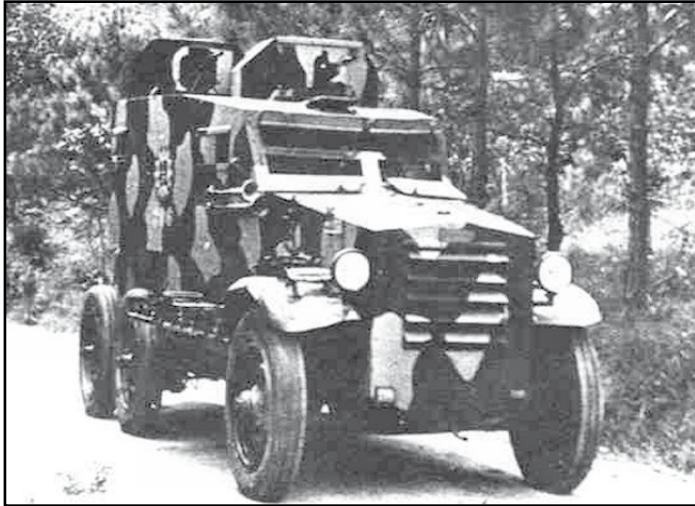


TANGLED AT TSANGKOU



TSANGKOU, CHINA: The 8th Chinese Nationalist Army began landing at Tsingtao on 14 November, its mission to accept the surrender of the Japanese 43rd Army at Tsinan. The Nationalist commander moved his troops through the city and encamped between Tsingtao and Tsankgou while regrouping for a drive north. The Communist reaction was immediate and violent. On the night of the 14th, the railroad north of Tsangkou was effectively knocked out for a distance of 37 miles. With the railroad no longer usable, the Nationalist troops would have to move overland. The forward units of the 8th CNA tangled with the Communists soon after leaving the outskirts of Tsangkou.

CG VICTORY CONDITIONS: The CNA must Control all building Locations west of hexrow Q on board 42 at CG end.

CG DATES: 19 Nov 45 to 25 Nov 45 (seven CG scenarios)

CG BALANCE:

- ★ Red Chinese: If the Red Chinese Win/Lost (VFTT9.) ratio is ≤ 1:3 then the Red Chinese receive a -1 DRM on their CPP Replenishment DR.
- ⊙ CNA: The CNA receive a -1 OBA DRM on OBA purchased after the 22 Nov 45 scenario.

INITIAL SCENARIO VICTORY CONDITIONS: The CNA win if they Control all building Locations within three hexes of 17R4.

INITIAL SCENARIO: Nationalist Chinese Attack

INITIAL SCENARIO BALANCE:

- ★ Red Chinese: May set up one Cave (with MMC, SMC and SW IN it) on board 41 using HIP (must be revealed by scenario 6).
- ⊙ CNA: Increase SAN to 3 for scenario 1 and receive one -1 Leadership DRM for a Pltn of the owner's choice.

TURN RECORD CHART

IDLE SIDE Sets Up First	1	2	3	4	5 <small>(2)</small>	6 <small>(3)</small>	7 <small>(4)</small>	8 <small>(6)</small>	END
ATTACKING SIDE Moves First									

<p>TERRAIN CONFIGURATION: Terrain is ETO. Truck vehicle types may cross hedge hexsides at a MP cost of 2 + COT and a Bog Check DR (D8.21) and a +2 Bog Check DRM. Cave Complexes are NA.</p>	<p>OVERLAY PLACEMENT: None</p>	
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42	
	18
	17
22	

INITIAL NATIONALIST CHINESE OB:
Elements of the 8th Chinese Nationalist Army set up in any whole hex on board 22

RG: 2x Rifle Pltn	RG: 2x Support Pltn
RG: Transport Section	9x 1S Foxholes

ELR: 3
SAN: 2

15 CPP

INITIAL RED CHINESE OB:
Red Chinese Partisans setup anywhere north of board 22

RG: 1x Guards Pltn	RG: 2x Rifle Pltn
RG: Lt. Gun Section	12x AP Mine Factors
Japanese Type 90 Field Gun	2-2-8 Crew
Wagon	6x Panji
6 CPP	25 FPP

