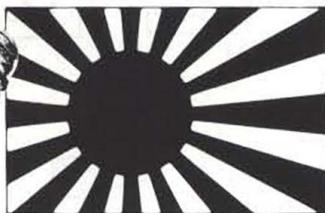


# Exit, pursued by a Bear

RED SUN RISING:  
AN OPERATIONAL ANALYSIS  
BY D.I.A. MACK



## Prologue

**Situation One:** It was obvious to the Japanese Supreme Commander what he should do, nor did the spectacle of raised Russian eyebrows deter him. Every merchant ship that could be utilised as a troop transport was pressed into service and a mighty armada bearing the cream of the Imperial Japanese Army under Kuroki's command sailed for Korea. The landing was unopposed and soon the Japanese hosts dominated the peninsula up to the Yalu; the overwhelming of the slender Russian forces was to begin. Then things began to go wrong. Kuroki's command control system functioned haphazardly in the wet Manchurian spring, leaving much of his force inert on the wrong side of the river whilst the Russian troop-trains rolled unceasingly down to Liaoyang and Port Arthur. A new landing to break the deadlock seemed to be the answer; but oh calamity! Where were the ships? Japan's entire mercantile marine was tied to the task of keeping Kuroki supplied, nor were new ships available in any numbers — the world still waited for news of the fall of Liaoyang or of the cutting of the rail life-line to Port Arthur, and held its purse-strings in the meantime.

Generals Oku and Nozu, with a pitifully small number of reinforcements, eventually landed two months late but the Supreme Commander never even embarked. Kuroki's legions began to move more rapidly with the advent of summer but were hampered in their attempts to encircle Liaoyang by their over-stretched L of C over the mountains to the coast. A frontal attack on the city, made in a frantic attempt to redeem Japanese credit, failed. The summer of 1904 ended with the St Andrew still flying over Liaoyang and the humiliated Japanese made what peace they could with the scarcely-disturbed Russian overlords of Manchuria.

**Situation Two:** As expected, the land operations began with a landing in Korea but this time the Japanese wisely used only a part of their troop-lifting capacity, holding the remainder in reserve for a second wave of landings. Nonetheless Kuroki's force was more than adequate for its task, advancing over the Yalu with little delay. The second-wave landings put Generals Oku and Nozu ashore with their respective armies right on schedule in June 1904, Oku with his 4-rating being given the task of

landing at Yingkou at the head of the Gulf of Liaotung whilst the slightly less dynamic Nozu was assigned to the capture of Nanshan and Dalny. Oku's army was the smaller but was to be reinforced by divisions from the large force with which Kuroki had landed in Korea.

At this stage the Japanese High Command began to play fast and loose with its delicate supply-system, shunting divisions between the various armies in spite of friendly warnings from the sportsmanlike Russians — and in spite, also, of the fact that the Port Arthur Squadron of the Imperial Russian Navy had cost the Japanese two merchant fleets in a series of sorties, despite heavy losses to itself in a pitched battle outside its base. Finally, with a pincer-movement on Liaoyang about to begin and the assault on Nanshan well under way, the Russian Commander-in-Chief courteously but firmly insisted that the Japanese check their supply situation *very* thoroughly.

Then it was that the Japanese realised that although their general supply capacity was sufficient to cover the needs of their land force they had nonetheless overloaded certain Army HQs and had thus jumped eight command factors — the equivalent of four full divisions — clean out of supply! The resulting attrition meant that although a defensive line could be set up on either side of captured Liaoyang a serious attempt on Mukden was simply not feasible at that stage — and every turn was bringing more and more loaded Russian troop-trains (locomotive-whistles shrieking Hallelujah in the mountain-pass) into the Mukden defended area while all round the city a chain of field fortifications neared completion.

The war ended in January 1905: the Japanese had failed again.

**Situation Three:** The Japanese Supreme Commander was new to Manchuria but his keen appraisal of the map showed him the crucial importance of Mukden and the need to set up a major supply base at Yingkou pending the capture of Dalny and the consequent opening-up of a rail L of C.

