

长征



THE LONG MARCH

THE LONG MARCH CONTAINS 17 TACTICAL SCENARIOS COVERING THE COMMUNIST CHINESE FIGHT WITH NATIONALIST FORCES BETWEEN 1931 AND 1937. ALSO INCLUDED A CAMPAIGN GAME LINKING 14 OF THE INCLUDED SCENARIOS.

HOB

WWW.HEATOFBATTLE.COM
DESIGN BY: JAY LONG

THE LONG MARCH IS FOR USE WITH TACTICAL WARGAMING SYSTEMS. IF USED WITH HASBRO PRODUCTS, BE ADVISED THIS IS NOT A HASBRO OR AFFILIATE PRODUCT AND THERE IS NO CLAIM AS SUCH



THE LONG MARCH

(Con't from back cover). Mao started the Red Army moving back to the north in hopes of joining the Fourth Front Army believed to be operating in northern Sichuan. However, Chiang Kai-shek had correctly guessed Mao's destination and powerful forces moved to block his path. Chiang hoped to keep the Red Army south of the Yangtze River allowing the KMT to eventually trap and destroy them. The lead elements the Red Army were stopped just short of the Yangtze (LM-6). Increasing KMT strength would threaten to bring the Red Army to battle and destruction. The Red Army retreated to Zunyi. Here, they would defeat the KMT units trying to seal them into a pocket (LM-9). It was about this time that the destruction of the last organized resistance in their Jiangxi home occurred.

When it became obvious that they would not reach the Fourth Front Army, Mao led the Red Army to the southwest. He feinted toward Kunming, drawing Nationalist troops from all around as they raced to protect the city. The Red Army then stole a march on the KMT, bypassing Kunming to reach the banks of the Yangtze River. Chiang Kai-shek had ordered all boats withdrawn to the north bank of the Yangtze, but the Red Army found a half-sunk boat and repaired it. After dark, a party crossed the Yangtze River and approached the local KMT guardhouse at a ferry crossing. They identified themselves as traveling merchants, and informed the soldiers that if they did not open the door, they would go on their way without paying the transit tax. This trick allowed them to capture the crossing point, and soon seven large boats were working nine days and nights to get the entire Red Army across the Yangtze River. The rearguard taunted the following KMT across the river, which had no boats. The First Front Army losses reduced their fighting strength to about twenty thousand men.

Poorly provisioned, they set out across the territory of the Li people. The Li were hostile to ethnic Chinese, and attempts to purchase a safe passage proved to be only partially successful. The Red Army reached the ancient walled city of Huili, but all attempts to take the city failed (LM- 11). The Red Army now headed north. To the west lay the desolate mountains of Tibet, to the south, the Yangtze River, and KMT troops approaching from the east. However, the Red Army knew not to allow itself to be trapped west of the Dadu River, because this occurred to a rebel Taiping Army.

70 years earlier resulting in their annihilation. Only three possible crossings existed, Fulin was too close to the approaching KMT so an advance unit was sent to the ferry crossing at Anshunchang (LM-12). The crossing was captured, but it was not capable of carrying the entire army. The Red Army would also need to capture the bridge at Luding. The 4th Assault Regiment proceeded along the west bank to capture the bridge, while the only unit across at Anshunchang, the 1st Division, proceeded along the east bank. After a 90-mile forced march through several small garrisons (LM-13), the 4th Regiment arrived at Luding. They succeeded in capturing the bridge (LM-14), and encountered lead elements of the 1st Division while pursuing the KMT garrison as it retreated from the town. The Red Army could muster only twelve thousand soldiers at this point.

From Luding the Red Army continued their march north. The road took them across the Great Snowy Mountains. The lowland Chinese from the south had experienced snow and mountains on their march, but the Snowy Mountains were tougher than many

could handle. Men were lost from cold, altitude sickness, and falls. Coming down from the mountains, the Red Army joined with the Fourth Front Army of Zhang Goutao. The soldiers thought this a great success, and Mao and Zhang publicly greeted each other with a hug. However, a power struggle between the two would have dire effects. Zhang's Fourth Front Army outnumbered Mao's First Front Army almost 10 to 1. They decided to head north in two columns, each with half of Mao's and half of Zhang's troops. The path north was through the dreaded Grasslands. The Grasslands were a marsh with no decent paths, freezing nights, and quicksand. Many of the veterans would say this was the worst part of the march. There was no suitable drinking water, and hungry men would chew on grass that turned out to be poisonous.

Once past the Grasslands, the division between Mao and Zhang became undeniable. Zhang halted his west column and informed Mao he would be heading south once the weather permitted. One of Mao's men intercepted a radio message that Zhang sent to one of his generals accompanying Mao's eastern column. The exact wording is unknown, but the telegram authorized Zhang's men to use a "military solution" to bring Mao and his troops into line with the Fourth Front Army. (This message is one of the great mysteries of the Long March). Mao made preparations and managed to slip away from the east column with 4,000 men. Zhang's men did not pursue and a civil war within a civil war was averted.

Mao and his 4,000 men had one more natural obstacle before they would have room to maneuver. They needed to move through the gap at Lazikou Pass. The pass was a mere twelve feet wide and had suspension bridges bolted into the sides of a cliff. On the way, prisoners told them that KMT blockhouses were built to control the pass. An advance unit rushed to the pass but was repulsed. Finally, a nighttime mountain climb enabled a small group to get above and behind the defenders who lost heart and were routed (LM-15). Emerging from the wastelands, the Marchers met ethnic Chinese at Hadapu and feasted so well that some men suffered from burst stomachs.

Continuing the march, the Red Army encountered Ma cavalry units (Central Asian horsemen) that would harass them, but not seriously challenge them. When Mao had had enough, he turned and fought them (LM-16). His victory essentially gave him a safe base in Shaanxi Province Soviet for operations. He had already contacted outposts of the 25th and 26th Red Armies. Rumors of these armies reached Mao and he was delighted to find that they existed. A few days march would bring them to their new home. The sudden deaths of the leaders of the Shaanxi Soviet, and humiliating defeats suffered by Zhang Goutao left Mao with few challengers for control of the CCP.

The new Soviet Territory in Shaanxi Province was not seriously threatened. The Red Army would skirmish with the local KMT, but fighting was not as desperate as the five Battles of Encirclement. Chiang Kai-shek would go to Xian to start his new campaigns of eradication, but his own Generals would put a stop to that. The Red Army would increase in strength; other Red Armies would undertake their own "Long Marches" to join Mao and his First Front Army in Shaanxi. The "official" end of the Long March was a year after the 1st Front Army completed its March to include late arriving columns. Only the 26th army was native to Shaanxi province, the 25th Army had just completed its own Long March, the 2nd Front Army and the remnants of the 4th Front Army would arrive later. Mao was able to regain his military strength and consolidate his political leadership in relative peace.

Long March (LM) Campaign Game Rules

LM CG1. CAMPAIGN GAME RULES: Players determine sides by any mutually agreeable method. Once this is determined that player will remain representing that side throughout the course of the whole CG. None of the usual CG rules or readily familiar design philosophies that appear in most other HASL modules applies here, only the rules set out below. The winner is the side that accumulates the most 'CG Points' after having played the LM scenarios as outlined below (see also CG5). All HSRs in effect on an individual scenario card are in force during that scenario only; this is in addition to the HSR which apply in all scenarios.

LM CG2 SEQUENCE: For the CG, each LM scenario will be played once in order beginning with LM2 through LM 16. Scenarios 1, 11, and 17 do not form part of the CG and are ignored when playing the CG. J. A running total of CVP is kept throughout the course of the entire CG (see Record Keeping Sheet, inside back cover). Players also keep a tally of the CG Victory Points they have earned.

LM CG3 CAMPAIGN GAME VICTORY POINTS (CGVP): Campaign Game winner is determined by amassing the higher number of CGVP at the conclusion of playing all of the designated scenarios. The CGVP has a Base Point Value for each scenario of 8 CGVP, for the scenario winner, and 4 CGVP for the scenario loser. The Scenario Winners CGVP Base 8 CGVP is modified by the CGVP Point Variable for each individual scenario.

LM CG4 CGVP POINT VARIABLE: The Base Point Value of a particular scenario for the winner only can possibly be raised by up to two CGP or lowered by up to three CGP (it can also remain unaltered) depending upon how many CVP were inflicted on the enemy and/or suffered by the friendly side during a particular scenario. For this purpose a chart is provided to determine the % CVPs for each side in each scenario on the "Campaign Game Scenario Base Point Value & CVP Table" found on the back of Scenario 17. This CVP Table is used only for CG purposes and has no direct bearing on a given scenario's particular Tactical Objective.

The CVP Table indicates how many CVP need to be inflicted on the enemy in order to have the point variables come into effect. Should neither side reach such totals, the scenario is worth its Base Point Value. For the winning side there is a one CGP bonus if they inflict > 50% CVPs on the losing side. There is an additional one CGP bonus if they inflict > 75% CVPs to the losing side. The Scenario winner can also lose CGP based on the amount of CVP inflicted on his side. There is a -1 CGP penalty if he loses > 25% of his CVP total. An additional CGP if he loses > 50% of his CVP total and a possible third CGP deduction if he loses > 75% of his CVP total. [EX: The Red Army Player meets the TO of LM7. The Red Army player is awarded 8 CGPs. (The KMT Player earns 4 CGP). In winning that scenario the Red Army player inflicted 45 CVP on the KMT so receives a +1 CGP bonus for a total of 9 CGPs. In the scenario the KMT player inflicted 45 CVP on the Red Army player for a -3 deduction to his base CGPs. The total awarded to the Red Army Player for this scenario victory is 6]. CVP bonus structure is based on the number Infantry CVP in the scenario. Squads/Crews normal 2 CVP and SMC one + the normal leadership modifier. Any leader created during play does not change the CVP totals on the CVP Table. It is also only awarded for Casualty Victory Points, No Tactical Objective,

prisoners, E-VP, or Support Weapons are ever counted for CGVPs. It is possible for the victor to have a combination of positive and negative points resulting in a net score. [Ex. The victor inflicts 50% casualties on the losing side but suffers 50% casualties. The scoring is 8 VP for winning the scenario + 1 CGVP for inflicting 50% casualties - 2 CGVP for losing 50% casualties = 7CGVP.]

