukden in March 1905, however, the Russians retreated further north out of

the most fertile and populous areas. Rations then became more of a problem. It was estimated in July 1905 that once the 53rd Infantry Division, the IX and XIX Army Corps all arrived from European Russia, the requirements on the rail system would be as follows:

DAILY REQUIREMENTS FOR LINIEVITCH'S THREE ARMIES
(Approx. 500,000 men) September 1905

	Trains
Rail supplies & forage, 337 trucks	9-10
Stores	1
Medical	1
Artillery & Engineer Loads	1
Red Cross & Private	1
Troop Trains	5
Slaughter Cattle	2
Reserve Stores for Intermediate Stations	1
Railway Service	1
Fuel & Railway Materials	3
Margin	4
Total	29-30

This level of supply requirements might just conceivably have broken down the growing Russial rail supply capability. More likely, however, the Russians could have further increased the traffic on their existing lines and met the challenge. There was a plan under consideration when the war ended to make the Trans-Siberian a double track line all the way. It would have involved the diversion of more than an army corp as additional labor, and it could have been completed in 18 to 26 months. That such a plan was seriously considered indicates the Russians' growing confidence in their own logistical capabilities: the original line had taken 14 years to complete.

Another aspect of the Russian logistical system, based as it was on the single-track Trans-Siberian and Chinese Eastern Railways, was the potential vulnerability of those lines to Japanese interdiction. The Chinese Eastern Line, within Manchuria, was obviously in the greatest danger. Until 1900, there were 6000 private guards for the 1567 miles of the Chinese Eastern, an average of about 4 men/mile. After the Boxer Revolt in China, the Russian govern-

Chinese port of Kiao-chou. The *Tsarevitch* was interned there and remained until the end of the war. The Russian Port Arthur squadron had failed to escape, and it would never come out of the port again. Togo settled down again at his advance naval base in the Elliot Islands to watch the Russian fleet at Port Arthur.

Nogi's Third Army, meanwhile, was ready to take the fortress. The Japanese attempted to storm Port Arthur beginning on August 19, using the 1st, 9th and 11th Divisions in a direct frontal assault. After three days the Japanese had captured three outer positions (174 Meter Hill and the East and West Pan-lung forts). The cost to the Japanese had been horrendous, over 10,000 casualties. The attack was called off and the bombardment resumed.

By August 21, 1904, Oyama was ready to begin the battle for possession of Liaoyang. Kuropatkin had assembled a massive force to defend the city: its principal components were 14 divisions of the seven regular Russian army corps then present (I, II, III, IV, and V Siberian Corps, plus the X and XVII European Corps). With all other attached units, cavalry, and artillery Kuropatkin deployed 158,000 men in 191 battalions of infantry, 148 squadrons of cavalry, with 609 guns. The Russians had the advantage of two extensive rings of fortifications covering the southern and eastern approaches to Liaoyang.

The aggressive Japanese were outnumbered but not intimidated by this massive Russian concentration. Oyama had available the three divisions of Kuroki's First Army (Guards, 2nd, 12th), three divisions of Oku's Second Army (3rd, 4th, 6th), and the two divisions of Nozu's Fourth Army (5th, 10th), plus supporting troops. Altogether the Japanese forces amounted to 125,000 men in 115 battalions of infantry and 33 squadrons of cavalry with only 170 guns.

The Japanese objective was to encircle the larger Russian force and destroy it. The Prussian victory over Napoleon III at Sedan in 1870 had a heavy influence on Kodama's concept for the coming battle. To dislodge Kuropatkin and drive him deeper into Manchuria would serve only to extend the Japanese

ment replaced the private guard force with its own corps of "Trans-Amur Frontier Guards." By 1902, this force totalled 25,000, an average of nearly 16 men/mile. When war with Japan began, authorities started to fortify the critical points along the line (particularly bridges). In May 1904 5500 field troops were added. By February 1905 there were 31,000 troops guarding the Chinese Eastern Railway (about 20 men per mile) and the ratio rose to 37 men/mile in the later stages of the war (nearly 60,000 men). Thus, exclusive reliance on a single rail line meant that the manpower equivalent of nearly two entire army corps had to be diverted to that line's defense. The numerous Japanese-inspired raids along the line never actually cut off the Russian armies, but they did siphon off that significant amount of Russian strength from the front lines.

The actual achievements of the Russian rail system were impressive. The total that was transported to Harbin during the war amounted to some staggering aggregates:

TRANSPORTED TO HARBIN
20,116 Officers
1,274,450 other ranks
230,269 horses
935,000 tons of stores

The breakdown of the 935,000 tons of stores, given below, probably conceals an incredibly high tonnage figure for fodder for the more than 200,000 horses shipped. With their fodder, cavalry made an unjustifiably heavy demand on railroad capacity. Russia had always over-emphasized the cavalry arm and in 1914 as in 1904-05 slowed the movement of infantry and artillery in favor of obsolete cavalry divisions.

STORES TRANSPORTED TO HARBIN
(*February 1904 - September 1905*)

Supplies	45.0%
Artillery Stores	26.0%
Engineer Stores	7.0%
Troop Stores	8.5%
Medical Stores	2.5%
Naval Stores	3.5%
Railway Stores for Chinese Eastern Line	7.5%
Total: 935,000 tons	100.0%

The capacity of the railroad system was particularly formidable toward the end. After the Battle of Mukden, the Trans-Siberian delivered impressive replacement totals (Table One) to the front with, however, a wastage en route of 6.8%.

REPLACEMENTS FOR RUSSIAN ARMIES

Despite these achievements, after the war Kuropatkin emphasized the slowness of the rate of reinforcement over the Trans-Siberian Railroad. He calculated that from March 1904 through February 1905 the equivalent of nine army corps had been brought out from European Russia—a rate of about one corps every month and a half. Kuropatkin felt that rate was too slow. He genuinely believed that the limited rail capacity and the heavy railroad guard requirements were responsible for his defeats at Liaoyang and Mukden. But the facts speak for themselves: the Russians grossly outnumbered the Japanese in both of those crucial battles (Table Two).

The Russians didn't lose Liaoyang and Mukden because the Trans-Siberian Railroad was incapable of delivering sufficient reinforcements. Those battles were lost because the Russian command system could not maneuver and control large formations effectively. With all its problems, the Trans-Siberian was still able to provide Kuropatkin with a sizeable numerical advantage in the key battles of the war. All things considered, the Russians operated the railroad to good advantage. They certainly reinforced faster over it than the usually meticulous Japanese planners had believed possible. Ultimately, the Trans-Siberian Railroad, then, was not a critical bottleneck hurting the Russian war effort. It was, instead, the source of a numerical and materiel superiority that the Russians were never able to exploit before the war ended.

There were logistical lessons, too, from the Russo-Japanese War which could have benefited the Tsarist Army in World War I. But the Russians were slow to learn. The war with Japan clearly pointed out the need for a better railroad section in the Russian general staff, for more technical personnel throughout the rail system, and for large units of supply troops trained in the speedy loading and unloading of trains. These needs had still not been met when the Russian Army went to war in 1914. The Russo-Japanese War also indicated the need for strict control of railroad equipment at the highest level to prevent local commanders from seizing locomotives and passenger cars for their own personal living requirements and staff. Finally, Kuropatkin had recommended that after the war the plan to double-track the Trans-Siberian be implemented. He thought it necessary for the future that the line have the capacity to handle 48 pairs of trains every 24 hours. But Russia was in the throes of a revolution in late 1905 and his plans could not be acted upon.

TABLE ONE:
REPLACEMENTS FOR RUSSIAN ARMIES
AFTER BATTLE OF MUKDEN

Category of Drafts	Time of Arrival	Men Sent	Men Arrived	Fell out en route
23 Reserve Bns.	19 May - 4 June	37,720	34,345	8.9%
Older Draftees	19 May - 9 June	45,504	42,325	7.0%
Younger Draftees	6 July - 12 August	135,000	126,678	6.2%
totals:		*218,224*	*203,348*	*6.8%*

TABLE TWO:
COMPARISON OF OPPOSING STRENGTHS

	Bns	Sqds	Guns	Mach. Guns
Battle of Liaoyang, August-September 1904				
Russians	191	148	609	
Japanese	115	33	170	
Battle of Mukden, February-March 1905				
Russians	375	119	1197	47
Japanese	242	58	978	174

The Epic Voyage of the Baltic Fleet

THE EPIC VOYAGE OF THE BALTIC FLEET

The problems of Russian naval strategy in 1904 dwarfed even those of Britain with its worldwide commitments and the United States with its requirements for a two ocean navy. Dictates of geography forced Russia to maintain fleets in the Baltic and the Black Sea, as well as in the Far East at Port Arthur and Vladivostok. The Russian squadron at Port Arthur was crippled at the very start of the war. Thus, Admiral Makarov had raised the possibility of sending additional ships from the Baltic before he departed for Manchuria. After Marakov's death, the decision to send Russia's Baltic Fleet to the Far East was finally taken in June 1904. Rear-Admiral Rozhdestvenski, Commander in Chief of the Baltic Fleet, was chosen to command a selected force of ships on the voyage.

The problems facing Rozhdestvenski were imposing. The route his force would follow ran out of the Baltic, through the English Channel, past Spain, around Africa, across the Indian Ocean, through the East Indies and on up the coast of Asia to Port Arthur—a distance of some 20,000 miles. There were no Russian bases along the way, and the rest of the world was bound to strict neutrality by international law. Theoretically, no neutral would provide coal for the Russian ships. At length, Russia prevailed upon France to allow provision of coal at her bases along the way. The greater part of Rozhdestvenski's requirement was provided, however, by the Germans. Kaiser Wilhelm II arranged for sixty colliers of the Hamburg-Amerika Line to meet the fleet at pre-arranged rendezvous points all the way to Port Arthur. The fleet would consume about 17,000 tons of coal for every 1,000 miles it travelled, making a total requirement of a staggering 340,000 tons for the voyage. Yet, in the event, all of it was supplied on schedule.