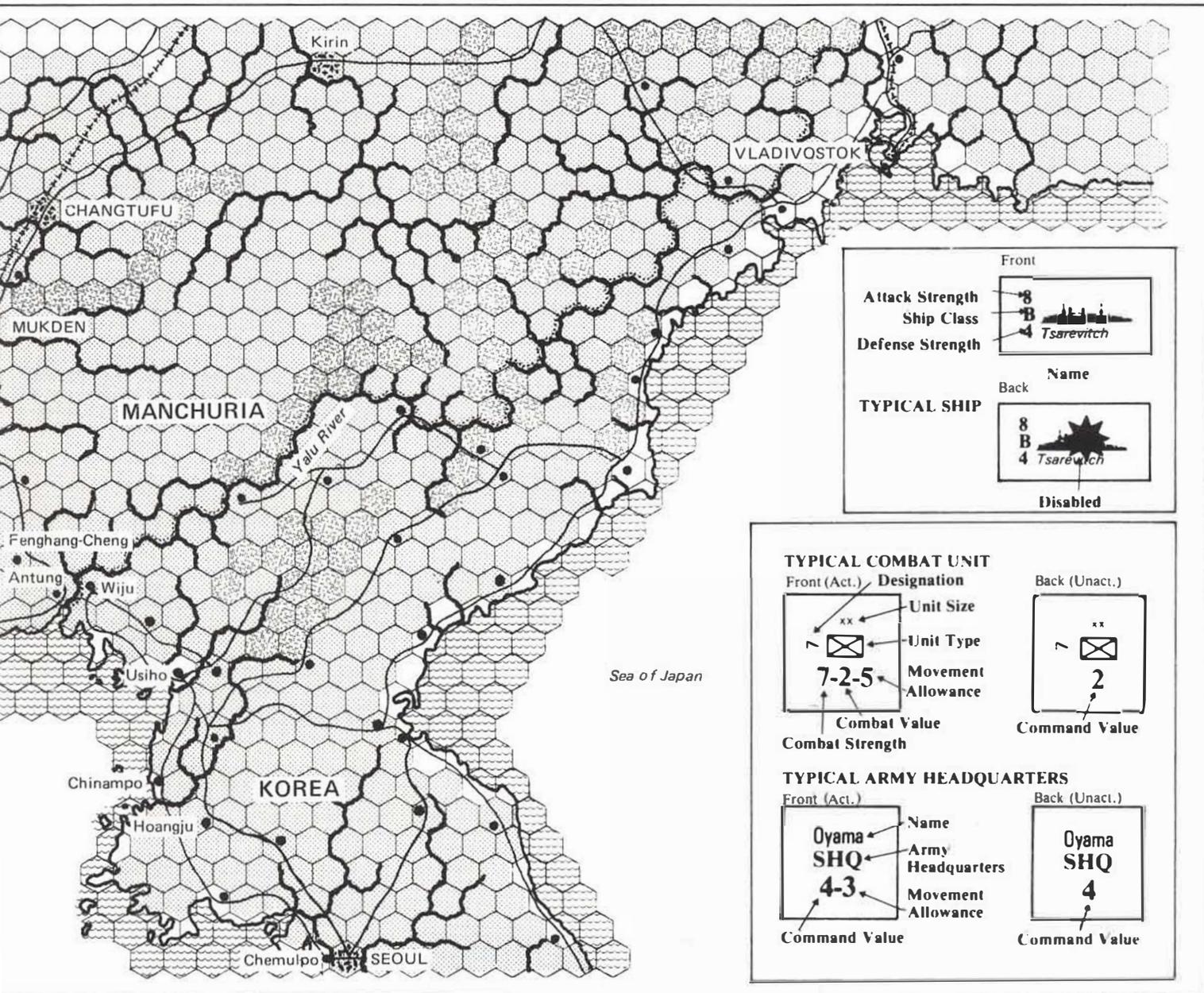
Once more Kuroki's operations in North Korea had gone quite well — there had been a little trouble with communications but, generally speaking,



everything was well on schedule. This time Oku had the task of pressing on with operations against Nanshan while Nozu and Kuroki closed first on Liaoyang and then on Mukden.