LM CG5 WINNER: The CG winner is the player with the most CG points after all the proper LM scenarios have been completed in their proper sequence. Should the CG Point Values be tied at this stage, the CG winner is the side that inflicted the most CVP throughout the course of the entire CG.

Long March Scenario Pack General Notes

This scenario pack will test your skills as an infantry commander with very limited resources. The scenarios contain few Guns with limited transport representing the challenges of leading irregular troops across open countryside. We found that some explanation of concepts might help the player experience greater enjoyment of the scenarios depth. You will notice that throughout the scenario pack that all of the support weapons are the two-toned Chinese counters. This is to represent the common source of weaponry of the Nationalist and Communist's limited stockpile. Note also that a Historical (Special) Rule in most scenarios that limits MMGs to crews but does allow some special abilities. This is to represent the extreme measures both sides used to keep and maintain the limited numbers of machine guns available. Thus, broken units may route away with weapons that normally they would have to leave behind. SWs will also usually give a player a CVP boost for that scenario (but not the Campaign Game).

Note that in the Campaign Game some scenarios are not included. The first (Scenario 1) is excluded since it is outside the scope of the main fighting in 1934-35. Long March 11 is excluded for two reasons the first because it is a deluxe scenario and not all players have the desire to play deluxe scenarios, and second that this is a very specific, specialized action. Long March 17 is excluded for two reasons, the first is that it is after the main CG action and it utilizes High Ground boards that are not generally available, (stay tuned for that!). If players choose, they may include LM 11 and LM 17 in your Campaign.

The challenge of this pack is very interesting as it presents close in tactical puzzles. This is not the typical 1942 Stalingrad slugfest with fire groups nudging the edge of the Fire Tables. The scenarios all have their own feel and there is lots of tension in each action.

This pack was tested with both Fire Tables and works well with both.



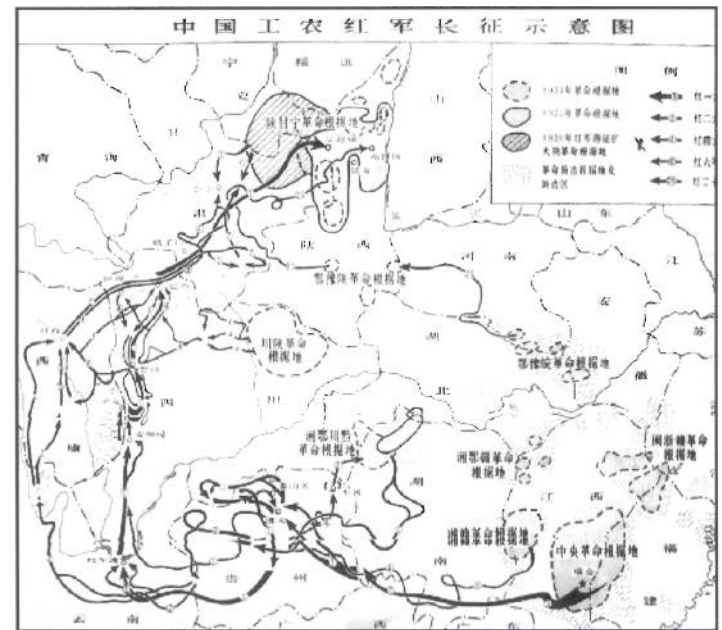
长征 THE LONG MARCH

Every Revolution has a critical moment. For the British, it was the Magna Carta when the nobles forced the King to concede absolute power. For the French, it was the storming of the Bastille when the people decided to take action. For the Americans, it was Washington's patriots enduring the winter at Valley Forge to emerge as a trained army. For the Chinese, it was the Long March. At stake was the very survival of the Chinese Communist Party. Equally important was the emergence of Mao Zedong, as the man who would lead them to triumph.

The Nationalists leader, Chiang Kai-shek, first three attempts to eradicate the Communists in Jiangxi had failed. During the fourth "Battle of Encirclement", Chiang would take direct command of the Nationalist forces known as the Kuomintang Army (hereafter referred to as KMT). The fourth battle became the worst defeat to date with entire brigades and divisions destroyed. The fifth campaign would see a more systematic advance as the KMT built encroaching rings of blockhouses (LM-2). Attempts by the communists to fight the blockhouses resulted in failure and heavy casualties resulting in more than 50% of the communist controlled area lost.

In October of 1934, the Fifth Battle of Encirclement was succeeding. KMT pressure on the Chinese Communist stronghold in Jiangxi had become decisive. It was obvious that holding the territory was not an option, and the Chinese Red Army decided to attempt a breakout. The breakout of the First Front Army began in mid-October 1934 towards the southwest corner of Jiangxi territory. The breakout consisted of a series of small skirmishes by the Chinese Red Army that easily pushed its way through the KMT barrier. The relative ease of the breakthrough led to speculation that politics and/or bribery played a larger part than military prowess. Due to the Red Army's rearguard action and faulty intelligence, the Nationalists took almost a month to understand the scope of the breakout. The KMT continued to build their constricting blockhouses (over 11,000 were built) in support of their advance from the north instead of shifting forces to counter the breakout. This delay allowed the slow moving columns of the Red Army to negotiate the steep, narrow footpaths of the mountains at their border. Significant KMT forces finally caught up with the Red Army as it was crossing the Xiang River. The Red Army was able to move most of the fighting troops across the river. However, a disaster loomed for the remaining columns that carried everything the Chinese Communist Party (CCP) was unwilling to leave behind. The CCP lost tens of thousands of men (LM-4), they also lost almost all of their heavy equipment but their mobility was greatly increased. This proved important; the Long March would become a series of races to cross the next mountain or river before the KMT could block them. The Red Army would only succeed because time and again the KMT would underestimate the Red Army's mobility. Once across the Xiang River, the Red Army moved with renewed speed to escape before the KMT could follow in force. The next obstacle was the Wu River. At this river, the Red Army risked being pinned against the bank; however, the Red Army was able to construct a bridge while under fire (LM-5).

Once across the Wu River, the Red Army had an easy march to the city of Zunyi. The gate to the walled city was taken by guile, but street fighting was needed to clear the city. Here the CCP would take a few days to rest, re-supply and recruit. More importantly, the top 20 leaders would have a meeting to evaluate their progress and decide their destination. This meeting had the result of changing leadership. Otto Braun, the advisor from Moscow, and his clique were set aside and Mao Zedong gained his first step toward total control of the CCP. Mao recognized that taking charge while things appeared at their worst was a great opportunity. Mao also firmly believed in the cause of the CCP and worked day and night to set things in order. At this time only 30,000 men were left from the 86,000 who had made the breakout. The Red Army's force was too small to contest the half a million men that the KMT brought to the area. Ideas of starting a new soviet territory here were abandoned as was joining the Second Front Army in Hubei.



CREDITS

SCENARIO DESIGN: JAY LONG

PAINTINGS USED FOR COVER AND SCENARIO CARDS:
COLLECTION INTERNATIONAL INSTITUTE OF SOCIAL
HISTORY, AMSTERDAM

LAYOUT: STEVE DETHLEFSEN, STEVE SWANN

GRAPHICS: KLAUS FISCHER, STEVE DETHLEFSEN

EDITORS: JIM BRACKIN, ANDY HERSHEY

CG DESIGN: STEVE DETHLEFSEN

PLAYTESTERS: MANY THANKS TO ALL!

HOB: STEVE DETHLEFSEN, KLAUS FISCHER, ANDY HERSHEY,
STEVEN SWANN, JEFF NEWELL, SAM TYSON, ERIC MORTAN, JIM
BRACKIN, AND TOM REPETTI, WITH BRUCE RHEINHARDT AND BURNIE
HEGDAHL

Long March is an infantry intensive scenario pack suitable
for expert and beginner alike.

Needed to play:

ASL components Including Partisan and Chinese infantry
and support units. Boards needed are: 3,4,5,7,8,9,15,25,
33,37,40,41,43,44,47,48. Boards a, h, HGI, and HGII are
needed for scenarios (but not Campaign Game).

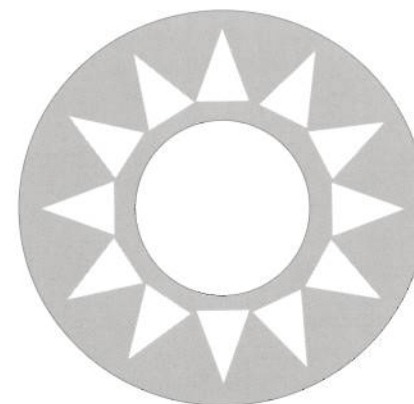
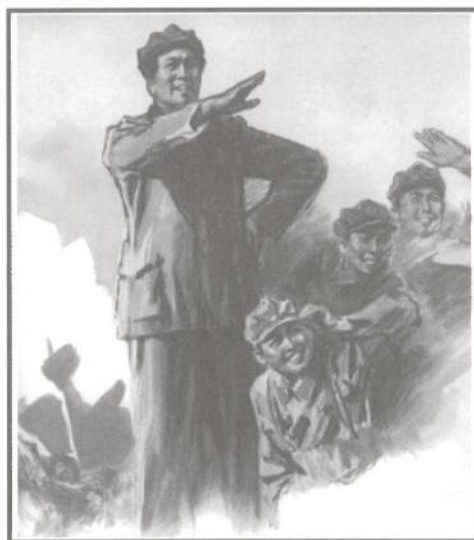
CAMPAIGN GAME INFORMATION TABLE

		Red Army win (+) lose (-) table *				KMT win (+) lose (-) table				Red Army	KMT	Red Army	KMT
LM #	CG Sequence	Start KMT CVP	+2/-3 ≥	+1/-2 ≥	-1 ≥	Start	+2/-3 ≥	+1/-2 ≥	-1 ≥	CVP	CPV	CGVP	CGVP
LM 2	1	74	56	37	19	82	62	41	21			/	/
LM 3	2	54	41	27	14	32	24	16	8			/	/
LM 4	3	62	47	31	16	40	30	20	10			/	/
LM 5	4	30	23	15	8	60	45	30	15			/	/
LM 6	5	56	42	28	14	60	45	30	15			/	/
LM 7	6	70	53	35	18	72	54	36	18			/	/
LM 8	7	28	21	14	7	26	20	13	7			/	/
LM 9	8	58	44	29	15	62	47	31	16			/	/
LM 10	9	50	38	25	13	32	24	16	8			/	/
LM 12	10	32	24	16	8	52	39	26	13			/	/
LM 13	11	32	24	16	8	34	26	17	9			/	/
LM 14	12	40	30	20	10	44	33	22	11			/	/
LM 15	13	26	20	13	7	44	33	22	11			/	/
LM 16	14	66	50	33	17	62	47	31	16			/	/

* This table represents the CGVP Variable +/- for the winning player if they inflict > this amount of CVP on the opponent and the subtraction of the scenario winners BPV depending on the CVP inflicted on the scenario winner

Record the Scenarios Casualty Victory Points Earned here for CGVP Variable determination and tie breaking purposes.