The expeditionary force from the Baltic, amounting to fifty ships in all, was designated the Second Pacific Squadron. It included many vessels that were obsolete and others that were only marginally seaworthy. The fleet carried a complement of 12,000 officers and seamen. The crews contained thousands who had never been to sea before, and even a few revolutionaries. The level of training was poor, though Rozhdestvenski planned to correct that problem en route. There had been a shortage of navy engineers familiar with ship boilers, so a number of civilian experts were drafted into the fleet just before it departed.

Rozhdestvenski's flagship was the battleship *Kniaz Savarov*, recently remodeled and displacing 15,000 tons. It was accompanied by three other brand new battleships of the same class, *Borodino, Alexander III,* and *Orel.* Workmen were still aboard these three ships making finishing touches when they sailed. There were also three older battleships, *Oslyabya, Sissoi Veliki* and *Navarin*. The seven battleships were supported by four fast modern cruisers, *Oleg, Zhemchug,* *Aurora* and *Izumrug*. As with the battleships, the modern cruisers with genuine combat value were complemented by three older, slower cruisers of low potential, *Dimitri Donskoi, Svetlana* and *Admiral Nakhimov*. Nine torpedo boat destroyers of 350 tons served as scouts and escorts. The balance of the fleet was composed of non-combatant auxiliaries: these included tugboats, an ice-breaker, a hospital ship, a water condensing ship, a refrigerated food ship, various transports and a repair ship.

The fleet set sail from Reval in the Baltic in October 1904 after three months of feverish preparation that had been a severe strain on Rozhdestvenski's nervous system. Even as the voyage began, Rozhdestvenski was pessimistic about the outcome. He had been forced to include in his fleet a number of older, slower warships. He correctly judged that the additional weight of guns these unwanted ships could provide would be outweighed by their slowness and tendency to break down. In retrospect, the old battleships *Oslyabya, Sissoi Veliki* and *Navarin*, and even the older cruisers *Dimitri Donskoi, Svetlana* and *Admiral Nakhimov* would have been better left behind. The experienced members of their crews could have replaced the non-sailors in the crews of the newer ships, raising their overall combat effectiveness.

Rozhdestvenski was promoted to Vice-Admiral shortly after the fleet sailed, in recognition of the importance of his mission to reinforce the Port Arthur squadron.

Scarcely had the Russian fleet exited the Baltic Sea when tragedy occurred. On a dark night, Rozhdestvenski's ships blundered into the English fishing fleet out of Hull. The Russians opened fire, believing the fishing fleet to be Japanese torpedo boats! A number of Englishmen were killed. The incident created an international uproar, and Britain tottered on the brink of war with Russia for several days. Rozhdestvenski pressed on after coaling at Vigo in Spain, and the furor died down behind him. War with Britain had been close, however, and a British squadron had shadowed the Russian fleet for several days.

By November 3, 1904, the Baltic Fleet was off Tangiers in Morocco. After a brief pause there Rozhdestvenski divided his fleet for the next stage of the journey. Rear-Admiral Baron Felkerzam took the least seaworthy ships, *Sissoi Veliki, Navarin, Svetlana,* several transport, and one good cruiser, *Zhemchug,* across the Mediterranean and through the Suez Canal to Madagascar. Rozhdestvenski took the rest of the fleet on the longer, stormier route. He believed Japanese torpedo boats were still a threat and feared to risk all of his fleet in the narrow confines of the Mediterranean.

The two divisions of the fleet made their rendezvous at Nossi-Be in Madagascar at the end of December. The trip had been gruelling. The crews had suffered from debilitating heat as they crossed the equator. Time after time, the fleet had stopped for the exhausting labor of transferring coal by hand from the waiting colliers. There was sickness. Food was poor, discipline harsh and capricious, given the number of inexperienced officers aboard. Inept practice at signalling, maneuvering in formation, and gunnery served mainly to discourage the crews. Morale gradually declined, though there were bursts of enthusiasm as on one occasion in Madagascar when Rozhdestvenski made an emotional speech.

Bad news reached Rozhdestvenski in January 1905 as he paused at Madagascar. Port Arthur had fallen. The First Pacific Squadron had been destroyed. The Baltic Fleet would have to go on to Vladivostok, which meant sailing past Japan. Worse news followed. A Third Pacific Squadron under Rear-Admiral Nabogatov was being dispatched from the Baltic. It consisted of ships Rozhdestvenski had rejected. The Third Squadron's main components were an older battleship, *Nicholas I,* and three clumsy armored coast defense vessels, *Apraxin, Senyavin* and *Ushakov*. Rozhdestvenski was to wait in Madagascar for the arrival of this reinforcement in two or three months.

The long wait for the Third Pacific Squadron was disastrous. The ships rotted. Rozhdestvenski and his officers were unable or disinclined to keep the crews busy. Inactivity drove morale even lower. Drunkenness became common. In mid March, Rozhdestvenski decided he could wait no longer and began the voyage across the Indian Ocean. On April 8, they passed Singapore. The fleet paused near Camranh Bay in Indochina in early May for final preparations before its likely encounter with the Japanese Fleet.

Here, Nebogatov's Third Squadron unexpectedly caught up with the main Russian fleet on May 9. The two Russian admirals were not on good terms and never discussed either the route for the final part of the journey or a strategy for battle. Rozhdestvenski made his plans alone. He elected the most direct route to Vladivostok, through the Tsushima Straits between Japan and Korea. There was still a chance for the Russian fleet to slip by Togo, but Rozhdestventski was in poor health and apparently did not even consider the use of a decoy force. Togo heard that the Russian supply ships had been sent into Shanghai, and correctly concluded that Rozhdestvenski must go the most direct way without them. Thus, the Japanese fleet was in the right place on May 27 for the Battle of Tsushima.

Though the Russian Fleet was destroyed, its unprecedented voyage from the Baltic is a fine testament to Rozhdestvenski's determination and resourcefulness. Because of its inferior crews, the Russian Fleet was fatally flawed from the start. It could never have defeated the Japanese. Yet Rozhdestvenski came close to slipping past Togo to Vladivostok. Once there, the mere presence of the Russian Fleet would have threatened the Japanese supply lines. A large fleet in Vladivostok might even have encouraged Russia to continue the war that its superior resources would eventually have won.

[continued from page 25]

supply lines while shortening those of the Russians. To Kuropatkin, on the other hand, any battle result which halted the Japanese advance would have been acceptable: such an outcome would have left him within striking distance of the forces besieging Port Arthur.

Though inferior in numbers, the Japanese quickly seized the initiative in preliminary battles south of Liaoyang. General Zurabaiev commanded the Russian forces in the outer works facing south, 15 miles below Liaoyang. There was a 12-mile gap between his positions and those of General Bilderling's Eastern Group in the mountains southeast of the city. Light forces screened this gap and the Russian flanks. On August 26 Kuroki's veteran First Army, on the far right of the Japanese line, drove Bilderling's X Corps and III Siberian Corps out of strong mountain positions. Poor communications and lack of maps aggravated Bilderling's indecision about commiting reserves. By August 29 Bilderling's forces were back within Liaoyang's inner defense line, regrouping. Zurabaiev's divisions were also pulled back to the inner line, as Bilderling's withdrawal had uncovered their flank.

The two Japanese armies in the south closed up and attacked Liaoyang's inner defense line on August 29. Desperate fighting raged for the next two days and the attacks by Oku and Nozu were held. The crisis of the battle was approaching, as both sides had lost heavily and were nearing exhaustion. On August 31 Kuroki's First Army resumed its attempts to flank Liaoyang on the east and crossed the Tai-tzu River which flows southwest past the city. Kuropatkin still possessed the reserves to crush Kuroki on the Russian side of the river, but poor Russian intelligence and staff work slowed Kuropatkin's reactions. Kuroki pushed more troops across the river and pressed his attacks. By September 4 Kuroki's progress was threatening the railroad north of Liaoyang. With most of his formations disorganized and believing himself outnumbered, Kuropatkin elected to retreat north. He was able to break contact on September 4. The Japanese were too decimated to pursue.

Total Japanese casualties in the Battle of Liaoyang were over 23,000 men, while the Russians suffered nearly 18,000 killed and wounded. The smaller Japanese force had been a model of proficiency in dislodging the stronger, entrenched Russian army. Japanese morale soared and Japan's international credit was again strengthened. Oyama and Kodama had failed, however, in their objective of eliminating the Russian army. Kuropatkin had escaped and was again reinforcing, this time 40 miles to the north at the city of Mukden. The Japanese would need to march deeper into Manchuria to knock him out.

Back at Port Arthur, the Russians struggled to strengthen their fortifications. Guns were removed from the ships and added to the landward defenses. Thousands of sailors served as infantry and gunners ashore. The two ranking officers inside the fortress, Generals Smirnov and Stoessel, continued to argue over who was in command.

The Japanese Third Army around the fortress received 16,000 infantry replacements during September. The Japanese had begun to construct approach trenches, neglected before the first assault in August. The Japanese siege artillery was augmented by 11-inch Krupp howitzers and Admiral Togo contributed four 12-centimeter guns from the navy. Kodama

visited Third Army for the first time in September 1904. He pinpointed 203 Meter Hill as the key objective for the attackers: from that position observed fire could be directed against the Russian fleet sheltering in the inner harbor.

On September 18 Nogi began his second general assault on Port Arthur. By September 19, before the attack again bogged down with heavy losses, the Japanese had captured three more positions (the Waterworks Redoubt, the Temple Redoubt, and Namako Yama Hill). The last of these offered good artillery positions for bombardment of 203 Meter Hill.