No time was lost nor was organisation lacking. The base of operations for both Nozu and Kuroki was set up at Yingkou, greatly easing the problems of supply. A clever flank march cut off Liaoyang from the railway nor did the Russian garrison long survive this. Without respite the Japanese pressed on Mukden, avoiding a frontal assault along the line of the railway and seeking instead to break through the intricate but still-precarious defence-lines west and north-west of the city before the divisions there could build to full strength and dig in. A strong assault breached the defences, despite casualties, and suddenly a Japanese division hung poised on the Russian flank! There was still time to hurl it back, even to cut it off and destroy it, nor did the Russians lack the forces to do this. But a terrible paralysis fell on them in the hour of trial: Kuropatkin and Linievitch were as men bewitched, while not one division of the dozen available marched a single verst to save the situation: the Russians saw their doom upon them and were turned to stone.

The Japanese saw their opportunity and took it with both hands; one division turned the Russian flank, reached the road at Fakumen and raced north to cut the railway at the entry hex! Now cut off from its own supply, that division was lost — but so too was the whole of the Russian Far Eastern Army less the forces in Vladivostok and Port Arthur. Only Generals Kuropatkin, Linievitch and Bildering escaped the ruin, reassembling in the



first-class waiting-room at Changtufu Station as the Japanese marched triumphantly into Mukden.

"A dreadful sound is in his ears; in prosperity the destroyer is upon him."

It was at this juncture that the Japanese realised that in two more turns he would have to have captured Dalny if his merchant fleets were to have a port from which his Manchurian armies could be supplied, he realised also that he had concentrated so many units at Mukden that he had insufficient strength even to take Nanshan.....

The ruin of the Japanese was complete: by January 1905 the remains of their army were heading for Korea, whither their merchant fleets had withdrawn, while fresh Russian divisions marched through recaptured Mukden to close on Liaoyang.

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These descriptions of three recent games of Red Sun Rising serve to illustrate the fact that strategies in this apparently simple game are in fact rather subtle and that, as I said in my profile of RSR ('Phoenix' 15), the player who does not consider the organisation and logistics of his forces will get nowhere other than into a mess. Furthermore the Japanese are not guaranteed a walkover, nor is the Russian the doomed Colossus he appears to be at first sight. This article, written with the newcomer to RSR particularly in mind, will deal with possible Japanese conduct of operations in the first part and with a suggested Russian offensive-defensive strategy in the second, finishing with a look at the naval side of operations.

## Japanese Objectives

The Japanese player must, in order to gain even a marginal victory, be in control of four mainland cities by the end of Winter 1904/05 and still control them by the end of Spring 1905, at which time this will bring about the cessation of hostilities and a narrow Japanese victory: continuation of operations into Summer 1905 will not be in the Japanese interest unless he has gained remarkable victories over the Russians during the game and has the edge in manpower. These four cities are likely to be Seoul, Liaoyang, Mukden and either Port Arthur or, possibly, Vladivostok: the last-named will require both an especial effort and the diversion of forces from the main theatre to achieve its capture and should therefore be regarded as an outside choice.

In addition there is a requirement for the Japanese to keep to a 'timetable' of cities captured in order for him to be able to continue in business; in particular he must be in possession of two by the end of Summer '04, i.e. by the end of the eighth game-turn. And it is *essential* that he has captured either Port Arthur or Dalny by the end of Autumn 1904 if he is to continue operations in Manchuria over the winter; merchant fleets may not shelter in coastal hexes during winter game-turns and the North Korean ports are too far off to act as supply bases. It was failure to secure a port which totally undermined the Japanese success outlined in Situation Three.

No, not easy for the Japanese player despite his more efficient army and fleet. How, then, should he go about his task?

## Japanese Conduct of Operations

He would be well-advised to think in terms of a series of phases, some distinct, others overlapping either wholly or in part, but all steps in a logical progression to a successful outcome, as follows:

Phase 1; The initial landings and the establishment of a firm foothold in Manchuria.