Record the CGVP earned in that scenario (Sc.) on the left of the dash and a running total on the right.



RECRUITING TACTICS



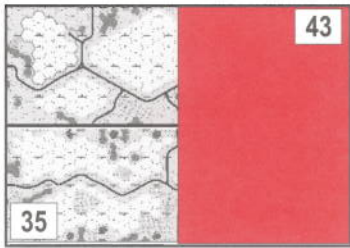
HOB

HOB LM 1

HOB's Long March

Design: Jay Long

Battlefield Orientation:



Play Area: Only Hexrows R-GG on board 43 and A-P on board 35 are in play.



Tactical Objective: The KMT must earn more CVP than the Red Army. The KMT earns one VP (only applicable once) if any KMT unit is south of the 35 A5/P5 road at game end. Both sides receive Normal Casualty Victory Points.

SCENARIO	VARIABLES
EC/Wind	Moderate, No wind at start
Kindling	Not Allowed
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Rule:

1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. For CVP purposes, Good Order MMG (A.7) are worth 2 CVP at game end, captured use penalties exist normally. The Red Army will Repair MMG only on a dr of 1.
2. The Red Army units entering on Turn 1 may not enter Concealed, nor gain Concealment during Turn 1.

Balance:

RED ARMY: The KMT must earn ≥ 3 more CVP than the Red Army at Game End.

KMT: Add one 3-3-7 MMC and one 3-3-6 MMC to the at start forces.

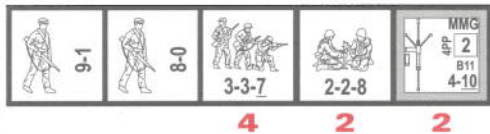
Historical Perspective: July 1931, Jiangxi Province,

China: After unsuccessful uprisings in the cities, the Red Army had established a home for itself in the rural province of Jiangxi. Mao Zedong and Zhu De combined their forces to create a Red Army to defend this new "Soviet" territory. The Nationalist KMT (Kuomintang) Army would make five attempts to surround and eradicate the Communists. The first four "Battles of Encirclement" saw KMT columns penetrate deep into the Soviet Territories. The major KMT expeditions would be attacked and defeated in turn by the more mobile Red Army. Often, the Red Army tactics included hit and run raids to goad KMT forces into pursuit.

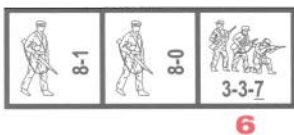
The KMT would be drawn deep into Communist territory where they could be surrounded and annihilated. The Red Army had no access to markets or factories, thus the defeat of the Nationalists provided them with a means to get supplies of arms and ammunition. Prisoners were also welcomed into their ranks. Therefore, the Red Army considered these actions as victories only if their numbers and supplies increased.

RED ARMY: Sets up and Moves First [ELR: 5] [SAN: 3] [64]

Elements of the Red Army: set up on/south of hexes numbered 8 on board 43; all units may use HIP.



"Bait Force" enter on Turn 1 along the north edge:



TURN
1
2
3
4
5
6

KMT: Sets up and Moves second [ELR: 3] [SAN: 2] [62]

KMT: enter on Turn 1 along the north edge.



RESISTING THE CONSTRICTION



HOB

HOB LM 2

HOB's Long March

Design: Jay Long

Battlefield Orientation:

LM CG-1



Play Area: Only hexrows R-GG are in play.

Tactical Objective: The KMT wins at game end by accumulating ≥ 20 VP. VP = 2 for each Controlled Hut/Pillbox, +1 for each Trench Controlled, +1 for each non-Controlled Collapsed Hut /with a Blaze Counter.

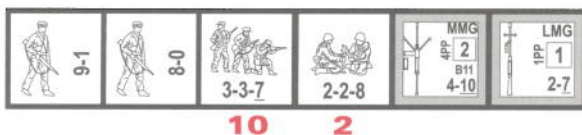
SCENARIO	VARIABLES
EC/Wind	Moderate, No wind at start
Terrain	All Buildings are Huts (G 5).
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre. G1.611 is in effect for Chinese SW.

Historical Rules:

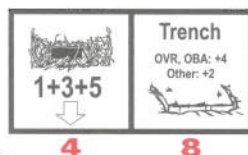
1. The Red Army 'Flanking Force' sets up concealed on the west board edge hexes or half hexes. If set up in a KMT occupied Location (Hex), all units are considered to be in Melee. Concealment remains in effect until either it is lost by KMT attack or at the start of the CCPH.
2. The Red Army must set up a single contiguous line of Trench/Pillboxes from the east board edge to the west board edge. All Pillboxes must have the CA arrow facing to the North board edge.
3. The KMT automatically receives Air Support on Turn 1 in the form of two 1939 FB with bombs; they are automatically Recalled at the end of Turn 2.
4. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase.

RED ARMY: Sets up First [ELR: 5] [SAN: 3] [64]

Elements of the 3rd Chinese Red Army: set up on/south of hexrow Y.

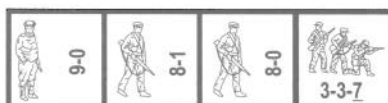


10 2



4 8

'Flanking Force' set up on/after Turn 2 on the west edge, see HSR 1:



12



Balance:

RED ARMY: Up to $\frac{1}{2}$ (FRU) of the Flanking Force may enter on/after Turn 1.

KMT: Change the Tactical Objective VP total to 17.

Historical Perspective: 11 April, 1934, Guangchang

China: Driven from the cities, the Chinese Communist Party had succeeded in establishing Soviet Territories in the countryside. Chiang Kai-shek was determined to eliminate them. After his first four failures, the "Fifth Battle of Encirclement" would be a more cautious constriction using tens of thousands of blockhouses, one ring built within cover of the previous. The Comintern Agent from Moscow, Otto Braun, urged construction of their own blockhouses to counter the Nationalist threat. Braun's status was strong and his influence exceeded his official observer status. Unfortunately, he thought the Soviet Territories could be held by the Red Army if they constructed their own line of blockhouses. The Red Army built poor earth and timber blockhouses. These would be tested by a KMT attack at Guangchang. A reinforced company was to hold a line of fortifications, and the main force would emerge from hiding and attack the KMT in the flank.

The KMT led with air power and artillery. The infantry then attacked the fortified line, while the Red Army launched their attack on the flank. The KMT fought off the flank attack, and then systematically destroyed the line of fortifications. The reinforced defenders of the Red Army would lose every man. In the next two and a half weeks the communists would lose 4,000 killed and 20,000 wounded. More importantly Otto Braun would begin to lose credibility as a military commander. This battle showed that the Soviet Territories could not be held. It was time to leave and form a new base in a safer area.

TURN

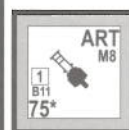


KMT: Moves First [ELR: 3] [SAN: 2] [134]

KMT: set up on/north of hexrow EE.



10 20 4 2



2



THE CULLING AT XIANG RIVER



HOB

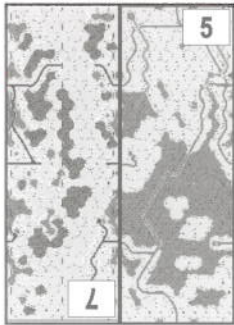
HOB LM 3

HOB's Long March

Design: Jay Long

LM CG-2

Battlefield Orientation:



Tactical Objective: The KMT must Control 7P10 and 7K9 at Game End.

SCENARIO	VARIABLES
EC/Wind	Moist, No wind at start
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Balance:

RED ARMY: Exchange the KMT 8-1 SMC for a KMT 8-0 SMC.
NATIONALISTS: Red Army may only set up ≤ 5 MMCs and any SMC/SW set up with them HIP.

Historical Rules:

- All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.
- The minimum vehicular cost for road hexes is 1 MP.

RED ARMY: Sets up First [ELR: 5] [SAN: 2] [N/A]

Elements of the Red Army: set up HIP on/south of hexrow I and east of the river.

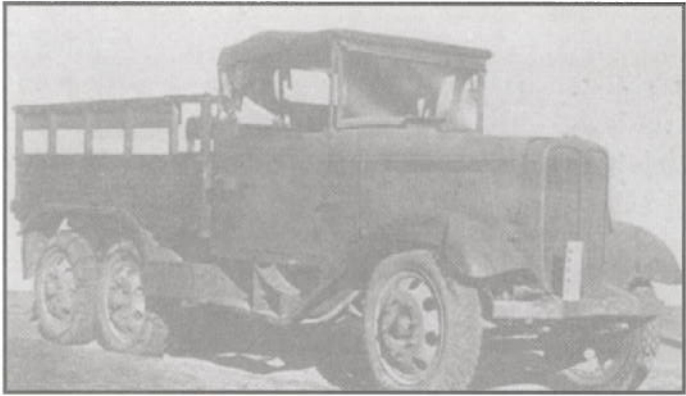


8

2



TURN



Historical Perspective: 30 November, 1934, Xiang River, China: The Nationalist forces guarding the southwest corner of the Soviet territories were actually those of a local warlord, Bai Chongxi. A showdown with the Red Army would be a pyrrhic victory at best. Instead, an arrangement was made allowing him to withdraw most of his troops to allow the Communists passage. The Red Army's column stretched 50 miles as 80,000 men and women carried workshops, libraries, and theaters with them. Their slow pace meant that the KMT could bring in four divisions to attack the Red Army's north flank. This attack struck when half the Red Army had crossed the river. Bai Chongxi decided to demonstrate his loyalty to Chiang Kai-shek and joined in the attack.

The Red Army chose to move their first class troops across the river first. Still, some excellent troops remained on the east bank and just managed to hold open a number of crossings. Other rearguard units, including entire divisions, were destroyed. The Red Army would lose half its numbers crossing the Xiang River. However, not all were killed. Shirkers and coolies had deserted, leaving only tough, reliable soldiers. Gone also was the baggage train which had slowed them. One of the few burdens not discarded were the wounded and sick carried by the hospital units. There, a politically and physically weak Mao Zedong took the opportunity to have unsupervised conversations with important sick and wounded Communist leaders.