From October 26-31, Nogi relentlessly attacked again, losing 4800 more infantry for further minor gains. By then the weather had begun to turn cold. There was little indication that the Japanese would be able to conclude operations around Port Arthur before the onset of the bitter Manchurian winter.
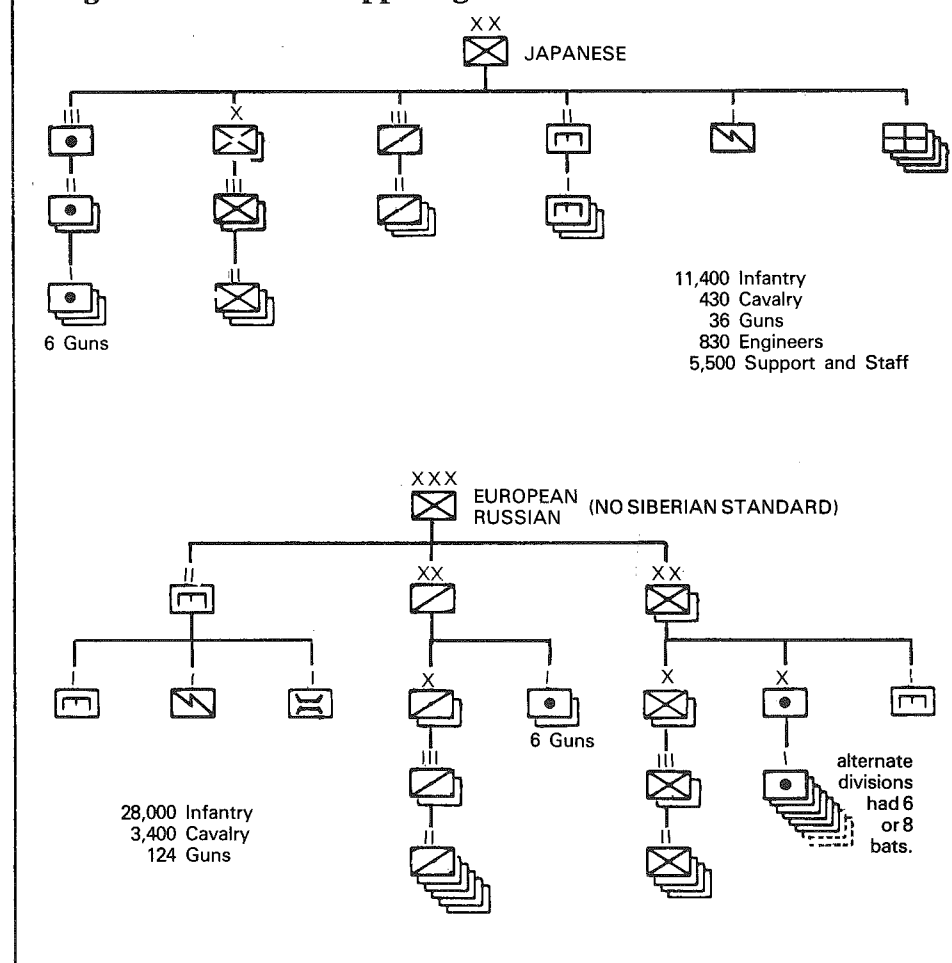
As the siege dragged on, far to the north Kuropatkin prepared to try again. Russian reinforcements during September had included the I Army Corps and the VI Siberian Corps. The Tsar had activated a Second Army at Mukden under the command of his aging, deaf, epileptic favorite, General Oscar Casimirovitch Grippenburg. Kuropatkin remained in overall command, but Grippenberg — who had no field command experience above the battalion level — was not his preference.

At the beginning of October Kuropatkin moved south. By then the Russian forces totalled 261

infantry battalions (versus Oyama's 170 battalions), organized in two groups: Stackelberg's Eastern Detachment consisted of the I, II, and III Siberian Corps, a brigade of IV Siberian Corps, and the Siberian Cossack Division of Major General Samsonov (who would be defeated at Tannenberg in 1914); the Western Detachment was commanded by Bilderling, and consisted of the European X and XVII Corps, the Orenburg Cossack Division, and other Cossack units equivalent to another division. The VI Siberian Corps was in reserve and additional forces covered Kuropatkin's open western flank in the Manchurian plain. The Russian plan, incredibly, was to flank the Japanese by moving Stackelburg's ponderous force through the difficult mountain terrain on the western flank. This was Kuropatkin's plan and it shows his limitations as a strategist: striking through the mountains would reduce the amount of artillery that could be carried, eliminating the Russian numerical superiority in that key arm.

Kuroki's First Army, still in the mountains at the east end of the Japanese line, was the intended target of Sackelberg's blow. The unheralded Japanese cavalry (the Umezawa Brigade) slowed the Russian flanking movement. Kuroki's main force then stopped it cold. The heaviest fighting of this Russian offensive occurred in the plain, around the village of Sha-ho, between October 9 and 17. It was in that area that Kodama launched Oku's Second Army and Nozu's Fourth Army against Bilderling's Western Detachment. Once again Russian

Organization of the Opposing Formations

XX — JAPANESE

11,400 Infantry
430 Cavalry
36 Guns
830 Engineers
5,500 Support and Staff

6 Guns

XXX — EUROPEAN RUSSIAN (NO SIBERIAN STANDARD)

28,000 Infantry
3,400 Cavalry
124 Guns

6 Guns

alternate divisions had 6 or 8 bats.

battlefiled communications collapsed and senior Russian commanders were unable to control the battle. By October 17 the Russians were in full retreat. This time the Japanese had met them head on, and had forced them into retreat without a flanking move. Because the Russians had done much of the attacking their casualties were correspondingly higher: Kuropatkin's total losses were over 41,000, while the Japanese lost just half that number, about 20,000. The last real Russian offensive of the war had failed.

Winter then closed in. The Tsar finally recalled his Far Eastern Viceroy, Alexeiev, leaving Kuropatkin's authority in the war zone unchallenged. Russian troops and supplies continued to arrive in Mukden, where Kuropatkin set up winter quarters.

October 1904 also saw the departure of the Russian Baltic Fleet for the Far East. Designated the Second Pacific Squadron, this force was commanded by Rear-Admiral Zinovi Petrovitch Rozhdestvenski. It was to make an epic voyage lasting seven months, steaming halfway around the world. Its initial objective was to join the Russian squadron at Port Arthur. Then the combined fleets were to regain command of the seas from the Japanese. Rozhdestvenski's progress, well reported by the world press, was of major concern to the Japanese. They incurred heavy casualties trying to hasten the fall of Port Arthur to release Togo's blockading fleet. The Japanese ships desperately needed to refit in Japan before meeting the new Russian fleet in battle.

In fact, the end was approaching at Port Arthur. In freezing weather at the end of November 1904, the Japanese again made a general assault on the defenses. After 10 days the Japanese finally took 203 Meter Hill. This one hill alone had claimed 14,000 Japanese lives. The Russian had lost 5000 men defending it. During December Japanese artillery, controlled from 203 Meter Hill, destroyed the Russian ships in the inner harbor. The Japanese fleet was at last freed to prepare for the approaching Russian fleet from the Baltic.

With the destruction of the Russian fleet at Port Arthur, the exhausted defenders began to consider surrender. General Stoessel dispatched the offer to capitulate on New Year's Day, 1905. General Smirnov, his rival, was opposed to surrender but took no action to prevent Stoessel from handing over the fortress. At the time of surrender there were still food supplies for the garrison adequate for 1-2 more months. There were also 10,000,000 rounds of small arms ammunition. The Russian surrender of Port Arthur was decisive. It allowed the Japanese fleet to refit in home port. Equally important, the surrender freed Nogi's Third Army to move north. Third Army joined the other armies in time for their advance on Mukden in February of 1905. Without the reinforcement which Nogi's army represented, the Japanese would not have had the mass necessary to win the battle in front of Mukden.

Following the fall of Port Arthur, Kuropatkin dispatched a column of 7500 troopers under Mishchenko in the largest cavalry raid of the war. The Russians were to penetrate toward the port of Newchang, destroying bridges and tracks along a subsidiary rail line from that port which the Japanese were using to supply their main armies. Hampered by a long supply column, Mishchenko moved slowly, did little damage and retired after a couple of skirmishes.

By late January 1905 Kuropatkin was cautiously probing the Japanese lines south of Mukden, in preparation for again seizing the offensive. There was a bloody engagement around the village of San-de-pu in which part of each side's forces were involved. Kuropatkin was not defeated but elected to withdraw back into the Mukden defense lines rather than launch a full-scale offensive battle.

The stage was thus set for the Battle of Mukden which followed less than two months later. By March 1905 Kuropatkin had assembled 275,000 infantry, 16,000 cavalry, and 1197 guns. This force had been divided into three armies: the First Manchurian Army under Linievitch, the Second Manchurian Army of Kaulbars, and Bilderling's Third Manchurian. Linievitch held the left of the Russian line in the mountains on the east. Bilderling's Third Army held the center. Kaulbars on the right in the plain was the most exposed, as the open terrain favored a Japanese flanking attack from the west. The Russians had been given five months to improve their positions, and the fortifications in the center, based on Putilov and Novogorod hills, were extremely strong.

The Japanese had assembled their largest force of the war for a second major attempt to encircle the Russian field armies. By destroying them Oyama and Kodama believed they would force the Tsar to negotiate an end to the war. The combined Japanese armies totalled just under 200,000 infantry, 7350 cavalry, and 978 guns. Only in machineguns were the Japanese

---

Orders of Battle: The Battle of Liaoyang

JAPANESE ORDER OF BATTLE FOR THE BATTLE OF LIAOYANG

AUGUST-SEPTEMBER 1904

CIC Field Marshal Marquis Oyama

CoS Ltg. Baron Kodama

Japanese total	*166*
Second Army: General Baron Oku	
6th Infantry Division	16
4th Infantry Division	16
3rd Infantry Division	16
1st Field Artillery Brigade	6
11th Kobi Brigade	6
1st Cavalry Brigade	3
2nd Army Cavalry	8
Fourth Army: General Count Nozu	
5th Infantry Division	16
10th Infantry Division	16
10th Kobi Brigade	6
First Army: General Baron Kuroki	
12th Infantry Division	16
2nd Infantry Division	16
Guards Infantry Division	17
Guards Kobi Brigade	8

NOTES:

Infantry Divisions had 12 battalions (counted as one each), one cavalry regiment (counted as one), one artillery regiment of two battalions (counted as two), giving a total value of 16 for a full strength Japanese division, if pioneer battalion is also counted as one. Guards Division counted as 17 to recognize its elite quality.

