

MANCHURIA 1945



INTRODUCTION

Manchuria 1945 describes the lightning major Soviet offensive on Japanese-occupied Manchuria in the summer of 1945. The Red Army must capture a maximum of Asian continental territories now under Japanese control and seize them before Japan accepts to surrender to the Americans. The Japanese player must prevent this at all costs or, a minima, restrain the size of the Russian bear conquests...

Manchuria 1945 lasts 22 turns of half-a-day each, between August 9 and August 21, 1945. One player takes control of the three main 'Fronts' of the Soviet Union in the Far East, while the other commands the Japanese army of Kwantung and its feeble vassals of Mandchukuo and Mengjiang.

- The **Soviet player** has massive forces (aviation, armor, artillery...) and support from its Mongol puppet, but plays against time, as if Japan surrenders too early, the conquests of the Red Army in Asia will have to cease and the objectives won't be met now or later.
- The **Japanese player** has lots of units of varied value, some unstable, and he must use them to contain the enemy, while he starts negotiating his capitulation with the Western Powers.

Events cards will allow renewal of the game with the various fluctuations that they create in the diplomacy, military, politics or events fields.

GAME DURATION

Average Duration: 4h00

Favored Side: Japanese

Most Difficult Side to Play: Japanese

The game lasts 22 turns (between 9th August and 21st August, 1945), each turn being roughly half a day long.

The **Soviet player** always plays first, followed by the **Japanese player**.



FORCES

The **Soviet player** controls **Red Army (red)**, **Soviet Airforce (orange red)** and **Mongol (purple)** units.

The **Japanese player** controls **Japanese Army (white with red frame at the bottom)**, **Airforce (white with red frame on top)**, **Mandchukuo (dark yellow)** and **Mengjiang (sable)** units.

MAPBOARD

The map represents mostly Manchuria, from Inner Mongolia till Korea and northern China.

Offmap boxes show Japanese holding in Central China, Korea or Sakhalin Island, where Soviet forces can enter after the play of certain cards.

Most Soviet territories north of the Amur river can't be entered

The Soviet offmap box Rusia is forbidden to the Japanese, while the Mongolia box can be entered.



VICTORY

IMMEDIATE VICTORY

The **Japanese player** is victorious at the end of the turn when the **Japanese Capitulation (JS) index** is equal or higher than 10.

The **Soviet player** wins at the end of a turn where he controls 18 cities on the map (Dalian, Gensan, Heijo, Port Arthur, Rashin, Seichin, Toyohara, Anshan, Chengde, Hailar, Harbin, Hsinking, Kirin, Meihokou, Mukden, Qiqihar, Szepinkai & Kalgan).

A player wins if he reaches or exceeds 30 VP (battle victories don't produce VPs). Else the player with most VPs at the end of the last turn wins the game.

VP BONUS :

The **Soviet player** earns 5 VP for each of the following: Korea (offmap box), Peking.

The **Soviet player** earns 3 VP for each of the following cities: Hsinking.

The **Soviet player** earns 2 VP for each of the following cities: Harbin, Mukden, Port Arthur, Tientsin,

The **Soviet player** earns 1 VP for each of the following cities: Kalgan, Keijo, Toyohara.

The **Japanese player** earns 4 VP for each of the following: Vladivostok.

The **Japanese player** earns 2 VP for each of the following: Mongolia offmap box, Khabarovsk, Nerchinsk.

The **Japanese player** earns 1 VP at the end of the game for each city that he still controls.

The **Japanese player** loses 1 VP each time the **(JS) index** increases by 1.

SPECIAL RULES

ECONOMIC PHASE

No economic phase in that scenario

JAPAN SURRENDER TO THE AMERICANS INDEX (JS)

The **JS** index starts the game at Level 0. When it reaches 10, the Americans have forced Japan to capitulate faster than expected and the **Soviet player** loses the game.



The **JS** fluctuate based on cards play (most of them Japanese) and capture by the Soviet of specific areas, as follows:

When the **Soviet player** takes the cities hereafter, the **JS** increases by 1: Hsinking, Mukden, Harbin, Tientsin.

When the **Soviet player** takes the cities hereafter, the **JS** increases by 1: Korea (offmap box).

When the **Soviet player** takes the cities hereafter, the **JS** increases by 3: Peking

SUPPLY SOURCES

Soviet: Vladivostok, Khabarovsk, Russia, Mongolia.

Japanese: Korea, China, Harbin, Mukden, Toyohara, Port Arthur.



Units survive without supply for 6 turns, after which they are destroyed.

REINFORCEMENTS AND REPLACEMENTS

Soviet Reinforcements: 2 air units (Yak9 and Pe2) on turns 2 and 3 respectively.

In addition, the **Soviet player** receives 1 automatic replacement each turn, to repair his units, and up to 2 air units upon play of cards relative to the capture of Harbin and Mukden. Other reinforcements or replacement may also come into play via Cards.

The **Japanese player** gets reinforcements only through Cards and 1 replacement every second turn.

CAVALRY UNITS

In this scenario, actual cavalry units (i.e. horse-mounted) have no specific bonus (only armor units have it).

THE AMUR RIVER

The Amur river separates the USSR from Manchukuo. A Soviet card represents the domination exerted by the latter on this major waterway, with gunboats and the option to use fast and long-distance river transport among the regions located on both banks of the river.

MAXIMUM CARDS HAND

In this scenario, players can hold up to 6 cards.

LEADERS

In this scenario, leaders cannot be killed in battle (but they can still be eliminated via isolation, surrender or overrun).