KMT: Moves First [ELR: 2] [SAN: 2] [132]

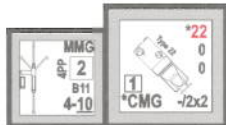
KMT: enter on Turn 1 along the north edge and east of the river.



5

16

2



2

2



TAKING A DIFFERENT ROUTE



HOB

HOB LM 4

HOB's Long March

Design: Jay Long

LM CG-3

Battlefield Orientation:



Play Area: Only Hexrows A-P are in play.



Balance:

RED ARMY: KMT must Exit ≥ 28 Exit VP to win.

KMT: Exchange the OB Given 6+1 for a 7-0 SMC.

Tactical Objective: The KMT must exit ≥ 25 Exit VP off the east edge by game end (Prisoners do not count toward exit VP).

SCENARIO	VARIABLES
EC/Wind	Moderate, No wind at start
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Rules:

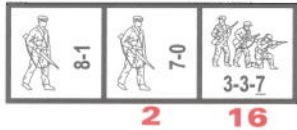
1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. Good Order (A.7) MMG are worth 2 EVP. All Broken crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

Historical Perspective: 30 November 1934 Shuiche, China: The Communist 1st Front Army left its home in mid-October, breaking out to the southwest. Deceived by the forces left behind, the Nationalists were unaware of the scale of the breakout for a month. The Red Army used this time to extricate its painfully slow logistics columns. They had wasted a lot of time at the start of the march carrying machine shops and printing presses across mountains. However, the Nationalists, now aware of the Red Army's location, rushed large numbers of troops into the area. This caught the Red Army with its veteran troops west of the Xiang River, unable to come to the aid of the forces still east of the river.

The newly recruited Red Army 34th Division was trailing the main body. The KMT overcame the division as it approached the Xiang River. Its trial by fire would come when the KMT caught up with the Communists during the Xiang River crossing. It trailed the main body of the 8th Army as it approached the Xiang River. The soldiers in the 8th could hear the fighting as the 34th Division was overtaken by KMT forces and began its rearguard action. Only its commander and a handful of men would escape to rejoin the column. The vanguard of the 8th Army stopped at the east bank of the river, and crossed last as the rearguard. They thought the 34th had "taken a different route".

RED ARMY: Sets up First [ELR: 3] [SAN: 2] [80]

Elements 34th Division Chinese Red Army: set up on hexes ≤ 8 .



2 16



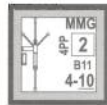
TURN



KMT: enter on Turn 1 along the west edge.



15 10



BRIDGING THE WU

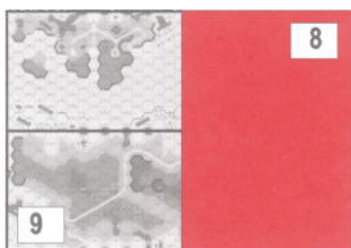


HOB LM 5

HOB's Long March

Design: Jay Long

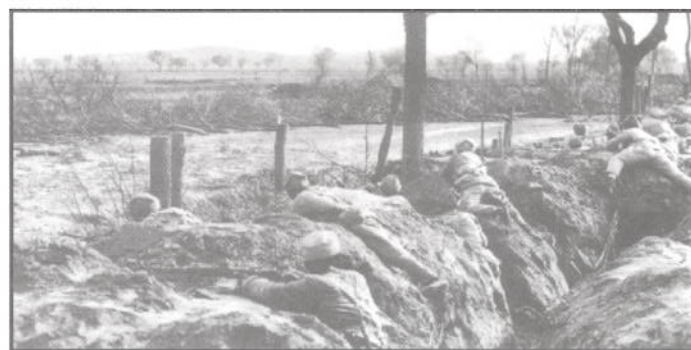
Battlefield Orientation:



LM CG-4

Play Area: Only Hexrows R-GG on board 8 and A-P on Board 9 are in play.

Tactical Objective: The Red Army wins at game end if there is no Good Order KMT squad/Equiv., ≤3 hexes from 8Y5.



Balance:

RED ARMY: Add one 3-3-7 MMC to the 'Flanking Force'.

KMT: May enter reinforcements on Turn 4.

SCENARIO	VARIABLES
EC/Wind	Wet, No wind at start
Terrain	Hex 8X4 has locations in both ground level and level 2. There is no LOS between ground level and level 2 in hex 8X4. The ground level location in hex 8X4 is treated as open ground [EXC: it is not open ground for rout purposes and is rally terrain]. LOS exists normally otherwise.
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Rules:

1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase.
2. All OB given [1]-0-6 and the Russian artwork 9-1 are Red Army Engineers. Red Army Engineer MMC have their Morale increased by 2. Red Army Engineers are not subject to ELR or HoB. They will never Re-Arm and are Sappers for clearance DRM modifiers. Only the OB given Red Army Engineer units may attempt to place/direct a Bridge placement [HSR 4].
3. All Red Army units north of the river are Fanatic.
4. The Red Army Engineers construct Foot Bridges (B6.44) as follows: At the beginning of a KMT Player Turn, a Red Army Engineer MMC adjacent to a water obstacle becomes TI, Hazardous Movement applies while TI. In the CC phase of the same KMT Turn, a successful Clearance DR places a footbridge in the water obstacle. All Clearance DRM (B24.7, including Sapper) apply. Only one Bridging attempt may be made per Game Turn.

KMT: Sets up First [ELR: 2] [SAN: 2] [42]

KMT: Set up north of the river and on/east of hexrow BB, not in/ or adjacent to 8X4 at level 0.



6 4



Enter on Turn 5 from the north edge:



4

TURN



Historical Perspective: 2 January 1935, Wu River

China: After the losses at the Xiang River, the Red Army traveled lighter and faster than ever. They sped away from the KMT, until they reached the Wu River. A crossing would have to be found, and soon. The 4th Assault Regiment attempted to seize a ferry, and failed. A boat assault failed, and one boat was missing. The men on this boat had made it across, but were pinned down for 36 hours under an overhang until the main assault began.

Once the attack began, engineers attempted to assemble a prefabricated bamboo bridge whilst under fire. The attack bogged down, but the bridging went forward even after several engineers were wounded. Finally, the 4th rafted a few squads across the river to attack the flank. The defenders were soon routed. The Red Army would be crossing the Wu and leaving the main KMT forces further behind.

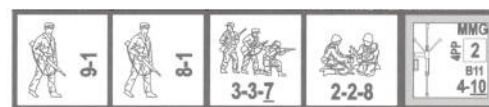
RED ARMY: Moves First [ELR: 5] [SAN: 3] [86]

Elements of the Red Army: set up in hex 8X4 at Level 0.



2

4th Regiment set up south of the river:



10 2 2

Engineers set up south of the river: (HR 2)



4



'Flanking Force' enter on/after Turn 1 on hex(es) GG9 and GG10:



3

FORCED TO RECONSIDER



HOB LM 6

HOB's Long March

Design: Jay Long

LM CG-5

Battlefield Orientation:



Play Area: Only Hexrows A-P on each board are in play.

Tactical Objective: The Red Army wins at game end if there is no unbroken KMT MMC ≤ 2 hexes from 33M4 OR 9H4.

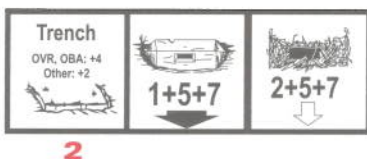
SCENARIO	VARIABLES
EC/Wind	Wet, Ground Snow with no wind at Start.
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Rules:

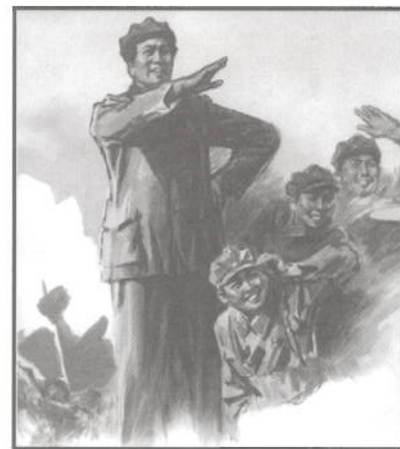
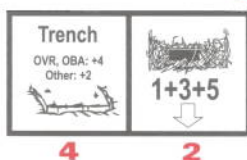
1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.
2. All Fortifications must set up on board. KMT may not Bore Sight.
3. KMT units on board 9 may not enter board 33 including half-hexes. KMT units on board 33 may not enter board 9 including half-hexes.

KMT: Sets up First [ELR: 2] [SAN: 2] [99]

KMT: Setup on/ADJACENT to 33M3/M4.



Set up ≤ 2 hexes of 9H4:



Balance:

RED ARMY: Exchange the KMT OB given 2+5+7 Pillbox for a 1+5+7 pillbox.

KMT: Exchange the OB Given 8-1 SMC for a 9-1 SMC.

Historical Perspective: Huangpidong, China, 27

January 1935: After crossing the Wu River, the Red Army proceeded to its initial destination of Zunyi in Guizhou Province. The heavy losses prompted a change, and Mao Zedong's careful political preparations payed off. Li De (Otto Braun) would revert back to an advisor, Mao would become the "Chairman". After resting, recruiting and re-supplying, the Red Army set off north hoping to combine with the Second and Sixth Red Armies thought to be operating in the Sichuan area. Sichuan was split between seven warlords, always at war with each other, and distrusting of Chaing Kai-Shek.

Chaing Kai-shek had correctly anticipated the Red Army's next move, and brought significant forces to the area. The populace was known to be friendly, to the KMT, and the workers at a small government arsenal had held a pro-government demonstration just days earlier. At the village of Huangpidong, just short of Chishui, the Red Army's 2nd Division ran into a powerful blockhouse on one side of the road, and a small mountain on the other. Both were occupied by the KMT. The positions could not be forced, and attempts to flank the mountain failed. The 2nd fought all day, but in the evening it conceded the field. The way north was blocked. Mao would need to reconsider his next move.

TURN RED ARMY: Moves First [ELR:5] [SAN:2] [120]



Elements of the Red Army: Enter on/after Turn 1 along the south edge.