Field Artillery Brigade of two regiments (each with three battalions) counted as a 6.

Kobi Brigade: each battalion counted as one.

Cavalry Brigade: each regiment counted as one.

Army Artillery: subjective value assigned to very heavy guns.

RUSSIAN ORDER OF BATTLE FOR THE BATTLE OF LIAOYANG

AUGUST-SEPTEMBER 1904

CiC General Kuropatkin

CoS LTG. Sackarov

Russian total	*229*

X Army Corps: LTG. Slutshevski	
31st Infantry Division	18
9th Infantry Division	18
X Corps Artillery	1
1st Orenburg Cossack Regiment	1
6th Sapper Battalion	1
V Siberian Army Corps: LTG. Dembovski	
71st Infantry Division	14
54th Infantry Division	10
1st Argunsk Cossack Regiment	1
5th East Siberian Sapper Battalion	1
IV Siberian Army Corps: LTG. Sarubaiev	
3rd Siberian Infantry Division	16
2nd Siberian Infantry Division	12
IV Siberian Corps Artillery	3
2nd Werchneudinsk Cossack Regiment	1
4th East Siberian Sapper Battalion	1
Garrison of Liaoyang	
Three battalions and HQ's of 5th Regiment, detached from 2nd Siberian Infantry Division	3
Major General Mishchenko's Detachment	
4 Cossack Regiments, two batteries	4
I Army Corps: General Baron Meiendorf	
85th Infantry Regiment (arrived on 8/30/04)	4
XVII Army Corps: General Baron Bilderling	
35th Infantry Division	18
3rd Infantry Division	18
XVII Corps Artillery	1
2nd Independent Cavalry Brigade	4
17th Sapper Battalion	1
Siberian Cossack Division: Major General Samsonov	
4 Cossack regiments, 1 battery	4
III Siberian Army Corps: LTG. Ivanov	
6th East Siberian Rifle Division	13
3rd East Siberian Rifle Division	13
2nd Tschitinsk Cossack Regiment	1
2nd East Siberian Sapper Battalion	1
II Siberian Army Corps: LTG. Zasulitch	
5th East Siberian Rifle Division	13
3rd East Siberian Sapper Battalion	1
I Siberian Army Corps: LTG. Baron Stackelberg	
9th East Siberian Rifle Division	13
1st East Siberian Rifle Division	13
Ussuri Cavalry Brigade	2
1st East Siberian Sapper Battalion	1
Major General Grekov's Detachment	
2nd Brigade of Orenburg Cossack Div.	2
One infantry battalion	1

stronger than the Russians. Japanese reinforcements included Kawamura's newly-formed Fifth Army (Army of the Yalu), with the 11th and 1st Reserve Divisions, and Nogi's Third Army (1st, 7th, 9th Infantry Divisions and the Akiyama Cavalry Brigade). From left (the western end) to right the Japanese deployed Nogi's Third Army, Oku's Second Army, Nozu's Fourth Army, Kuroki's First Army, and Kawamura's Fifth Army on the right (eastern) flank.

The Japanese command's concept for the battle was a strategic double envelopment. Kawamura's Fifth Army would move first, on February 23, and execute a wide circling movement through the mountains. As soon as Kawamura's pressure began to threaten the railroad lifeline north of Mukden, the other Japanese armies would move. Nogi's Third Army on the opposite, western flank would make a second flanking march. Nogi was supposed to be the main flanking effort: his army was larger than Kawamura's and he had flat terrain to advance over. The Japanese plan should be faulted for the selection of the Fifth and Third Armies to deliver the decisive flank attacks. Kawamura's force contained many formations of elderly reservists and troops without combat experience. Nogi had repeatedly demonstrated slowness and lack of imagination in the siege of Port Arthur. The veteran forces of Kuroki and Oku might have made the encirclement of Mukden complete and decisive.

The Battle of Mukden began in the east. Kawamura's advance began to exert an increasing hold on Kuropatkin's attention. The Russians began to shift troops to the east, believing that Nogi's Third Army was coming into action on that side. The three Japanese armies of the center began their attacks to pin the main Russian forces. Nogi began his wide sweep on the opposite flank on February 27. The cavalry of Major General Rennenkampf (who would command a Russian army in 1914) was one of the main forces designated to screen the Russian western flank, but they had been shifted to the east flank because of Kawamura's early pressure there. Nogi advanced initially with little opposition, but he did not move fast enough.

The Battle of Mukden

RUSSIAN ORDER OF BATTLE FOR THE BATTLE OF MUKDEN FEBRUARY-MARCH 1905

Russian total	459

SECOND ARMY

Grekov's Cavalry Corps (equiv. of 7 cav rgts)	7
Burger's Detachment (equiv. of 8 inf bns, 1 art regt)	9
Tapornin's Detachment 25th Infantry Division	19
Vasiliev's Detachment (brigades from 9th and 31st Divisions)	18
Rifle Corps	
1st Rifle Brigade	8
2nd Rifle Brigade (-)	4
5th Rifle Brigade	9
Rifle Corps Artillery	4
VIII Army Corps	
14th Infantry Division	12
15th Infantry Division	12
VIII Corps Artillery	5
X Army Corps	
9th Infantry Division (-)	8
31st Infantry Division (-)	8
Corps Artillery	3
Golembatov's Detachment (19 inf bns, 1 art regt equiv.)	20
Pavlov's Cavalry Detachment	3
Eicholtz's Cavalry Detachment	3

THIRD ARMY

V Siberian Army Corps	
54th Infantry Division (-)	10
61st Infantry Division	8
1st Argunsk Cossack Regiment	1
V Siberian Corps Artillery	3
5th East Siberian Sapper Battalion	1
XVII Army Corps	
3rd Infantry Division (-)	8
35th Infantry Division (-)	8
XVII Corps Artillery	4
VI Siberian Army Corps	
55th Infantry Division	17
VI Siberian Corps Artillery	3
General Reserve, Third Army (inf bns)	10

FIRST ARMY

I Army Corps	
22nd Infantry Division (-)	12
37th Infantry Division (-)	8
5th East Siberian Rifle Division (-)	6
Ussuri Cossack Brigade (-)	2
I Corps Artillery	4
1st Sapper Battalion	1
IV Siberian Army Corps	
2nd Siberian Division (-)	8
3rd Siberian Division	16
2nd Verchne-Udinsk Cossack Brigade	2
7th Siberian Cossack Regiment	1
IV Siberian Corps Artillery	4
4th East Siberian Sapper Battalion	1
II Siberian Army Corps	
1st Siberian Infantry Division (-)	11
5th East Siberian Infantry Division (-)	6
II Siberian Corps Artillery	3
III Siberian Army Corps	
3rd East Siberian Rifle Division (+)	13
72nd Infantry Division	16
2nd East Siberian Rifle Regiment	3
36th East Siberian Rifle Regiment	3
4th Siberian Infantry Regiment	4
6th Siberian Infantry Regiment	4
7th Siberian Infantry Regiment	4
146th Infantry Regiment	4
two battalions detached from other units	2
Siberian Cossack Division	4
III Siberian Corps Artillery	7
Rennenkampf's Detachment	
71st Infantry Division (-)	9
6th East Siberian Rifle Division	12
85th Infantry Regiment	4
three detached infantry battalions	3
Transbaikal Cossack Division (-)	5
Detachment Artillery	2
Maslov's Detachment (4 reserve infantry battalions)	4
Madritov's Detachment (one infantry battalion, one equivalent Cossack regiment)	2

RESERVE UNDER KUROPATKIN'S DIRECT CONTROL

I Siberian Army Corps	
1st East Siberian Rifle Division (-)	9
9th East Siberian Rifle Division (-)	9
Primorsk Dragoon Regiment (-)	1
I Siberian Corps Artillery	2
Witte's Detachment (12 inf bns, plus art)	13
Saplolski's Detachment (misc inf bns)	8
Istomin's Detachment (part of 6th Rifle Regt)	2

JAPANESE ORDER OF BATTLE FOR THE BATTLE OF MUKDEN FEBRUARY-MARCH 1904

Japanese total	331

CiC Field Marshal Marquis Oyama

Cos LTG. Baron Kodama

GENERAL RESERVE	
3rd Infantry Division	16
1st Kobi Brigade	6
13th Kobi Brigade	3
14th Kobi Brigade	6
THIRD ARMY: General Baron Nogi	
Akiyama Cavalry Corps	5
1st Infantry Division	16
7th Infantry Division	16
9th Infantry Division	16
15th Kobi Brigade	4
2nd Field Artillery Brigade	6
SECOND ARMY: General Baron Oku	
8th Infantry Division	17
5th Infantry Division	13
4th Infantry Division	16
8th Kobi Brigade (+)	10
42nd Infantry Regiment	3
31st Infantry Regiment	3
Garrison Artillery Brigade (+)	7
FOURTH ARMY: General Count Nozu	
6th Infantry Division	15
10th Infantry Division	16
Okubo's Detachment (three Kobi Brigades)	18
46th Kobi Regiment	2
1st Field Artillery Brigade (-)	4
4th Army Artillery	4
FIRST ARMY: General Baron Kuroki	
Guards Infantry Division (+)	20
Guards Kobi Brigade	8
12th Infantry Division (+)	17
5th Kobi Brigade	6
2nd Infantry Division (+)	18
FIFTH ARMY: General Baron Kawamura	
11th Infantry Division	16
1st Kobi Division	16
16th Kobi Brigade	8

By the time Kuropatkin became aware of Nogi's advance, most of the Russian reserves had been committed elsewhere along the 40-mile front. Russian troops in small detachments were thrown in against Nogi one at a time, only slowing him. A blizzard on March 2 slowed Nogi further. On the evening of 9 March Kuropatkin gave the order to retreat again, as Nogi slowly closed in on his escape route north of Mukden. Linievitch's First Army got away largely intact but the Second and Third Manchurian Armies fell apart. Nogi failed to close the trap. The Russian armies remained in existence, reforming at Tieh-ling 40 miles north of Mukden. Thus the Japanese had won a barren victory, at the highest cost yet, over 75,000 Japanese casualties. Russian losses were even higher: more than 20,000 killed and missing; 20,000 captured; 49,000 wounded — nearly 99,000 in all.