Phase 2; The second wave of landings to extend operations with a view to the investment of the Port Arthur defences and the capture of Liaoyang.

Phase 3; The capture of Dalny and the establishment of the main Japanese supply-base: operations to disrupt the Mukden defence-system.

Phase 4; The capture of Port Arthur and of Mukden.

So much for the outline. Now let us examine each phase in more detail.

Phase 1. Unless the Japanese wishes to delay his initial landings until Spring 1904 and thus give the Russians two free moves he must land at one or both of the North Korean ports (Chinampo and Chemulpo). In addition Seoul should be captured early to put the Japanese one city to the good. This landing, like its historical counterpart, will be unopposed and will be carried out by Kuroki's army. In what strength? A three-merchant-fleet

left is advised, broken down into five infantry divisions and two brigades, one of which should be a cavalry brigade — its extra mobility will come in useful before long. The balance of the fleets (less one supporting the Navy) are to be held in reserve for the Phase 2 troop-lifts, of which more later; to transport a larger force to Korea will achieve nothing, will tie up merchant fleets which could be used to better effect later, and will risk badly-needed divisions being bogged down by command control problems in Korea.

A landing at Chinampo will allow an immediate advance to the Yalu and its crossing west and north of Wiju, provided that the Russians have not got there first. Kuroki's HQ set up at Wiju will extend his L of C to his forward divisions across the Yalu. The cavalry brigade, with its 9-MF should be sent south to sweep through Seoul and return via Hoangju to finish its move at Usho, ready to rejoin the main body; remember that the city does not have to remain occupied to stay under Japanese control and that the chances of its recapture by a raid from Vladivostock are so slim as to be discounted.

As soon as Spring arrives on Turn 3 Kuroki should complete his crossing of the Yalu, command control permitting, and his supply base should be set up on one or both of the two coastal hexes between Takushan and Antung. A division posted at Takushan will prevent a possible raid from Port Arthur or down the road from Kaiping. At this stage of operations priority must be given to cutting the railway between Liaoyang and Port Arthur; if this can be done in Turn 3 so much the better. Quite apart from releasing an extra merchant fleet to the Japanese it will prevent the further build-up of the Arthur garrison (remember this when reading the suggested plan for the Russians); it is one of the most important missions allotted to Kuroki.

If an advance up the Liaoyang road from Antung can be made and such Russian units as are in Liaoyang 'bounced' out of the city by a strong Japanese force, better still. However difficulties with the L of C may well make this unfeasible and in any case the road would have to be guarded against possible Russian raids from Mukden. But come what may, Kuroki should be established by Turn 4 in the quadrilateral Takushan-Antung-Liaoyang-Kaiping although Liaoyang itself may not yet be in his hands.

**Phase 2.** This sees the opening of large-scale operations in Manchuria, with two further landings being made to extend Japanese holdings; with luck, five merchant-fleets will be available (three held in reserve plus two new ones gained through the capture of Seoul and the cutting of the railway) but it will be as well to assume that one fleet will already have been lost to Russian naval raids. The main landing must be a three-fleet one to put ashore the force which will besiege and take first Dalny and then Port Arthur. This should consist of at least five infantry divisions and two Kobi brigades or possibly even six divisions, and should be under command of Oku — his 4-rating is needed both to maintain the momentum of operations and to out-command Smirnov (see the Russian notes). The attack on Dalny should begin on the turn of landing (Turn 5) as time is not on the Japanese side: there are seven turns in which to take Dalny and Port Arthur and it must be assumed that on two of these a failure in Command Control will paralyse Japanese operations. In addition the Japanese force is likely to be only just enough to take on the Russians' Dalny garrison at 2-1 with a step or two in reserve. It is a chancy business and luck will play a large part; experience has shown that sometimes the defence will crumble in two or three turns but that more often than not there will be a bitter battle of attrition, with the Japanese not always triumphant. Unfortunately, to divert still more troops to this area may mean that the victors of Port Arthur will find that in the meantime the gate to Mukden has been barred beyond their strength to open.