MORE THAN HE COULD CHEW



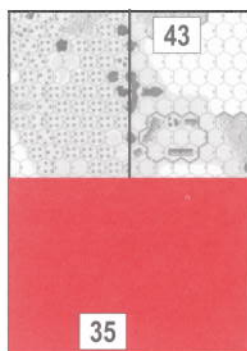
HOB LM 7

HOB's Long March

Design: Jay Long

LM CG-6

Battlefield Orientation:



Play Area: Only Hexrows A-P on board 43 and Hexrows R-GG on board 35 are in play.

Tactical Objective: To win the Red Army must accumulate ≥ 20 CVP, without losing ≥ 30 CVP.

Historical Rules:

1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. All MMG are worth 2 CVP. The Red Army will Repair SW only on a dr of 1.
2. All KMT reinforcements enter along the south edge.

KMT: Sets up First [ELR: 2] [SAN:3] [NA]

Elements of KMT: Set up ≤ 5 hexes of 43L10. See HR 2.



6



Enter on Turn 1



3

Enter on Turn 2



3

Enter on Turn 3



3

Enter on Turn 4



3

Enter on Turn 5



3

Enter on Turn 6



3

Enter on Turn 7



3

TURN

1
2
3
4
5
6
7



Balance:

KMT: Turn 7 Reinforcements arrive on Turn 6.

RED ARMY: May fulfill TO if they suffer ≤ 33 CVP.

SCENARIO VARIABLES

EC/Wind	Wet with No wind at start.
Snow	Ground Snow (E3.72) is in effect.

Historical Perspective: Qinggangpo, China, 28 January, 1935. The Red Army had not yet heard of the 2nd Division's failure to capture Chihui and was still heading north. They were still being followed by KMT troops. These were thought to be two regiments of poor quality opium addicted local troops. Mao decided he had an opportunity to turn on the outnumbered KMT vanguard, claiming a quick victory for himself and gain some breathing room. Orders went out, columns converged and an attack was ready.

The KMT were not such easy prey after all, they consisted of four regiments of top notch Sichuan troops determined to keep the Red Army out of their home province. Worse, more regiments appeared as the day wore on. By afternoon, the Red Army was fighting for its life. Mao's expected four to one superiority quickly became a parity of forces. Fortunately for the Red Army, the 2nd Division had captured some pontoon bridges. After dark, the Red Army would cross the Red River, destroying the bridges behind them. The Sichuan troops were content to let the Red Army go another direction and did not pursue. Mao Zedong's return to power would not begin with a victory, he had bitten off more than he could chew.

RED ARMY: Moves First [ELR: 3] [SAN: 2] [158]

Elements of 2nd Division, Red Army: Set up ≤ 5 hexes from 35FF4 and/or ≤ 5 hexes of 43B5.



24

2

2

THE RACE TO LOUSHAN PASS



HOB

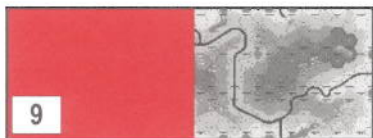
HOB LM 8

HOB's Long March

Design: Jay Long

LM CG-7

Battlefield Orientation:



Play Area: Only Hexrows R-GG are in play.

Tactical Objective: At game end, the side that Controls ≥ 4 of the following locations wins. (See HR 3 & 4) S5, S6, S7, W6, W7, X7, or Y6. If no side Controls the required number of locations, then the winner is determined in this order; CVP inflicted with a 2 CVP bonus for each of the locations Controlled. If there still is a tie then the player with the most Infantry VP on map wins.

Historical Rules:

1. After choosing sides, both players will make a single secret bid to determine the player who will move first and possibly gain a pre-game move.
2. The player with the high bid will:
 - Move first,
 - Eliminate a number of full squads equal to their bid before play,
 - And may conduct a pre-game Movement/Advance turn for a number of his squads (plus any SMC) equal to his bid number.
3. The player with the low bid:
 - Controls all the locations listed in the Tactical Objective,
 - Does not eliminate any squads prior to play,
 - And sets up their units in the hexes listed in the Tactical Objective. [Note that not all of the hexes need to be occupied.]
4. If the bid is a tie then:
 - The KMT move first having already expended $\frac{1}{2}$ of their MF off-board,
 - The Red Army moves second and must use double time for all of their units on the first turn,
 - Both sides have no squads eliminated prior to play and neither side controls any locations prior to play.

KMT: See HRs 1-4 [ELR: 2] [SAN: 2] [36]

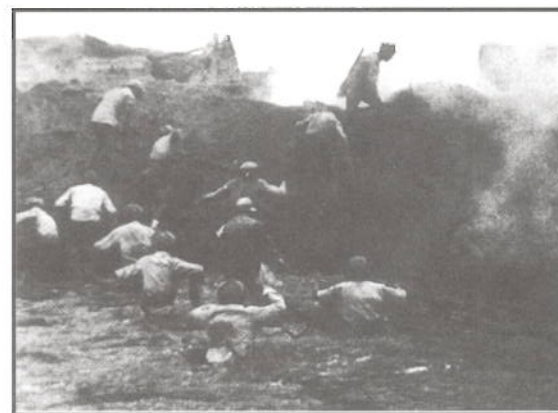
Elements of Guizhou Province Warlord Force, KMT: Enter along the south edge or set up per HR 3 or 4 whichever applies.



12



TURN



Balance:

RED ARMY: Add two OB Given 3-3-7s to at start forces.

KMT: Exchange the OB given 7-0 for an 8-1 SMC.

SCENARIO VARIABLES

EC/Wind	Wet with No wind at start.
Snow	Ground Snow (E3.72) is in effect.

Historical Perspective: Loushan Pass, China, 26

February, 1935. After retreating from Qinggangpo, the Red Army made a series of marches in all directions to confuse the KMT. Radio intercepts revealed that the only way out was the way they came in. The Red Army would return to Zunyi. The confusion had its desired effect, the KMT had a hard time engaging an enemy that was everywhere and nowhere at the same time. The Guizhou Warlord Wang Jialie decided to block the Loushan Pass north of Zunyi in case the Red Army returned. The Red Army, worn from weeks of hard marching, sent the 3rd Army at the double to reach the pass first.

The Red Army reached the pass just minutes before the KMT. The Guizhou troops were within three hundred yards when the Communists reached the crest. In the fight that followed, the Red Army would hold the pass.

RED ARMY: See 1-4 [ELR: 5] [SAN: 2] [NA]

Elements of 3rd Red Army: Enter along the north edge or set up per HR 3 or 4 whichever applies.



9



RETURN TO THE WU RIVER



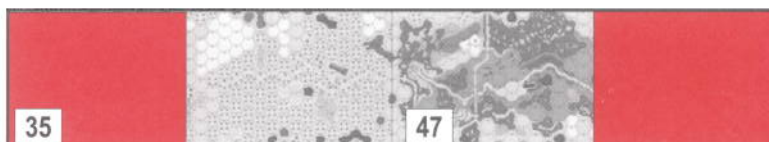
HOB LM 9

HOB's Long March

Design: Jay Long

LM CG-8

Battlefield Orientation:



Play Area: Only Hexrows R-GG on board 35 and Hexrows A-P on board 47 are in play.



Tactical Objective: The Red Army must amass $\geq$ twice the amount of CVP/Exit VP than the KMT. Each side amasses CVP normally; in addition the KMT (only) receives VP for EVP for units exited off of the east edge.

Balance:

RED ARMY: Exchange the reinforcement given 7-0 SMC for an 8-1 SMC.

KMT: Red Army reinforcements may only enter on/after Turn 4.

Historical Rules:

1. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

SCENARIO VARIABLES

EC/Wind	Snow (E3.7) with no wind at start.
National Characteristic	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Perspective: Zunyi, China, 27 February, 1935. After taking the Loushan Pass on the 26th, the Red Army came down from the mountains on the 27th. The Nationalists had gathered eight regiments of poor quality Guizhou Warlord troops and two divisions of KMT regulars. The Red Army would smash the Nationalists and chase them all the way to the Wu River.

At the Wu River, the Nationalist General Wu Qiwei withdrew across the river on a pontoon bridge. When the Red Army approached, he had the ropes anchoring the bridge cut. Stranded on the Communist side of the river were 1800 Nationalist troops. Now the Red Army policies of decent treatment to captives would pay off. Instead of fighting to the bitter end, these KMT would lay down their arms. Hundreds of the prisoners would enlist in the Red Army. The Communists, unwilling to be burdened with prisoners, released the remaining Nationalists and gave them traveling money to see them home. After weeks of running from the Nationalists, the victory was a much needed morale boost for the Reds. They had returned to Zunyi not in defeat, but in victory.

KMT: Sets Up First [ELR: 1] [SAN: 2] [90]

Elements of the Guizhou Warlord's Troops KMT: Set up on/between hexrows U and X on board 35.



6 18

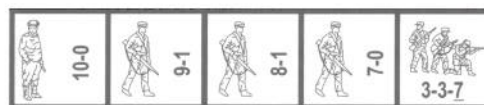


TURN



Red Army: Moves First [ELR: 5] [SAN: 2] [126]

Elements of Red Army: Enter along the west edge between T1 and T10.



18



Red Army Reinforcements: Enter on any Turn on north or south edge, no further than six hexrows east of the eastern-most Red Army unit. All must enter on the same Turn on the same or adjacent hexes.



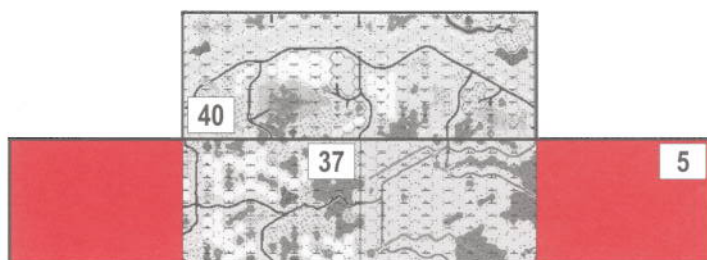
3

THOSE LEFT BEHIND

HOB LM 10 *HOB's Long March* Design: Jay Long

Battlefield Orientation:

LM CG-9



Play Area: Only Hexrows B-FF on board 40 are in play. Board 40 hexrow B lines up with hexrow P on board 37. Board 40 hexrow FF lines up with R on board 5. Hexrows R-GG on board 5, and A-P on board 37 are in play.