Following the battle Tsar Nicholas relieved Kuropatkin and replaced him with Linievitch. To his extreme credit, Kuropatkin volunteered to remain in a subordinate capacity and was given command of the First Manchurian Army. There were to be no more battles in Manchuria, however.

The last great engagement of the war came at sea on May 27, 1905. It took place off the island of Tsushima in the strait between Japan and Korea. In a long, running fight Togo's remaining battleships and cruisers annihilated the Russian squadron from the Baltic. Since Port Arthur had already fallen, Admiral Rozhdestvenski had decided to slip his fleet past Japan to the safety of Vladivostock. The Russian ships were spotted as they steamed toward the narrow Tsushima strait. Word of the sighting was relayed by radio (still in its infancy) to Togo's well-rested fleet in Masan. A few hours later the main fleets met and Togo was able to realize the dream of every admiral) as he "crossed the T" of the Russian line. When the pursuit had finally ended, eight Russian battleships had been sunk

Major Elements of the Russian and Japanese Fleets

Ship Name	Class	Launched	Displ.	Speed	Coal Norm-Max	Armor W-D-G-C	Guns	Torp sub/surf	Crew
RUSSIAN SHIPS—FIRST PACIFIC SQUADRON (PORT ARTHUR)									
Petropavlovsk	BB-1c	1894, St. Petrsbg	11,354	16.9	700-1500	15-3-10-9	4x12"	2/4	642
Poltava	BB-1c	1894, St. Petrsbg	10,960	16.3	700-1500	14½-3-10-9	4x12"	2/4	651
Sevastopol	BB-1c	1895, St. Petrsbg	11,842	17	700-1500	14½-3-10-9¾	4x12"	2/4	651
Peresvyet	BB-1c	1898, St. Petrsbg	12,674	18.6	1060-2060	9-3¼-9-6	4x10"	2/3	776
Pobyeda	BB-1c	1900, St. Petrsbg	12,692	18.5	1060-2060	9-3¼-9-6	4x10"	2/3	778
Tsarevitch	BB-1c	1901, Toulon	12,900	18.0	1350-?	9¾-2¾-10-10	4x12"	2/2	782
Retvizan	BB-1c	1900, Philadelphia	12,902	18.8	1000-2000	9-3-10-10	4x12"	2/4	778
Bayan	CA	1900, Toulon	7,726	21	750-1100	8-2-6-6¼	2x8"	2/0	573
Askold	PC-1c	1900, Kiel	5,905	23	720-1100	0-3-0-6	12x6"	2/4	573
Diana	PC-1c	1899, St. Petrsbg	6,657	19	900-1430	0-3-0-6	8x6"	2/1	570
Palleda	PC-1c	1899, St. Petrsbg	6,823	19.3	900-1430	0-3-0-6	8x6"	2/1	570
Novik	Pc-3c	1900, Elbing	3,080	25	400-500	0-2-0-1¼	6x4.7"	0/5	366
Boyarin	PC-3c	1901, Copenhagen	3,200	22	?-600	0-0-2-3	6x4.7"	0/5	266
Varyag	PC-1c	1899, Philadelphia	6,500	23.2	600-1250	0-3-0-6	12x6"	0/6	570
(VLADIVOSTOCK)									
Rurik	CA	1892, St. Petrsbg	11,690	18.8	1000-2000	10-3-0-6	4x8"	0/6	719
Rossiya	CA	1896, St. Petrsbg	13,675	19.7	1000-2500	8-2-5-12	4x8"	0/5	839
Gromoboi	CA	1899, St. Petrsbg	13,220	20	800-2500	6-2½-4¾-12	4x8"	4/0	874
Bogatuir	PC-1c	1901, St. Petrsbg	6,645	23	900-1430	0-2¾-5-5½	12x6"	2/4	573
BALTIC FLEET—SECOND PACIFIC SQUADRON									
Kniaz-Suvorov	BB-1c	1902, St. Petrsbg	13,516	17.6	?-1250	7½-2½-10-8	4x12"	2/2	830
Borodino	BB-1c	1901, St. Petrsbg	13,516	17.8	z0-1250	7½-2½-10-8	4x12"	2/2	830
Alexander III	BB-1c	1901, St. Petrsbg	13,516	17.6	?-1250	7½-2½-10-8	4x12"	2/2	830
Orel	BB-1c	1902, St. Petrsbg	13,516	17.6	?-1250	7½-2½-10-8	4x12"	2/2	830
Oslyabya	BB-1c	1898, St. Petrsbg	12,674	18.3	1060-2060	9-2¾-9-6	4x10"	2/3	769
Sissoi Veliki	BB-1c	1894, St. Petrsbg	10,400	15.7	500-800	16-3-12-6	4x12"	0/6	586
Navarin	BB-1c	1891, St. Petrsbg	10,206	15.9	400-700	16-3-12-10	4x12"	0/6	622
Oleg	PC-1c	1902, St. Petrsbg	6,645	23	900-?	0-2¾-5-5½	12x6"	2/0	580
Zemchug	PC-3c	1903, St. Petrsbg	3,103	24	400-510	0-2-0-1¼	6x4.7"	0/5	336
Aurora	PC-1c	1900, St. Petrsbg	6,731	20	900-1430	0-3-0-6	8x6"	2/1	570
Izmrud	PC-2c	1903, St. Petrsbg	3,103	24	400-500	0-2-0-1¼	6x4.7"	0/5	336
Dmitri Donskoi	CA	1883, St. Petrsbg	6,200	17	400-?	0-6-½-0	6x6"	0/5	503
Svetlana	PC-2c	1896, Havre	3,727	20.2	400-?	0-2½-0-4	6x6"	0/2	402
Adm. Nakhimov	CA	1885, st. Petrsbg	8,524	16.6	?-1300	10-2-8-6	8x8"	0/3	572
BALTIC FLEET—THIRD PACIFIC SQUADRON									
Nicholas I	BB-2c	1889, St. Petrsbg	9,672	14	?-1200	14-2¼-10-8	2x12" 4x9"	0/0	?
Apraxin	ACDV	1896, St. Petrsbg	4,126	16	260-400	10-2½-8-8	3x10"	0/0	?

KEY: ACDV = Armored Coast Defense Vessel; 1c, 2c, 3c = 1st, 2nd, 3rd Class; Armor = Water line-Deck-Gun-Conning tower.

and the Japanese had captured four others, damaged. Of the Russian cruisers, four were sunk, one scuttled, three interned in Manila, and one slipped through to Vladivostock. The Japanese lost only three torpedo boats: many of their capital ships were badly damaged in the battle but all were available for further service at the battle's conclusion. This battle ended forever the threat that Russia might cut off the Japanese armies on the mainland.

The last action of the war was the invasion of Russia's Sakhalin Island by the Japanese 13th Infantry Division in July 1905. There was little Russian opposition and the Japanese quickly secured the island.

Meanwhile, President Theodore Roosevelt had succeeeded in bringing Russia and Japan to the negotiating table. A peace treaty was hammered out in Portsmouth, New Hampshire during August. It was signed on September 5, 1905.

By the terms of the treaty Japan was given a free hand in Korea and Russia transferred to Japan its lease of the Liaotung Peninsula with the ports of Port Arthur and Dalny. Japan also got control of the southern part of the Chinese Eastern Railway and kept the southern half of the island of Sakhalin. The Russians got back the northern half of Sakhalin and avoided paying any indemnity to Japan. The treaty was

tremendously unpopular in both Russia and Japan, but its terms fairly reflected the realities of the situation. Japan was exhausted. It had run up an enormous international debt. Its armies in Manchuria were increasingly outnumbered as the Russian buildup continued. The Japanese high command insisted that concessions be made in Portsmouth to conclude the treaty. The Russian armies in Manchuria were stronger than ever, but social unrest was convulsing Russia. The Tsar also needed to end the war.