The few Japanese replacement points should be accumulated and used solely to rebuild depleted divisions attacking the Port Arthur/Nanshan complex. Without them the attack is all too likely to be run into the ground; with them, early success can swing the odds increasingly in the attackers' favour.

The other landing in this phase should be under Nozu at Yingkou and should have as its object the outflanking of Liaoyang from the north. It is recommended that one or two of Kuroki's divisions be reassigned to Nozu, especially if shortage of merchantmen has kept down the strength of the Yingkou force, and that the supply base be transferred in toto to the Yingkou area — it is a long haul over the mountains from the south, even using the roads, whereas the Yingkou line offers more opportunities for outflanking manoeuvres against the Russian L of C.

There remains the question of the positioning of Marshal Oyama's Supreme HQ, which is able to land on the August 1904 turn. Until the capture of Dalny and the subsequent opening-up of the railway line it will not be possible for SHQ to be within command range of both the forces before Liaoyang/Mukden and those before Port Arthur/Dalny. It will be for the Japanese player to decide, although my recommendation is that Dalny has priority and possibly Port Arthur also, depending on how well operations have gone.

**Phase 3/4.** Once Dalny falls, shift all Japanese merchant fleets to the port; the railway will be the best backup available to both right — and left-flanking moves on Mukden. Port Arthur must be taken by a continued offensive and then all available troops sent to Mukden.

Meanwhile at Mukden every attempt should have been made to keep the Russian defensive overstretched and disorganised. In particular, raids on the Russian L of C combined with frontal assaults on units thus cut off — resulting in their automatic destruction — should be made whenever opportunity offers, in order to offset the build-up of Russian forces; indeed it is possible, given luck, for the whole Russian position to collapse like a pricked balloon, leaving the survivors no alternative but to retreat to Changtufu. Simply to sit in captured Liaoyang and look at the ever-growing defence-lines round Mukden is to lose the final and crucial phase of the campaign. The city's weak side is to the west, via Hisnimitan and Fakumen; to the east the mountain barrier screens the railway. In addition the open terrain south of Hisnimitan offers the Japanese the best opportunity to manoeuvre. It will always be better to cut the lifeline than to seek to beat down the shield.



### Russian Conduct of Operations

Compared with the Japanese the Russians' task is simple; it is simply so to delay the Japanese that they run down their comparatively small army and fall short of their objectives. The subtlety lies in so conducting operations that delay is achieved without losing too many units early on, but also without being so sparing of units in these early stages that delay is not achieved to any extent.

There are two keys to the Russian defence of Manchuria. The first is the Port Arthur/Dalny complex, without which the Japanese cannot use the railway as their L of C, to the detriment of flexible operations, and have no port to support winter operations. The second is Mukden, the vital fourth city on the road to victory. The terrain in between is the zone of delay — no more than that.

**Early Days.** In the unlikely event of Russian land units activating on Turn 1 two divisions should be moved to Antung and the hex north of Fengnang-Cheng. There they will block Japanese attempts to cross the Yalu and sew up Kuroki very nicely. However activation on Turn 1 is a rare bonus; let us examine a more likely state of affairs.

At Port Arthur there are three Siberian infantry divisions and two cavalry divisions. On Turn 1 two of the former should be moved out by rail to Nanshan, meeting there with a half-strength

European division brought on-map as Replacement Point 1; European divisions are stronger in CF than Siberian, so don't waste RPs by using them to build up Siberian units to war strength. 3+3=6 but 3+4=7! Back in Port Arthur the remaining divisions construct a Level 1 trench system. On Turn 2 digging begins at Nanshan and RP 2 is used to bring the European division up to war strength, the arrival of Smirnov (see below) in that hex on the previous turn making this possible. The two cavalry divisions leave Port Arthur to occupy the two hexes immediately east of the port while a division is railed in from Vladivostock to Dalny; this seals the Port Arthur/Nanshan complex from any possibility of a crafty outflanking invasion come the Spring.