Tactical Objective: The Red Army must exit ≥ 5 EVP off the south/west/east edge(s). The KMT wins immediately if they Capture the 10-0 Commissar.

Balance:

RED ARMY: Sets Up Second Moves First.

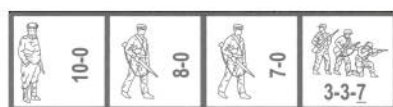
KMT: Add an 8-1 SMC to the at start OOB

Historical Rules:

1. The 10-0 may attempt Hari Kari (G6.142).
2. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

RED ARMY: Sets Up & Moves First [ELR: 5] [SAN: 2] [72]

Elements of Red Army: Set up ≤ 4 hexes from 40Q7.



12



TURN

1

2

3

4

5

6

7

8



SCENARIO VARIABLES

EC/Wind	Wet with no wind at start.
River	Deep and no units may set up north of River.

Historical Perspective: **Shihan, China, 4 March, 1935.** The Red Army did not take everyone with them when they left Shihan. Some thirty thousand soldiers were left behind, 10,000 of them were hospital cases. Most supporters of the politically weak Mao Zedong were also designated to stay behind. The military commander, Chen Yi, wanted to organize guerilla bands and head for the hills. The political Commissar, Xiang Ying saw it as their duty to keep the Soviet Territories intact. Within a month the capitol Ruijin had fallen and there was no hope of holding the Soviet Territory. Units began to make preparations for guerilla war. The third member of the command trioka, He Chang, was heading for the hills with two weak battalions when they were ambushed and scattered by the KMT.

Many would reassemble at Shihan and cross the Huichang river. Here they were surrounded, and despite their best efforts, they could not break out. He Chang was wounded, and as the KMT closed in they began to shout "Catch him alive". He Chang had saved a cartridge for himself, and now he used it. Red Army units failed to organize as guerillas. Instead, they hid in the mountains, living like animals and dying alone or in small groups. KMT reprisals killed another 50,000 known or suspected Communists. In the fall of 1937, a truce between the KMT and the Communists would find only a few hundred survivors.

KMT: Set Up Second [ELR: 2] [SAN: 3] [106]

Elements of KMT: Set up in any hex not adjacent to a Red Army unit and > 4 hexes from 40Q7.



20



MEDIEVAL WARFARE

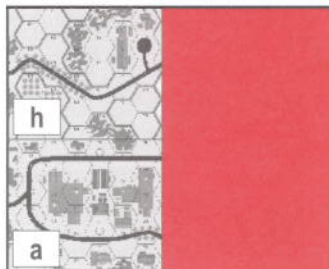


HOB LM 11

HOB's Long March

Design: Jay Long

Battlefield Orientation:



Play Area: Only Hexrows A-G are in play.

Tactical Objective: The Red Army wins if they Control building aC2 or building aG2 at game end.

SCENARIO VARIABLES

EC/Wind	Moderate with no wind at start.
Factories	Buildings aC2 and aG2 are Factories (B23.74).

Historical Perspective: Huili, China, 10 May, 1935.

From Zunyi, the Red Army headed south, then west. After crossing the Yangtze River near its southern most bend, they headed north to the old city of Huili. Mao was hoping for a place to rest, recruit, and resupply before crossing the rugged mountains to the north. The inhabitants of the mountains were a non-Chinese people the Yi, and he could expect no help from them. Most cities either welcomed the Red Army or had fallen easily. Huili would be another story. Soldiers of the KMT 24th Division shut the gates to the walled city and there was no popular uprising. The Red Army took the east and west gates, but found they were denied entrance by an inner wall.

The KMT lit fires to the houses between the walls to drive the Communists back. The next attack would see Red Army soldiers using bamboo scaling ladders and the defenders pouring boiling rice porridge onto them. Many Red Army soldiers were severely scalded by the porridge, and the attack failed. Mining under the gates and setting off explosives terrified the city inhabitants, but still the Red Army failed to take the city. Eventually, the frustrated Red Army would continue north without the needed supplies.

Historical Rules:

1. All units treat Berserk as Battle Hardening.
2. The aA3 to aG1 Paved Road on board a are Wall hexes. A Wall hex is a level 1 location with +2 TEM and has an inherent stairwell. This stairwell can only be accessed to/from a hex directly south of the wall. Units on the 1st level are marked with a 1st level floor counter. Units entering/exiting a level 1 Wall location to/from a south hex do not enter the ground level location first, instead they Move/Advance to/from an Adjacent south hex at a cost of two MF (up or down). No unit may Move/Advance from a Ground level Wall location in a southerly (south, southeast, southwest) direction across Wall artwork (or visa versa). All units in a ground level Wall location are assumed to be north of the Wall. Units on a 1st level Wall location may Move/Advance directly to another 1st level Wall location only across a Wall (Road) hexside. Infantry expend 2MF to move along a wall.

KMT: Sets Up First [ELR: 2] [SAN: 2] [50]

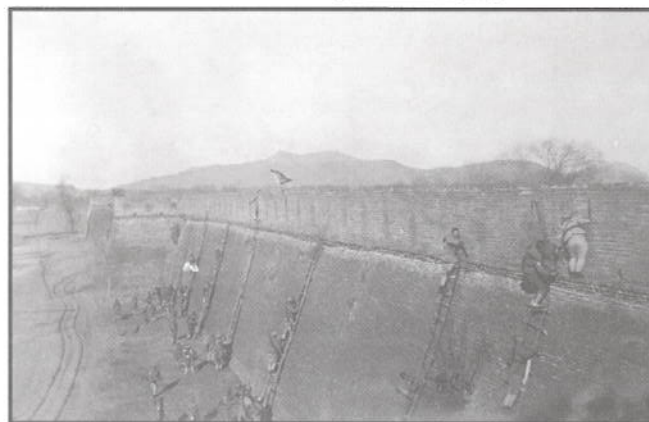
Elements of 24th Division, KMT: Set up on/south of the Wall (HRs 2 & 3) AA3-aG1. (See HR 7).



10



TURN



Balance:

RED ARMY: Exchange the OB given 8-0 SMC for an 8-1 SMC.

KMT: Add a Chinese 2-7 LMG at start OOB.

Historical Rules (cont):

3. All units on a level 1 Wall location trace their LOS to/from the Hex center dot. All units in the Ground level location of a Wall hex trace LOS to/from either vertex shared with the Adjacent North hex. Units on a Scaling ladder trace LOS to/from either of the pair of vertex North of the wall artwork, but closest to the Wall artwork. Wall artwork DOES block LOS to/from its own ground level location in a southerly direction. Ground level and level 1 locations in a Wall hex always have LOS to each other.

4. Entry of a level 1 Wall location without using a stairwell can also be accomplished by Scaling (B23.424).

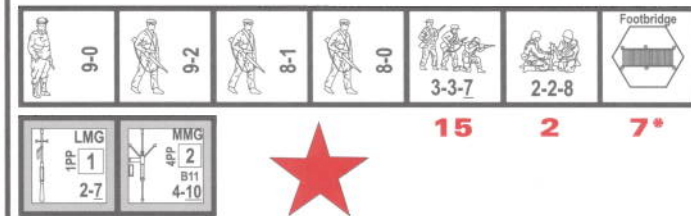
5. Scaling can only be attempted by a unit in the Ground level Location of a wall possessing a scaling ladder. Once on a Climbing counter, the scaling ladder is unpossessed, but may be Recovered and used by any unit. Scaling ladders are 4PP SW and are subject to Random Support Weapon Destruction. A Scaling ladder has a stacking limit of 1 squad plus any number of SMC, over-stacking is not allowed. Broken units may not use a Scaling Ladder. Use Footbridge counter for ladders.

6. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not assemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

7. The KMT may secretly record the location of three Porridge Cauldrons that can only attack units scaling on in a ground level location of that hex. Porridge Cauldrons must be placed on level 1 Wall locations and there is no stacking limit for Porridge Cauldrons. There must be a Good order KMT MMC in the location to use the Porridge Cauldron, and this is treated as use of a Support Weapon, but Recovery/Transfer is not required prior to use. A Porridge Cauldron attack is treated as a 12 FP attack with no PBF benefit, and the Porridge Cauldron is eliminated immediately after use. Leadership and Covering apply normally. A Porridge Cauldron cannot be combined with any other Fire Attack, even another Porridge Cauldron. A Porridge Cauldron attack affects both same hex Scaling units and units in the same hex Ground level location. There is no penalty for Advance Fire use of a Porridge Cauldron.

RED ARMY: Moves First [ELR: 5] [SAN: 2] [89]

Elements of Red Army: Set up on board h. *Scaling Ladders (See HR 5) (use Footbridge counters) and are 4 Portage Points each.



15

2

7*



TWO COINS FOR THE FERRYMAN



HOB

HOB LM 12

HOB's long March

Design: Jay Long

LM CG-10

Battlefield Orientation:



Play Area: Only Hexrows A-P are in play.

Tactical Objective: The side that Controls ≥ 3 of the following Locations at game end wins: Hexes 7J10, 7K10, 7K9, 7L9 and 7M10.

Balance:

RED ARMY: Change HR 1 to read ...Lowered to X8.

KMT: Exchange the at start OB Given 8-0 SMC for a 8-1 SMC.

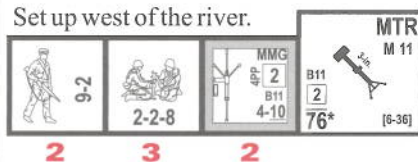
Historical Rules:

1. One Red Army 9-2 leader (only) may use his DRM to direct To-Hit attempts by the 76* Mortar. He has no other leader abilities. Beginning with the third To Hit Attempt, the Red Army 76* Mortar has its Breakdown number lowered to X6. If the MTR is permanently removed from play, immediately exchange the designated 9-2 for an 8-1 SMC that may be used normally.
2. The 5-2-7 (Including and Half-squads created from them) are Red Army (Partisan) for all purposes and have Underlined Morale. Death Dare is NA.
3. The islands in the river are treated as shoals. Shoals cause a Bog check for a boat entering a Shoal hex, an original 12 Bogs the boat. The boat may Unbog using D8.2, the only possible drm is +1 for Mire. For LOS purposes the shoals are at level -1.5.
4. An Assault boat has 24 PP with 2 MF.
5. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not reassemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

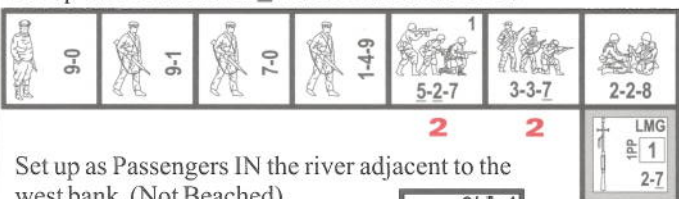
RED ARMY: Sets up & Moves First [ELR: 5] [SAN: 2] [NA]

Elements of Red Army: Set up as directed.