S&T

Ship Name	Class	Launched	Displ.	Speed	Coal Norm-Max	Armor W-D-G-C	Guns	Torp sub/surf	Crew
Senyavin	ACDV	1894, St. Petrsbg	4,960	16.1	260-400	10-2½-8-8	4x10″	0/4	404
Ushakov	ACDV	1893, St. Petrsbg	4,126	16.1	260-400	10-2½-8-8	4x10″	0/4	404
Vladimir Monomakh	CA	1882, St. Petrsbg	5,593	17.5	400-?	62-0-0	5x6″	0/0	?
JAPANESE SHIPS									
Mikasa	BB-1c	1900, Barrow	15,140	18	700-1500	9-4½-14-14	4x12″	4/0	875
Asahi	BB-1c	1899, Clydebank	15,200	18	700-1690	9-4-14-14	4x12″	4/0	835
Fuji	BB-1c	1896, Thames Iron	12,450	18	700-1200	18-2½-14-14	4x12″	4/1	736
Yashima	BB-1c	1896, Elswick	12,320	18	700-1200	18-2½-14-14	4x12″	4/1	736
Hatuse	BB-1c	1899, Elswick	15,000	18	700-1690	9-4-14-14	4x12″	4/0	849
Shikishima	BB-1c	1898, Thames Iron	14,850	18	800-1592	9-3½-14-14	4x12″	4/1	842
Chin Yen	BB-2c	1882, Stettin	7,720	15	?-800	14-3-14-8	4x12″	0/3	447
Fuso	BB-3c	1877, Mssrs Samuda, London	3,718	13	0-350	9-0-8-0	4x24cm	0/0	358
Naniwa	CA-2c	1885, Elswick	3,650	18	350-800	0-3-2-2	8x6″	0/4	338
Takachiho	CA-2c	1885, Elswick	3,650	18	350-800	0-3-2-2	8x6″	0/4	342
Niitaka	CA-3c	1902, Yokosuka	3,366	20	?-600	3-0-0-0	6x6″	0/0	320
Asama	CA	1898, Elswick	9,750	22	600-1200	7-2-6-14	4x8″	4/1	637
Akashi	CA-3c	1897, Yokosuka	2,756	20	?-600	0-2-0-0	2x6″	0/2	305
Chiyoda	CA-3c	1890, Clydebank	2,450	19	?-427	4½-1-0-0	10x4.7″	0/3	316
Izumo	CA	1899, Elswick	9,750	21	600-1550	7-2½-6-14	4x8″	4/0	722
Azuma	CA	1899, St. Nazaire	9,037	20	600-1200	7-2-6-14	4x8″	4/1	644
Yagamo	CA	1899, Stettin	9,646	20	600-1200	7-2-7-14	4x8″	4/1	639
Tokiwa	CA	1898, Elswick	9,750	22	600-1200	7-2-6-14	4x8″	4/1	642
Iwate	CA	1900, Elswick	9,750	21	600-1550	7-2½-6-14	4x8″	4/0	688
Chitose	CA-2c	1898, San Francisco	4,760	23	800-1000	0-4½-3-0	2x8″	0/4	438
Kasagi	CA-2c	1898, Philadelphia	4,862	23	800-1000	0-4½-3-0	2x8″	0/4	438
Takasago	CA-2c	1897, Elswick	4,160	23	800-1000	0-4½-4½-4½	2x8″	0/5	425
Yoshino	CA-2c	1892, Elswick	4,160	23	350-1000	0-4½-0-4	4x6″	0/5	419
Akitsushuma	CA-3c	1882, Yokosuka	3,126	19	?-550	0-3-0-0	4x6″	0/4	309
Hashidate	CA-2c	1891, Yokosuka	4,210	16	?-683	0-1½-12-6	1x12.5″ 11x4.7″	0/4	409
Izumi	CA-3c	1883, Elswick	2,950	17	400-600	0-1-2-2	2x6″	0/0	296
Itsukushima	CA-2c	1889, Toulon	4,210	16	?-683	0-1½-12-6	1x12.5″ 11x4.7″	0/4	435
Kasuga	CA	1902, Genoa	7,628	20	584-1778	5.9-3-5.9-4.7	1x10″ 2x8″	0/4	438
Matsushima	CA-2c	1890, Toulon	4,210	16	?-650	0-1½-12-6	1x12.5″ 12x4.7″	0/0	435
Nisshin	CA	1902, Genoa	7,628	20	584-1178	5.9-3-5.9-4.7	4x8″	0/4	609
Suma	CA-3c	1895, Yokosuka	2,657	20	?-600	0-2-0-0	2x6″	0/2	304
Tsushima	CA-3c	1902, Kure	3,366	20	?-600	0-3-0-0	6x6″	0/0	320

[9.46] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost	Stacking Limitation (Command Points)	Adjustment to Combat Die Roll
Rail Line	0 (see Case 18.4)	4	NA
Road	⅓	NA	NA
Clear	½	12	none
Rough	1	6	−1
River	1	NA	−1
Mountain	2	4	−2
Fortress	NA	12	−2
City	NA	12	−1
Town	NA	8	none

EXPLANATION: Values are Movement Points for Movement and Command Points per hex for stacking; NA = Not applicable (depends on other terrain in hex). **Note:** Impassable hexsides on the Strategic Naval Map block *naval* units; impassable hexsides on the land map block *overland* movement of *land* units (representing blocking effect of the sea).

[11.57] LAND COMBAT RESULTS TABLE

Ratio of Attacker Strength/Defender Strength

DIE	1-3	1-2	1-1	2-1	3-1	4-1
0	3/1	2/1	2/1	1/−	1/−	1/1
1	2/1	1/−	1/−	1/−	1/1	2/2
2	1/−	1/−	1/−	1/1	2/2	1/1
3	1/−	1/−	1/1	2/2	1/1	−/1
4	1/−	1/1	2/2	1/1	−/1	−/1
5	1/1	2/2	−/1	−/1	1/2	1/2
6	1/1	1/1	1/2	1/2	1/3	1/3

EXPLANATION:
All losses are expressed in terms of steps lost.
#/# = Losses to Attacker/Defender
− = No effect
Die rolls of less than 0 or greater than 6 are treated as 0 or 6 respectively.
Ratios greater than 4-1 are treated as 4-1.
Ratios less than 1-3 automatically result in a (1/−).

Red Sun Rising Errata
(as of 3 April 1978)

The picture of the front of a typical combat unit is incorrect. The first number is the Combat Strength. The second number is the Command Value, *not* the Combat Value. The third number is the Movement Allowance.

[7.0] *(addition)* Japanese Merchant fleets that do not begin the Game-Turn in a Japanese Home Port may not move during the first round of a Naval Movement Stage. Japanese Merchant fleets that do start the Game-Turn in a Japanese Home Port may move in the first and subsequent rounds of the Naval Movement Stage. On the second and subsequent rounds of Naval Movement, all Japanese Merchant fleets may move according to the rules of Naval Movement.

[7.2] *(addition)* If a fleet has a morale of zero, it may not participate in raiding, even if it fulfills the requisite conditions (see case 8.76 addition).

[7.44] *(addition)* Japanese units may be transported and disembarked without being activated.

[7.45] *(clarification)* Land units may never be disembarked in a hex occupied by Enemy land units.

[7.71] *(clarification)* Ships may never sail individually; they must always be contained within a fleet led by an admiral.

[7.72] *(addition)* A fleet must always sail with all available ships (exception: see Case 7.73).

[7.73] *(addition)* A fleet may leave ships behind when it sorties if the ships being left behind in port are disabled and being repaired.

[8.24] *(Naval CRT addition)* If the die roll is reduced below 1, the result is no effect.

[8.76] *(addition)* When a fleet's morale reaches zero through naval combat, and the fleet breaks off the action, it must move to the nearest Friendly port by the shortest path possible and may not engage in raiding (see Case 7.2 addition).

[8.77] *(exception)* The Baltic fleet commanded by Rozhestvansky, upon reaching a morale of zero, must always open the range, but it may open the range only 5 instead of the usual 6.

[18.4] *(addition)* A unit does not have to be activated to use rail movement, but the unit must begin the Game-Turn on a rail hex and fulfill the conditions of Case 18.4

Initial Set Up

[19.1] *(addition)* Kuroki-Hex 27

[19.2] *(addition)* Alexiev-Hex 0801

Note *(Counter Errata)* Russian Des Flot 8 erroneously reads 8 D 5; it should read instead 1 D 5.

[18.43] *(addition)* Hex 3116 and Hex 3337 are connected by rail line off the map. There is no additional Movement Point cost to move from one of these hexes to the other as long as the unit doing so is using rail movement.

[18.85] *(addition)* Chinampo and Chemulpo are considered Friendly Japanese Ports on Game-Turn 1.

(addition) No fleet may move into or out of Vladivostok during Winter Game-Turns.

[19.3] *(correction)* This case replaces the original Case in the rules. If an admiral dies, depending on whose side he is on, the following procedures are instituted.

[19.31] Japanese

If a Japanese admiral dies, he is replaced by Shinamura. If another Japanese admiral dies, he is replaced by an incompetent with an Initiative Rating 1.

[19.32] If a Russian admiral dies, he is replaced by the next admiral to arrive on the Turn Record Track unless that admiral is Rozhestvansky. If no other admirals are scheduled to arrive except Rozhestvansky, then the last living admiral to leave the game is in command. If all else fails, then Vitgeft is in command. If another admiral dies, then an incompetent with the same Initiative Rating as Vitgeft is in command.

RED SUN RISING

TACTICAL NAVAL DISPLAY

Japanese Morale and Defense Strength Lost

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
5	5	5	5	5	4	4	4	4	4	3	3	3	3	3	2	2	2	2	2	1	1	1	1	1	0

Fleet Combat Tracks (1–28)

Japanese Secondary: 1 … 28
Japanese Battleline: 1 … 28
Russian Battleline: 1 … 28
Russian Secondary: 1 … 28

Russian Morale and Defense Strength Lost

5	5	5	5	5	4	4	4	4	4	3	3	3	3	3	2	2	2	2	2	1	1	1	1	1	0
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Range Between Fleets

Flotilla Attack Position

Column headers: 1 | 2 | 3 (Max Storm) | 4 (Max Fog) | 5 | 6 (Max Clear) | 7 | 8 | 9 | 10 | 11

Japanese Flotillas: 1 … 10
Russian Flotillas: 1 … 10

[8.24] NAVAL COMBAT RESULTS TABLE

Attacker's Strength

DIE	1	2	3	4	5	6	7	8
1	0	0	0	0	0	1	2	3
2	0	0	0	0	1	2	3	4
3	0	0	0	2	2	3	4	5
4	0	0	3	3	3	4	5	6
5	0	4	4	4	4	5	6	7
6	5	5	5	5	5	6	7	8

Russian Fleet

If the resulting number is equal to or greater than the target's Defense Strength, the target is **disabled**. If the result is equal to or greater than twice the target's Defense Strength, the target is **sunk**. If a disabled ship is disabled again, it is sunk.

MODIFIERS:
The die roll is reduced by 1 for each Range Box separating the opposing fleets. The die roll is reduced by 2 if the current weather is Storm, reduced by 1 if the current weather is Fog, reduced by 3 if the *firing* ship is disabled.

[8.56] ADMIRAL CASUALTY

DIE	Result
1-3	No effect
4	Admiral wounded; Fleet Morale reduced by 1
5,6	Admiral killed; Fleet Morale reduced to zero

[8.49] NAVAL MANEUVER TABLE

Die-Roll

1	2	3	4	5	6
+1	-1	-1	-2	-2	-3

Increase/Decrease in Range

[15.15] JAPANESE NAVAL BLOCKADE ATTRITION TABLE

DIE	Result
1-4	No effect
5	5 Defensive Strength Points of Japanese ships are disabled
6	10 Defensive Strength Points of Japanese ships are disabled
7,8	Two Japanese Battleships are **sunk** (Note that this result can occur only *once* per game. Any subsequent instances calling for this result are treated as though the Player had rolled a "6.")