Smirnov is sent to Nanshan as soon as he arrives on Turn 1; although he is unlikely to exercise much command his presence at Nanshan will encourage the defenders there (Rule 11.43) and it will take a 4-rated Japanese leader to outsmart him. Zaslitch should be sent to Vladivostock, freeing the 3-rated Linievitch to take command of the main army under Kuropatkin; if Kuropatkin activates then Linievitch is very likely to follow suit and if K doesn't then L's presence as Army Commander gives one a second chance to get things moving. Note that this use of the Supreme Commander as a sort of starter-motor applies equally to both sides.

The two Siberian divisions which enter on Turn 1 should be sent to Liaoyang and Kaiping to block early Japanese probes at the railway. Finally, on Turn 3 RP 3 should be used to bring another half-strength European division into Nanshan, making a CF total of 8+4+3+3=18 in one hex. If on Turn 4 RP 4 can be used to build up the newly-arrived division so much the better; but this will depend on how things are going elsewhere and in any case four RPs are the maximum which I advise for Nanshan — after that the Liaoyang/Mukden area must have priority.

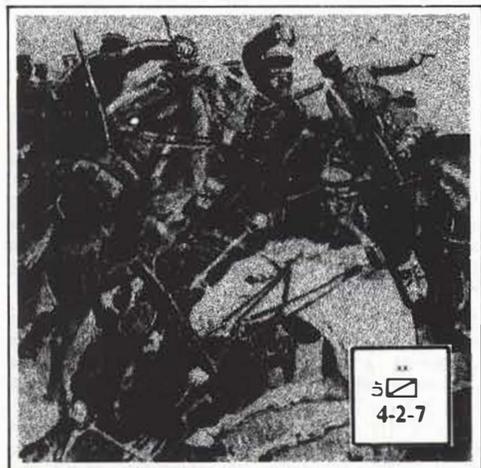
**The Middle Watch.** From now on the PA/Nanshan force sits still and lets the Japanese bash away at it; the chances are that this will tie up a lot of Japanese for several turns and will cost them more steps than they will care to lose..

Further north the theme of operations should be the delaying of the Japanese while the defence of Mukden is built up. A second division in the hex NW of Liaoyang (2108) will delay the city's being cut off from Mukden by a flank-march; if this division and that in Liaoyang can be built to full strength or augmented by two more half-strength divisions then this will be all to the good. As the division at Kaiping will be cut off by a Japanese landing at Yingkou its eventual withdrawal to Liaoyang is advisable. However do not attempt to construct the elaborate defence of this city as advocated in the Players' Notes; as I said in my Profile this is impossible to attain in the normal course of events — Mukden is the key position.

At Mukden start by placing half-strength divisions on the rail hex immediately south of the city and on either side of this. Then set up a stack at Hisnimitan, building this to two full divisions at least; and maintain a division covering the road via Fakumen, lest the Japanese break through. Fakumen itself or the rough/road hex immediately SW are the best spots for this long-stop; the latter location will provide particularly good defence in depth. Finally build a stack in Mukden, reinforce the line south of the city and entrench it as well. But the Hisnimitan stack should rely on its strength for protection, to entrench it will be to negate its ZOC which does so much to block the approach from the south-west — the likely assault route.

End-Game. Let 'em all come! Even if Port Arthur falls before the end of 1904 there is a strong chance that the Japanese will not be able to muster enough strength in front of Mukden to take it in time to meet the 4-city target at the end of Winter 1904/05. The strong defence-line will cost Japanese attacks dearly and the now-plentiful stream of Russian reinforcements can replace casualties as soon as they are incurred. In addition limited offensives should be carried out against Japanese units, especially those at their last step, which are left adjacent to the Russian lines. And whenever an opportunity to cut off units and then destroy them at a blow presents itself then take it! The Japanese can no longer afford casualties and the Russian has the resources to be aggressive.

Should the Japanese make a raid on Vladivostok then let them — and then rail in some divisions and a commander to push them back into the sea. They won't be able to advance inland and it is unlikely that they will have the ships or the men to reinforce their venture; an expedition to Vladivostok is rather a desperate expedient for the Japanese player unless he is doing so very well that the cost in resources doesn't bother him — in which case he doesn't really need to mount the expedition.