Set up west of the river.



Set up east of the river ≤ 2 hexes from the river.



Set up as Passengers IN the river adjacent to the west bank. (Not Beached).



TURN



SCENARIO VARIABLES

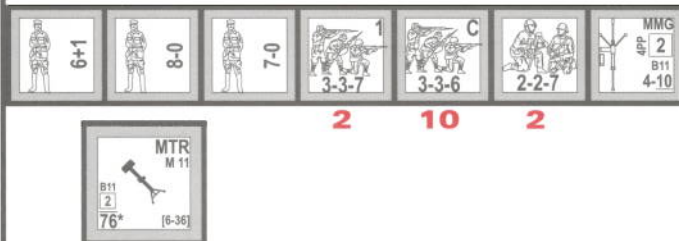
EC/Wind	Moderate with a Mild Breeze from the east.
River	Deep with a Heavy Current from the north.
Buildings	Are Ground level only.

Historical Perspective: Anshunchang, China, 24 May, 1935. After heading north from Huili, the Red Army endured crossing through Li country. The half-civilized natives had a natural distrust of all Chinese, and harassed and disrupted the columns despite accepting payment for safe passage. The Red Army now found itself in a large geographic trap, this same region had seen tens of thousands of rebels trapped and killed 70 years earlier. To escape the trap, they would need to cross the Dadu River. Only three crossings were available. Fukin was in the direction of the approaching Nationalist forces and Luding was far away across difficult terrain. The ferry crossing at Anshunchang gave the most hope.

The garrison at Anshunchang had been ordered to keep the ferries on the east bank, out of reach of the Red Army. However, the garrison commander thought the Red Army couldn't travel fast enough to be a threat yet and had taken one of the ferries across the river to visit his in-laws. The fast moving Red Army captured the west bank, the garrison commander, and the all important boat. A dozen ferrymen were located, and at dawn the first group was ferried across, then a second, and near dusk a third. The boat made the hazardous crossings under mortar fire from the KMT. The Red Army had their best mortar crews return fire with their last four shells to excellent effect. The valuable boat was almost lost when it became grounded in mid-river, but the ferrymen managed to free it. Soon the east bank and the other two boats were in the hands of the Red Army. But with the river rising and trips taking four hours and more, it was obvious that the Red Army could not cross here. Only one division would be ferried, and they set off to capture the bridge at Luding. On the west bank, the 4th Assault Regiment would head for the same bridge.

KMT: Sets up & Moves Second [ELR: 2] [SAN: 2] [52]

Elements of KMT: Set up east of the river not adjacent to any Red Army unit.



FIERCE TIGER IN THE FOG



HOB LM 13

HOB's Long March

Design: Jay Long
LM CG-11

Battlefield Orientation:



Play Area: Only Hexrows R-GG are in play.

Tactical Objective: The Red Army must accumulate ≥ 35 CVP/EVP. Red Army units receive Exit VPs by exiting off of the north edge. Prisoners do not count double, but count as normal CVP if exited off on any board edge.

Balance:

RED ARMY: Reduce CVP/EVP needed to win to 33.

KMT: Add a 8-1 SMC to at start OOB.

Historical Rules:

1. No Move Restrictions (E1.21) apply to the KMT. However, once any KMT unit has Freedom of Movement (even the single best leader by a $dr < ELR$), all KMT units have Freedom of Movement.
2. Red Army 5-2-7 squads have an Underlined Morale. Red Army may not invoke No Quarter or Massacre.
3. The KMT is Lax. The KMT may never have more than five "?" Counters in play.



SCENARIO VARIABLES

EC/Wind	Wet with no wind at start.
Fog	Fog (E3.31) is in effect for all levels. The fog DRM is +2 at all ranges and will not change regardless of Wind Change DR.

Historical Perspective: Shiyueting, China, 28 May, 1935. The Red Army's 4th Assault Regiment had received orders to travel 90 miles over mountainous terrain and capture a suspension bridge. The bridge at Luding was the only bridge across the Dadu River, and was absolutely necessary. The 4th set off for their objective on a path so bad that they had to cut their own footholds into the mountains. On the first day they traveled about twenty-five miles, and fought two battles against small garrisons. Soon after a short night's rest they were overtaken by a messenger. The deadline for capturing the bridge was advanced. They now had 24 hours to hike the 70 miles and capture the bridge. Their next battle would be against a KMT battalion dug in on the top of Fierce Tiger Mountain.

Fog closed in as they ascended the mountain. They approached the KMT position without any alarm being given. Grenades and bayonets provided more shock than the KMT could take and they were soon routed. The main obstacle for the 4th Assault Regiment continued to be time and rough terrain.

TURN

KMT: Sets up First [ELR: 2] [SAN: 2] [50]

Elements of KMT: Set up on/north of hexrow Y.



RED ARMY: Moves First [ELR: 5] [SAN: 2] [61]

Elements of 4th Assault Regiment, Red Army: Set up on/south of hexrow W.



1

2

3

4

5

6

7

LUTING BRIDGE



HOB LM 14

HOB's Long March

Design: Jay Long

LM CG-12

Battlefield Orientation:



Tactical Objective: The Red Army wins at game end if they Control buildings K2 and M2.

Play Area: Only Hexrows A-P are in play.



SCENARIO VARIABLES

EC/Wind	Moist with Mild Breeze from the east at start.
Overlay	Place X9 on hex K5
Bridge/Buildings	A bridge runs from K6 to K9. The bridge is at level 0 and never provides TEM [EXC: HR 5, 6]. HR 5 and 6 do not apply to bridge hex K6. All buildings are stone.

Historical Perspective: 29 May, 1935, Luting

China: The Red Army 4th Assault Regiment had completed its forced march and arrived at the west end of the bridge. After securing the west bank, they retired to a church to organize and have a quick meal. The bridge was a suspension type 370 feet long, made of 13 iron chains covered with wooden planks. The KMT had pulled up most of the planks, the assault troops would have to pull themselves hand over hand along the chains above a whitewater river. The 2nd company would lead the attack, the 3rd company would follow behind, laying planks. The Regiment's machine guns and riflemen were placed on some high ground near the bridge to provide covering fire.

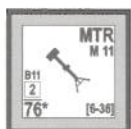
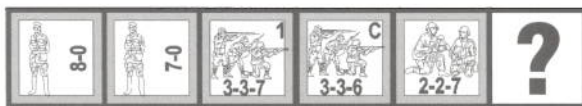
Twenty two men were selected to lead the attack; each carried a sub-machine gun or an automatic pistol, grenades, and a sword. As they began climbing onto the chains, the KMT poured kerosene onto the planks at their end and set fire to the bridge-house. Regardless, the assault continued. KMT fire was ineffective and only four men were lost. When the assault team reached the far end and emerged firing sub-machine guns with their clothes on fire, the KMT withdrew. Within two hours the bridge and its town were secured. Later, a KMT officer said that their old rifles and decayed ammunition would fizzle, resulting in poor accuracy and firepower.

TURN

1
2
3
4
5
6

KMT: Sets Up First [ELR: 2] [SAN: 2] [61]

KMT: Set up east of the River.



RED ARMY: Moves up First [ELR: 3] [SAN: 2] [85]

Elements 4th Assault Regiment, Chinese Red Army: set up on hex coordinates ≤ 8 .



LAZIKOU PASS

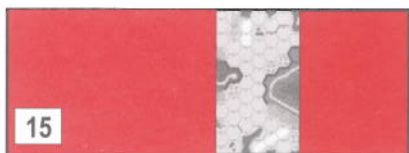


HOB LM 15

HOB's Long March

Design: Jay Long
LM CG-13

Battlefield Orientation:



Play Area: Only Hexrows P-AA are in play.

Tactical Objective: The KMT wins by having at least 1 unbroken MMC in at least 1 pillbox at game end.

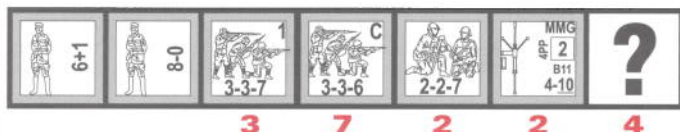
SCENARIO	VARIABLES
EC/Wind	Moderate, No wind at start
Terrain	Place Overlay St3 on T7-T6. The Stream is treated like a River with a Level 0 footbridge in oT6 connecting to S7 and U7.

Historical Rules:

- OB given [1]-0-6 have their morale increased by 2 and are considered Elite and Stealthy. Any Close Combat including at least one [1]-0-6 receives a -1 DRM to its CC Attack. A [1]-0-6 that rearms will become a Fanatic 3-3-7 (or HS) and is still Elite.
- The OB Given DC makes a 12 (IFT) attack, and may not be Set. A [1]-0-6 is considered Armed, and may Deploy/ Recombine in any Rally Phase or friendly Advance phase without leadership or NTC. All non CC/DC attacks must add +1 due to the pre-dawn twilight.
- All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not assemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

KMT: Sets Up First [ELR: 2] [SAN: 2] [48]

Committee 14th Division: Set up on any Ground Level Location ≥ 3 hexes from S9. Both Pillboxes must have oT6 in LOS and CA.



3 7 2 2 4



TURN

1
2
3
4
5
6
7

RED ARMY: Moves First [ELR: 5] [SAN: 3] [74]

Elements of the 4th Assault Regiment Chinese Red Army:

Set up ON Climb counters on any hill 714 cliff Vertex, and/or IN any hex with a Hill 714 Cliff hexside not occupied by a KMT unit.



4 4



Set up On/Adjacent to S9



10 2 2



Balance:

RED ARMY: Delete on KMT 3-3-6 MMC.

KMT: Add a 8-1 SMC to the At Start OOB.