Note that the Japanese Player chooses which ships suffer attrition effects.
Add 1 to the die roll during Spring or Fall Game-Turns. Add 2 to the die roll during Winter Game-Turns.

Current Weather and Die-Roll to Change

CLEAR: Roll 6, change to FOG

FOG: Roll 1,2,3, change to CLEAR / Roll 4,5, change to STORM

STORM: Roll 1,2, change to CLEAR / Roll 6, change to FOG

Hours Remaining

12	11	10	9	8	7	6	5	4	3	2	1	0

Japanese Unit Assignment Display

5th Army
Kawamura, enters Game-Turn 11

4th Army
Nozu, enters Game-Turn 4

3rd Army
Nogi, enters Game-Turn 5

2nd Army
Oku, enters Game-Turn 4

1st Army
Kuroki

Supreme Headquarters
Oyama, enters Game-Turn 6

Russian Unit Assignment Display

Supreme Headquarters
Alexiev, replaced on Game-Turn 3 by Kuropatkin

1st Manchurian Army
Limividch

2nd Manchurian Army
Grippnbrg, enters Game-Turn 8; is replaced on Game-Turn 11 by Kalbars

3rd Manchurian Army
Bildering, enters Game-Turn 7

Port Arthur
Stoessel (or Smirnov if die-roll is ''6,'' see 18.7)

Eastern Detachment
Zasulitch

Red Sun Rising Counter Sheet #1 (front)

Japanese

G 8-2-5	1 7-2-5	2 7-2-5	3 7-2-5	4 7-2-5	5 7-2-5	6 7-2-5	7 7-2-5	8 7-2-5	9 7-2-5
G 5-1-5	1 4-1-5	2 4-1-5	3 4-1-5	4 4-1-5	5 4-1-5	6 4-1-5	7 4-1-5	8 4-1-5	9 4-1-5

10 7-2-5	11 7-2-5	12 7-2-5	KG 3-1-5	K1 3-1-5	K2 3-1-5	K3 3-1-5	K4 3-1-5	K5 3-1-5	K6 3-1-5
10 4-1-5	11 4-1-5	12 4-1-5	K7 3-1-5	K8 3-1-5	K9 3-1-5	K10 3-1-5	K11 3-1-5	K12 3-1-5	SIEGE 1 5-0-0

G	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
KG	K1st	K2nd	K3rd	K4th	K5th	K6th	K7th	K8th	K9th

10th	11th	12th	1st	2nd	3-1-3	2-1-7	SIEGE 2 5-0-0	SIEGE 3 5-0-0	SIEGE 4 5-0-0
K10th	K11th	K12th	1st	2nd	3-1-3	2-1-7	SIEGE 5 5-0-0	SIEGE 6 5-0-0	SIEGE 7 5-0-0

SIEGE 1st	SIEGE 2nd	SIEGE 3rd	SIEGE 4th	SIEGE 5th	SIEGE 6th	SIEGE 7th	1st FLEET at Sea	2nd FLEET at Sea	Japn Repl
1st Merch Fleet	2nd Merch Fleet	3rd Merch Fleet	4th Merch Fleet	5th Merch Fleet	6th Merch Fleet	7th Merch Fleet	8th Merch Fleet	9th Merch Fleet	10th Merch Fleet

1st FLEET Range	2nd FLEET Range	1st FLEET Morale	2nd FLEET Morale	Oyama SHQ 4-3	Kuroki I 4-3	Oku II 4-3	Nogi III 2-3	Nozu IV 3-3	Kawamura V 3-3
11th Merch Fleet	12th Merch Fleet	Togo 5	Shim-amura 2	Kaminura 3					

1st Merch Fleet	2nd Merch Fleet	3rd Merch Fleet	4th Merch Fleet	5th Merch Fleet	6th Merch Fleet	7th Merch Fleet	8th Merch Fleet	9th Merch Fleet	10th Merch Fleet

11th Merch Fleet	12th Merch Fleet								

Red Sun Rising Counter Sheet #1 (back)

Japanese

1 xx 8-2-5	3 xx 8-2-5	5 xx 8-2-5	9 xx 8-2-5	14 xx 8-2-5	15 xx 8-2-5	22 xx 8-2-5	25 xx 8-2-5	30 xx 8-2-5	31 xx 8-2-5
1 (xx) 4-1-5	3 (xx) 4-1-5	5 (xx) 4-1-5	9 (xx) 4-1-5	14 (xx) 4-1-5	15 (xx) 4-1-5	22 (xx) 4-1-5	25 (xx) 4-1-5	30 (xx) 4-1-5	31 (xx) 4-1-5

33 xx 8-2-5	35 xx 8-2-5	36 xx 8-2-5	37 xx 8-2-5	40 xx 8-2-5	41 xx 8-2-5	42 xx 8-2-5	44 xx 8-2-5	51 xx 8-2-5	53 xx 8-2-5
33 (xx) 4-1-5	35 (xx) 4-1-5	36 (xx) 4-1-5	37 (xx) 4-1-5	40 (xx) 4-1-5	41 (xx) 4-1-5	42 (xx) 4-1-5	44 (xx) 4-1-5	51 (xx) 4-1-5	53 (xx) 4-1-5

54 xx 8-2-5	55 xx 8-2-5	61 xx 8-2-5	71 xx 8-2-5	72 xx 8-2-5	1ES xx 6-2-5	2ES xx 6-2-5	3ES xx 6-2-5	4ES xx 6-2-5	5ES xx 6-2-5
54 (xx) 4-1-5	55 (xx) 4-1-5	61 (xx) 4-1-5	71 (xx) 4-1-5	72 (xx) 4-1-5	1ES (xx) 3-1-5	2ES (xx) 3-1-5	3ES (xx) 3-1-5	4ES (xx) 3-1-5	5ES (xx) 3-1-5

6ES xx 6-2-5	7ES xx 6-2-5	8ES xx 6-2-5	9ES xx 6-2-5	1S xx 6-2-5	2S xx 6-2-5	3S xx 6-2-5	1R xx 6-2-5	2R xx 6-2-5	5R xx 6-2-5
6ES (xx) 3-1-5	7ES (xx) 3-1-5	8ES (xx) 3-1-5	9ES (xx) 3-1-5	1S (xx) 3-1-5	2S (xx) 3-1-5	3S (xx) 3-1-5	1R (xx) 3-1-5	2R (xx) 3-1-5	5R (xx) 3-1-5

1st	3rd	5th	9th	14th	15th	22nd	25th	30th	31st
54th	55th	61st	71st	72nd	1ES	2ES	3ES	4ES	5ES

33rd	35th	36th	37th	40th	41st	42nd	44th	51st	53rd
6ES	7ES	8ES	9ES	1S	2S	3S	1R	2R	5R

Tr xx 4-2-7	Sb xx 4-2-7	Or xx 4-2-7	Ur xx 4-2-7	Ca xx 4-2-7	Tr xx	Sb xx	Or xx	Ur xx	Ca xx
Tr (xx) 2-1-7	Sb (xx) 2-1-7	Or (xx) 2-1-7	Ur (xx) 2-1-7	Ca (xx) 2-1-7	PA 5-0-0	Vlad 5-0-0	Naval 5-0-0	Naval 5-0-0	Port Arthur Supply

PA SQDRN at Sea	Vlad SQDRN at Sea	Baltic FLEET at Sea	PA SQDRN Range	Vlad SQDRN Range	Baltic FLEET Range	PA SQDRN Morale	Vlad SQDRN Morale	Baltic FLEET Morale
Vladivostok Supply	Alexiev SHG 3-3	Kuropatkin SHQ 3-3	Smirnov PA 3-3	Stoessel PA 1-3	Zasulitch ED 2-3	Limividch 1M 3-3	Grippnbrg 2M 1-3	Bildering 3M 2-3	Kalbars 2M 2-3

Stark 2	Marakov 5	Vitgeft 1	Rozhestvensky 3	V. Essen 3

Mine Level	Mine Level
Game Turn	Hours Left & Weathr

(Mine markers: 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 / 1, 1, 1, 1, 1, 1, 1, 1, 1, 1)

Counter sheet — Russian units.

Division counters (top block, "2" / "1" strengths, xx / (xx)):
53, 51, 44, 42, 41, 40, 37, 36, 35, 33, 31, 30, 25, 22, 15, 14, 9, 5, 3, 1

Corps / special counters ("2" / "1" strengths, xx / (xx)):
5R, 2R, 1R, 3S, 2S, 1S, 9ES, 8ES, 7ES, 6ES, 5ES, 4ES, 3ES, 2ES, 1ES, 72, 71, 19, 55, 54

Leaders:
Alexiev	Kuropatkin	Smirnov	Stoessel	Zasulitch	Limividch	Gripphbrg	Bildering	Kalbars
SHQ 3	SHQ 3	PA 3	PA 1	PA 2	ED 3	1M 1	3M 2	2M 2

Fleet markers:
- PA SQDRN in Port
- Vlad SQDRN in Port
- Baltic FLEET in Port

Naval / other counters ("2" / "1", xx / (xx)):
Tr, Sb, Ir, Ir, Ca

Red Sun Rising Counter Sheet #2 (front)

Japanese

1 T 8 TorpFlot 5	1 T 8 TorpFlot 6	1 T 8 TorpFlot 7		
1 D 5 DesFlot 4	1 T 8 TorpFlot 1	1 T 8 TorpFlot 2	1 T 8 TorpFlot 3	1 T 8 TorpFlot 4
6 C 3 Nisshin	6 C 3 Kasuga	1 D 5 DesFlot 1	1 D 5 DesFlot 2	1 D 5 DesFlot 3
1 C 1 Izumi	2 C 1 Itsukushima	2 C 1 Matsushima	1 C 1 Suma	3 C 1 Tsushima
3 C 2 Kasagi	3 C 1 Takasago	2 C 1 Yoshino	2 C 1 Akitsushma	2 C 1 Hashidate
6 C 3 Azuma	6 C 3 Yagamo	6 C 3 Tokiwa	6 C 3 Iwate	3 C 2 Chitose
3 C 1 Nitaka	6 C 3 Asama	1 C 1 Akashi	1 C 1 Chiyoda	6 C 3 Izumo
8 B 5 Shikishima	8 B 3 Chin Yen	6 B 1 Fuso	4 C 1 Naniwa	4 C 1 Takachiho
8 B 5 Mikasa	8 B 5 Asahi	8 B 4 Fuji	8 B 4 Yashima	8 B 5 Hatuse