The War at Sea

The naval side of RSR is not about the clash of ironclad fleets. It is about the ability of the Japanese to keep their maritime supply and reinforcement route intact in order that on land the maximum number of Japanese units, all in supply, is able to operate against the Russian army. Therefore the Russian objective is to catch and sink as many merchant fleets as possible while that of the Japanese is to keep the Russians from doing this pending the capture of Port Arthur by land forces.

Before going any further, therefore, we had better be quite clear about the sequence of the naval game. Its basis is ten Naval Movement rounds in which first the Russians move one sea-hex, followed by the Japanese: then comes Russian Raid — if a merchant fleet or fleets are still in the same hex as a Russian fleet (even after movement) then one merchant fleet is automatically sunk: then fleets may search for each other and, if they sight, come to battle. So far, so good. But prior to Naval Movement both sides must activate their naval fleets and, if in the same hex, may search — and thus precipitate naval combat — before the movement rounds begin (Rules 4.11-4.13). Furthermore a fleet need not return to port (or resume blockade), i.e. flip to its non-active side, until the conclusion of the tenth round of movement. Finally, merchant fleets *not in a home (Japanese) port* may not move during the first round of a Naval Movement stage (addition to Rule 7.0).

All this means that, first, a Japanese fleet on blockade outside a Russian base can, provided that it activates, search for and bring to battle a sortieing Russian squadron before Movement and its raids can begin. As the Japanese fleet has better battleships than its opponents it is likely to give them a severe handling (more of this anon). Secondly, should the Japanese fleet fail to activate, they do so automatically at the end of the first round of movement (Rule 5.0); but by then the Russians can have sunk the accompanying merchant fleet and returned to Harbour, thus getting clean away.

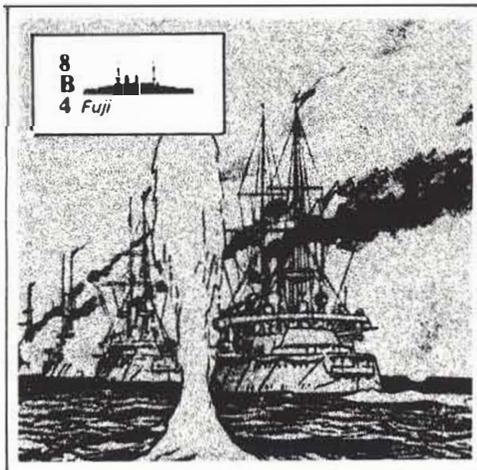
Thirdly, and worse, should there be no Japanese fleet on blockade at Port Arthur the Russians are free to sink a merchant fleet in that hex or, if there is none yet, to move into the next (Antung/North Korea) hex and sink one there before the Japanese can move. Fourthly, just to cap setback with calamity, a Russian fleet can, if unopposed, lurk in the Port Arthur hex, sink a merchant fleet returning on Movement Round 10 to resume supply to the army, and then slip back into port.

Therefore merchant fleets are always at some risk as long as Russian warships occupy Port Arthur, the more so once they have had to move into the P A strategic map-hex; moreover the Japanese player is asking to have two merchant fleets sunk on each turn if he does not maintain the blockade. In other words he *must* keep his fleet on blockade at PA until the fortress falls to land assault; even if the Russian fleet is reduced to a tithe of its original strength he cannot lower his guard for so much as one turn.

The Japanese player faces something of a dilemma as soon as the game begins. The Port Arthur squadron, under the command of the 2-rated Stark, cannot activate during Turns 1 and 2 but on Turn 3, with Makarov now flying his flag and Spring having eased the die modifier, it probably will. Therefore the Japanese may withhold their fleet from that first turn of winter blockade and its increased risks of attrition but they must be in position on Turn 3 (which means putting to sea on Turn 2). If they fail to activate on that turn they will be in trouble should Marakov do so on the next. So straightaway the Japanese player must decide whether to take advantage of his automatic Turn 1 activation (Rule 18.82) and open the blockade at once or to sit out the first winter turn and risk not getting to the church on time in a subsequent turn.