Historical Perspective: 17 September, 1935, Lazikou

Pass China: After crossing the Dadu River at Luding, the Red Army faced three great challenges. The Snowy Mountains resulted in many losses as the lowland Chinese died of cold and altitude sickness. Beyond the mountains, the 1st Front Army of Mao Zedong met with the 4th Front Army of Zhang Guotao, the rank and file were delighted. The second challenge was the Grasslands, a deceptively beautiful marsh that would see men drown and starve to death. The third challenge was more sinister. Zhang's army was ten times the size of Mao's Army which was in danger of being absorbed. Worse, Mao and Zhang had different ideas for their next destination. In the end, Mao was able to steal away in the night with only 4,000 soldiers and head northeast. Zhang let him go and headed southwest toward his own goals. The only way through the mountains to the north was Lazikou Pass. Mao would send the 4th Assault Regiment ahead to capture the pass.

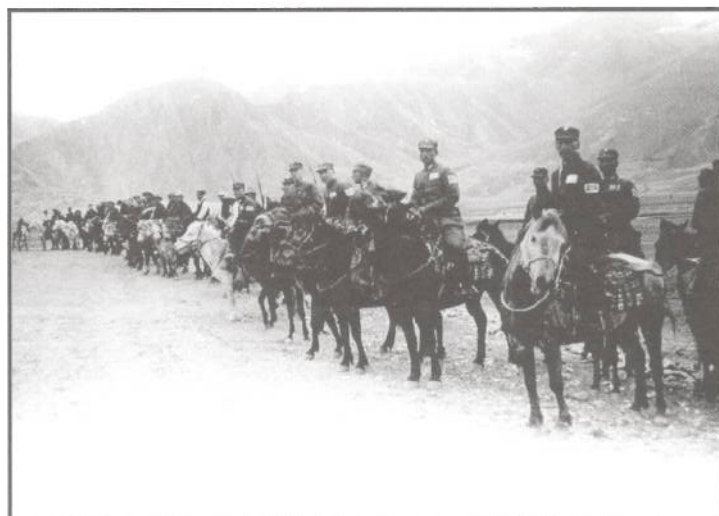
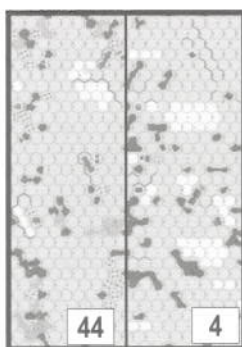
The pass had 1,000 foot tall cliffs on each side, and narrowed to just 12 feet wide. Worse, the KMT 14th Division had constructed blockhouses at the pass. The approach was through a bridge, three feet wide, made of two logs crossing a swift mountain stream. Across the bridge, the path had swinging bridges bolted to the cliff face. Initial night assaults against machine guns met with failure and heavy casualties. Around midnight a group of volunteer climbers was assembled. Using belts, puttees, and ropes to negotiate the cliffs they could only carry grenades and cold steel as weapons. Their attack caused panic and the KMT troops were routed. The Red Army was able to continue north on their march.

CUTTING OFF THE TAIL



HOB LM 16 *HOB's Long March* Design: Jay Long
LM CG-14

Battlefield Orientation:



Tactical Objective: The KMT wins at game end by accumulating ≥ 40 VP or by Controlling building 4X1; provided the Red Army has not earned ≥ 30 VP which results in a Red Army victory. KMT VP=CVP+Exit VP of mounted Cavalry units exited off the north edge. Red Army VP=CVP+CVP of KMT units on board but ≥ 7 hexes from a Red Army unit.

Historical Rules:

1. KMT Cavalry are Fanatic while mounted.
2. All Chinese SW suffer the penalties of G1.611 for use by a squad/HS. A Broken Red Army Crew possessing a 4PP SW may dismantle (but not assemble) the SW in a friendly Prep Fire or Defensive Fire Phase. The Red Army will Repair SW only on a dr of 1.

Balance:

RED ARMY: Change VP needed to win to read ≥ 42 VP.

KMT: Red Army player must exchange an OB Given 9-1 SMC for an 8-1 SMC.

SCENARIO VARIABLES

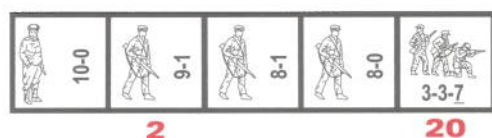
EC/Wind	Snow (E3.7) with no wind at start.
National Characteristics	Death-Dare is N/A. Red Army may not invoke No Quarter nor Massacre.

Historical Perspective: 22 October, 1935, Wugi, China. After passing through Lazikou Pass, the Red Army's move north would not be seriously challenged. It would, however, be harassed. Central Asian Moslem cavalry, the Ma would snap at their heels and attack any stragglers. At Wuqi, near the end of the march, Mao had had enough and decided to "cut off the tail". Mao would position his troops in a half moon formation in the Luohe River valley and lure the cavalry into a trap.

Four regiments of Ma attacked. Within two hours, the Red Army mauled the leading regiment. This would be the Nationalist's last chance to destroy Chairman Mao and his 1st Front Army on the march. The Ma retreated and soon the 1st Front Army would reach the Shaanxi Province Soviet.

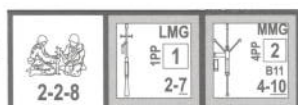
RED ARMY: Sets up First [ELR: 5] [SAN: 3] [134]

Elements Mao Force, Red Army: Set up on/north of hexrow J.



2

20



2



TURN

1

2

3

4

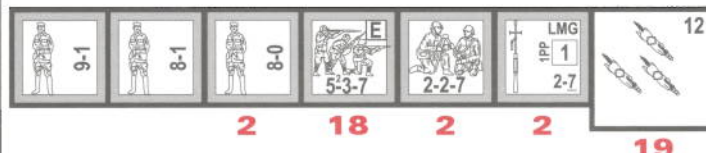
5

6

7

KMT: Moves First [ELR: 4] [SAN: 2] [174]

Elements of KMT: Set up on/south of hexrow E.



2

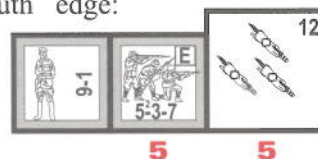
18

2

2

19

Enter on Turn 2 along the south edge:



5

5



MORE THAN FOUR HORSEMEN

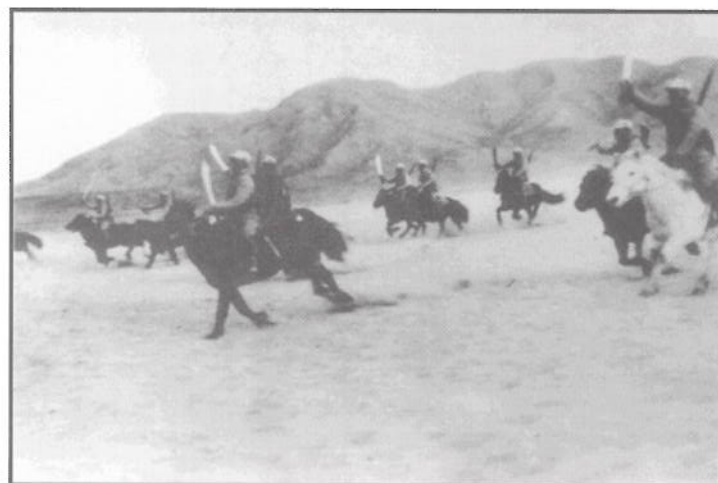
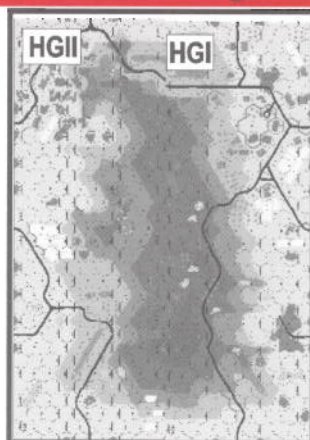


HOB LM 17

HOB's Long March

Design: Jay Long

Battlefield Orientation:



Tactical Objective: Provided they do not lose ≥ 20 CVP, the KMT wins by inflicting ≥ 28 CVP.

Balance:

RED ARMY: Exchange on KMT OB given 8-1 SMC for a 8-0 SMC.

KMT: Modify TO to read 22 and 26 respectively.

Historical Rules:

1. KMT units are Fanatic while mounted.
2. To reflect the extreme ammunition shortage, the Red Army units will Cower with the following modification: Instead of reducing the FP of the attack, Red Army MMC that roll "doubles" are replaced by an Unarmed [1]-0-6 of the appropriate Unit Size after the attack is resolved. The use of Leader Direction does not prevent this occurrence.
3. Red Army units may exit of the east edge.

SCENARIO VARIABLES

EC/Wind	Moderate with no wind at start.
National Characteristics	Death-Dare is NA.

Historical Perspective: Jiangyuan, China, 13 March, 1937. The 4th Front Army of Zhang Guotau had parted ways with Mao's 1st Front Army on poor terms a year earlier. Now, greatly reduced in number by defeat and hardship, they were traveling with the 2nd Front Army toward Mao's stronghold in Shaanxi Province. The 4th Front Army, apparently with approval of Moscow and Mao, split with the 2nd and diverted to the northwest in an attempt to make contact with Soviet Russia. Redesignated the Western Route Army, the Nationalists attacked while only half of the 35,000 troops had crossed the Yellow River. Those that had crossed would see defeat after defeat and be abandoned by most of their leadership.

While much fuss has been made over the thirty "privileged" women who traveled with Mao's 1st Front Army, the 4th Front Army had some 2,000 women organized into a regiment. This Regiment was caught up in the defeat. When they ran out of ammunition they were driven into the mountains and hunted down. The last survivors of the Western Route Army were a column of about 900 who had been driven into the Gobi Desert. There, a Red Army envoy in a KMT aircraft arrived to tell them they had been saved by the KMT/Red Army cease fire. In the spring of 1938, the last of the Long Marchers would finally arrive in the new home of Shaanxi province. But for years to come, reports would come out of Central Asia of Horsemen selling Chinese women at the slave markets.

KMT: Moves First [ELR: 4] [SAN: 2] [108]

RED ARMY: Sets Up First [ELR: 5] [SAN: 2] [86]

Elements of Red Army: Set up on board II on/between hexrow numbers 3 and 8.



16



TURN

1

2

3

4

5

6

7

Elements of KMT: Set up on a west board edge hex or enter on/after Turn 1 from the west edge.



2

12

12