Russian

8 D 5 DesFlot 8				
3 C 2 D. Donskoi	3 C 1 Svetlana	3 C 3 A. Nakhimov	3 C 2 V. Monomakh	1 D 5 DesFlot 7
5 B 1 Ushakov	6 C 2 Oleg	1 C 1 Zemchug	4 C 2 Aurora	1 C 1 Izmrud
8 B 3 S. Veliki	8 B 3 Navarin	6 B 3 Nicholas I	5 B 1 Apraxin	5 B 1 Senyavin
8 B 5 K. Suvorov	8 B 5 Borodino	8 B 5 Alexander III	8 B 5 Orel	6 B 4 Oslyabya
6 C 4 Rurik	6 C 4 Rossiya	6 C 4 Gromoboi	6 C 2 Bogatuir	1 D 5 DesFlot 6
1 D 5 DesFlot 3	1 D 5 DesFlot 4	1 D 5 DesFlot 5	1 T 7 TorpFlot 1	1 T 7 TorpFlot 2
4 C 2 Palleda	1 C 1 Novik	1 C 1 Boyarin	1 D 5 DesFlot 1	1 D 5 DesFlot 2
8 B 4 Tsarevitch	8 B 4 Retvizan	3 C 3 Bayan	6 C 2 Askold	4 C 2 Diana
8 B 4 Petropavlovsk	8 B 4 Poltava	8 B 4 Sevastopol	6 B 4 Peresvyet	6 B 4 Pobyeda

Red Sun Rising Counter Sheet #2 (back)

Russian (left / green)   **Japanese** (right / yellow)

Russian

Name	Value
DesFlot 8	5 D
D. Donskoi	3C 1
Svetlana	3C 1
A. Nakhimov	3C
V. Monomakh	2C
DesFlot 7	5 D
Ushakov	5B 1
Oleg	6C 2
Zemchug	1C 1
Aurora	4C 2
Izmrud	1C 1
S. Velikii	3B
Navarin	6B 3
Nicholas I	6B 3
Apraxin	5B 1
Senyavin	5B 1
K. Suvorov	8B 5
Borodino	8B 5
Alexander III	8B 5
Orel	8B 5
Oslyabya	6B 4
Ruirk	6C 4
Rossiya	6C 4
Gromoboi	6C 4
Bogatir	6C 2
DesFlot 6	5 D 1
DesFlot 3	5 D 1
DesFlot 4	5 D 1
DesFlot 5	5 D 1
TorpFlot 1	7 T 1
TorpFlot 2	7 T 1
Palleda	4C 2
Novik	1C 1
Boyarin	1C
DesFlot 1	5 D 1
DesFlot 2	5 D 1
Tsarevitch	8B 4
Retvizan	8B 4
Bayan	3C 3
Askold	6C 2
Diana	4C 2
Petropavlovsk	8B 5
Poltava	8B 4
Sevastopol	8B 4
Peresvyet	8B 4
Pobyeda	6B 4

Japanese

Name	Value
TorpFlot 5	8 T 1
TorpFlot 6	8 T 1
TorpFlot 7	8 T 1
DesFlot 4	5 D 1
TorpFlot 1	8 T 1
TorpFlot 2	8 T 1
TorpFlot 3	8 T 1
TorpFlot 4	8 T 1
Nisshin	6C 3
Kasuga	6C 3
DesFlot 1	5 D 1
DesFlot 2	5 D 1
DesFlot 3	5 D 1
Izumi	1C 1
Itsukushima	2C 1
Matsushima	2C 1
Suma	1C 1
Tsushima	3C 1
Kasagi	3C 2
Takasago	3C 1
Yoshino	2C 1
Akitsushima	2C 1
Hashidate	2C 1
Azuma	6C 3
Yagamo	6C 3
Tokiwa	6C 3
Iwate	6C 3
Chitose	3C 2
Niitaka	3C 1
Asama	6C 3
Akashi	1C 1
Chiyoda	1C 1
Izumo	6C 3
Shikishima	8B 5
Chin Yen	8B 3
Fuso	6B 1
Naniwa	4C 1
Takachiho	4C 1
Mikasa	8B 5
Asahi	8B 5
Fuji	8B 4
Yashima	8B 4
Hatuse	8B 5

RED SUN RISING

Copyright © 1977, Simulations Publications Inc., New York, N.Y. 10010

Map Labels

RUSSIA
MANCHURIA
KOREA
Vladivostok
Kirin
Kaiho
Kotritseyo
Possiet
Kionghing
Hung-Chung
Puryang
Kyangseng
Changtufu
Fakumen
Tiehling
Mukden
Hisnimitun
Liaoyang
Kincho Fu
Knochiao
Washosho
Chosan
Kangke
Sansu
Kapsan
Hunchang
Aongmulri
Kiju
Pukcheng
Kalping
Siuyen
Fenghnang-Cheng
Antung
Wiju
Kijo
Usiho
Anju
Mengsan
Hamheung
Takushan
Fuchou
Telissu
Pitowo
Nanshan
Dalny
Port Arthur
Chinampo
Hoangju
Suyhing
Phangyang
Gensan
Muchun
Hoiyang
Useng
Hetju
Nangnying
Seoul
Chemulpo

GULF OF LIAOTUNG
KOREA BAY
SEA OF JAPAN

Tracks

VLADIVOSTOK MINE TRACK: 0 1 2 3 4 5 6 7 8

VLADIVOSTOK SUPPLY TRACK: 0 1 2 3 4 5 6 7 8 9 10 11 12

JAPANESE REPLACEMENT TRACK: 0 1 2 3 4 5 6 7

PORT ARTHUR MINE TRACK: 0 1 2 3 4 5 6 7 8

PORT ARTHUR SUPPLY TRACK: 0 1 2 3 4 5 6 7 8 9 10 11 12

[11.57] LAND COMBAT RESULTS TABLE

Ratio of Attacker Strength/Defender Strength

DIE	1-3	1-2	1-1	2-1	3-1	4-1
0	3/1	2/1	2/1	1/–	1/–	1/1
1	2/1	1/–	1/–	1/–	1/1	2/2
2	1/–	1/–	1/1	1/1	2/2	1/1
3	1/–	1/1	1/1	2/2	1/1	–/1
4	1/–	1/1	2/2	1/1	–/1	–/1
5	1/1	2/2	–/1	1/2	1/2	1/2
6	1/1	1/1	1/2	1/2	1/3	1/3

EXPLANATION:
All losses are expressed in terms of steps lost.
#/# = Losses to Attacker/Defender
– = No effect
Ratios greater than 4-1 are treated as 4-1.

GAME-TURN RECORD/REINFORCEMENT TRACK

	Winter		Spring			Summer			Fall		
Game-Turn 1904	1/Feb	2/Mar	3/Apr	4/May	5/Jun	6/Jul	7/Aug	8/Sep	9/Oct	10/Nov	11/Dec
Russia	1 Rpl Pt Smirnov Zasulitch	1 Rpl Pt Marakov (Stark)	2 Rpl Pt Kuropatkin (Alexiev)	2 Rpl Pt	2 Rpl Pt	3 Rpl Pt	3 Rpl Pt Bildering	3 Rpl Pt Grippenberg	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt Kalbars (Grippenberg)
Command Modification	+2	+2	+1	+1	+1	0	0	0	+1	+1	+1
Japan			1 Rpl Stp	Oku Noru	Nogi	1 Rpl Stp Oyama		1 Rpl Stp			Kawamura
			0 City		1 City			2 City			3 City

	Winter		Spring			Summer			Fall		
Game-Turn 1905	12/Jan	13/Feb	14/Mar	15/Apr	16/May	17/Jun	18/Jul	19/Aug	20/Sep	21/Oct	22/Nov	23/Dec
Russia	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt Rozhestvensky	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt	4 Rpl Pt
Command Modification	+2	+2	+2	+1	+1	+1	0	0	0	+1	+1	+1
Japan	1 Rpl Stp			1 Rpl Stp			1 Rpl Stp			1 Rpl Stp		
				4 City		5 City			6 City			7 City

Explanation of Game-Turn Record/Reinforcement Track: Jan, Feb, and Mar are Winter; Apr, May, and Jun are Spring; Jul, Aug, and Sep are Fall; and Oct, Nov, and Dec are Winter Game-Turns. Russian reinforcements/replacements are indicated in terms of Rpl Pts (Command Points) that may be expended as of a given Game-Turn on replacement and reinforcements). Japanese reinforcements/replacements are indicated in Rpl Stps (Replacement Steps available as of a given Game-Turn). Command Modification refers to the number added to the die-roll of any unit attempting to activate. Command units are indicated by name under the Game-Turn of their appearance; names in parentheses ( ) are withdrawn during the Reinforcement Stage of the indicated Game-Turn. The Number of Cities listed in the Japanese track refers to how many cities the Japanese Player must control as of the indicated Game-Turn in order for the game to continue (see Case 19.4).

TERRAIN KEY (Land Map)

Clear — Sea — Rough — Mountain — City — Russian Supply Source — Rail Line — Road — Port Symbol — Town — Merchant Ship Coastal Sectors (B C) — River — Impassable — Border — Fortress

TERRAIN KEY (Strategic Naval Map)

Port — High Seas — Coastal — City — All-Land — Merchant Ship — Impassable Hexside

STRATEGIC NAVAL MAP

RUSSIA
MANCHURIA
JAPAN
CHINA
KOREA
LA PEROUSE STRAIT
TSUGARU STRAIT
TSUSHIMA STRAIT
SEA OF JAPAN
YELLOW SEA
Port Arthur