Once on blockade should the Japanese be unfortunate enough to roll the loss of two battleships on the attrition table then I suggest, as I suggested in the Profile, that this is resolved by picking two battleships 'blind' from the counters and keeping the names of the lost ships from the Russian player. This will be a better simulation of the risks facing the blockaders (and of the loss of the "Hatsuse" and "Yashima") than simply picking off the "Fuso" and "Chin Yen", the two weakest battleships in the fleet — such a dodge is for loop-hole-freaks only.

But no matter what the risks and results of early blockade may be, my advice to the Japanese is not to risk the loss of a supply-base merchant fleet in those first moves; start the blockade on Turn 1 and also keep a spare merchant fleet at sea each turn lest that supporting the blockading fleet falls victim to an emerging Russian squadron which survives into Movement Round 1.



The Russians

Point One. Do *not* offer battle unless the Japanese have lost two battleships on blockade. Why? First, because only this will lower their Fleet Morale — disabling of ships doesn't. Secondly, because the four 8-5 Japanese battleships can outshoot anything you have in the Far East and thus offset your numerical superiority in these vessels. Consider. At maximum gunnery range they will hit you

on a 6-roll while you won't even chip their paint and with Japanese morale equal to yours they can meet move with move, selecting the range which best suits them. Only the possibility of loss of two of these powerful ships gives the Russians a real chance in a general action.

Point Two. You aren't in business to sink the Japanese Navy; you *are* in business to sink their supply-lines. Your best bet, therefore, is to resort to the Fabian tactic known as the Port Arthur Sneakies.

The PAS gambit operates best in non-summer game-turns when the possibility of Japanese activation is diminished, and consists simply of activating oneself in the hope that the Japanese don't; in this happy event you go out, sink a merchant fleet in the same hex on Turn 1 (there will always be at least one, with the Japs on blockade outside) and then return to port before the Japanese can activate on Movement Round 2. And if they do activate? Why then, you can chance their not finding you in the Search phase, although this isn't likely, with a view to slipping out and sinking those merchantmen before Togo finds you on the second round. When he does, you simply refuse battle by turning your fleet counter to "In port" at the cost of one soon-restored morale point; this extremely important let-out comes out in Rule 8.1.

By using the Port Arthur Sneakies you can usually count on sinking two merchant fleets during 1904 and, if you come out for a 'death ride' attack at last, a third. Loss of three merchant fleets will not cripple the Japanese land campaign but it will certainly reduce the options available, especially if two of the three losses can be inflicted before Phase 2 of operations. And a hampered Japanese army is an army less likely to be able to take Mukden in time to reach the four-city target at the appointed turn.

Point Three. The Vladivostok Squadron will never catch any Merchant fleets in Japanese waters, due to the fact that the turn-sequence allows them to move out before the Raid phase. However sorties to Japan will keep merchantmen on the hop, may interfere with the embarkation of reinforcements and with their smooth transition to the mainland, and will give the Japanese player something else to think about.

## Conclusions

Remember that there is no School Solution to this game. The chances of Command Control and of combat make nothing certain. Sometimes a 2-1 assault on Port Arthur will sweep all before it in two turns, sometimes it will be a Japanese disaster. Sometimes Mukden's defences will collapse like a pricked balloon because the Russians get a bad attack of the Command Controls at a crucial moment, sometimes the Japanese will crumble before a counter-attack at Liaoyang. You never can tell. What one can do is to conduct operations that one is ready to gain from good fortune and to minimise bad. and that is what this article has been about.

### Japanese

1. Don't commit too many troops in Korea.
2. Isolate Port Arthur as soon as possible.
3. Use second-wave landings to extend operations.
4. Dalny *must* be taken before Winter; press on with the assault.
5. Take Liaoyang as soon as you can and then keep Mukden off balance: penetrate, isolate and destroy!

### Russians

1. Remember that Port Arthur/Dalny and Mukden are your Two Towers and that Mukden is the key.
2. The longer you deny Dalny to the Japanese the longer you inhibit their land operations.
3. Delay at Liaoyang but dig and defend at Mukden.
4. Don't forget the Port Arthur Sneakies!