ELR: 4
SAN: 4

TANGLED AT TSANGKOU Campaign SSR:
VFTT1 All PL CG SSR are in effect except as listed below.
VFTT2 The Chinese Nationalist player determines the weather, EC and Wind conditions for odd numbered scenarios, the Red Chinese player for even numbered scenarios.
VFTT3 Night scenarios may only be declared by the Red Chinese Communist and only if the Nationalist side did not purchase an Attack chit. For the first such declaration the Moon Phase will be determined by the Red Chinese player and will remain the same throughout the remainder of the CG.
VFTT4 Neither side may invoke No Quarter (A20.3).
VFTT5 All Fortifications begin play HIP if they are initially placed out of the opponent's LOS or in Concealment Terrain.
VFTT6 The Red Chinese entry area is along the west edge of boards 42 and 18 and along the north edge of board 42. The Red Chinese are Stealthy at Night, and Normal otherwise. Commissar exchange (G18.31) may take place; the number of Commissars allowed may not exceed a ratio of one Commissar for every four normal SMC leaders.
VFTT7 The CNA entry area is along the east, south or west edge of board 22. The CNA are

Lax at Night, and Normal otherwise.
VFTT8 The OB-given booby trap C is in effect only for CG-date 1. For booby trap capability thereafter it must be purchased. CG14 is NA. Any purchased booby traps are in effect over the entire playing area.
VFTT9 The Japanese Type 90 Field Gun may not be moved during the first RePh unless it ended CG-Date 1 with a Mobile Wagon in the same Location. During any subsequent RePh, the gun may be moved a maximum of six hexes if it is without a Wagon and up to 18 hexes if towed by a Wagon in its Location. The initial OB-given Wagon may set up using HIP if within 3 hexes of the Field Gun on the initial CG-date only.
TANGLED AT TSANGKOU Initial SSR:
I All PL CG SSR and Campaign SSR are in effect except as noted.

RG ID	CHINESE 8th Chinese Nationalist Army	Units/Equipment	CPP	Scen Max	CG Max	Notes
V1	Armoured Car	1x Type 22 Armoured Car	2	2	6	r
V2	Transport Section	2x 2.5t Truck (a)	4	2	6	r
I1	Rifle Pltn	3x 5-3-7 squads, 1x 2-2-7 crew and MMG	4	3	15	elr
I2	Support Pltn	3x 3-3-7 squads, 1x 2-2-7 crew and MMG	3	3	12	elr
I3	Mortar Pltn	2x 2-2-7 crews and 2x 60mm MTR	4	2	4	er
I4	MG Pltn	2x 2-2-7 crews, 1x MMG, 1x HMG	5	1	3	er
G1	Bn Mortar Section	M1 81mm MTR	5	2	6	crv
G2	AT Gun Section	M3A1 37mm AT Gun	5	1	2	crv
G3	Howitzer Section	M1A1 75mm Pack Howitzer	5	2	4	crv
O1	Battalion Mortar	80+ MTR OBA (HE + Smoke)	5	1	5	op
O2	Field Artillery	70+ OBA (HE only)	4	1	3	op
M1	Fortifications	15 FPP	1	4	20	a
M2	Sniper	SAN +1 increase	2	2	14	a
M3	Attack Chit		1	1	7	
RG ID	RED CHINESE	Units/Equipment	CPP	Scen Max	CG Max	Notes
V1	Armoured Car	1x Type 22 Armoured Car	2	2	6	r
I1	Guards Pltn	1x 5-2-7, 4-4-7 and 3-3-7 squads, 1x LMG(r) and DC	3	3	9	berl
I2	Rifle Pltn	3x 3-3-7 squads, 1x LMG(r)	3	3	21	abl
I3	Sapper Unit	3x 1-2-7 crews, 3x DC	5	1	3	es
I4	Mortar Squad	3x 1-2-7 crews, 3x 40mm MTR	2	2	6	ae
I5	MG Pltn	2x 2-2-8 crews, 1x MMG, 1x HMG	5	1	2	ae
G1	Mortar Section	82mm BM obr. 37 MTR	4	1	6	ac
G2	Lt. Gun Section	37mm PP obr. 15R ART	3	1	4	acw
G3	Field Gun Section	Cannone da 70/15 ART	3	1	3	acw
C1	Captured Weapons	50mm MTR(j), 2x LMG(j)	1	1	3	ex
M1	Fortifications	20 FPP	1	5	32	a
M2	Sniper	SAN +1 increase	1	2	14	a
M3	Attack Chit		1	1	7	

- RG Notes:**
- a Available for on map set up on CG Date of purchase
 - b Battle Hardening is allowed for the Red Chinese and follows the sequence 3-3-7 > 4-4-7. Battle Hardening to a 5-2-7 is NA. The normal LMG for the Red Chinese is the Russian LMG
 - c All CNA Guns arrive with a Chinese 2-2-7 crew. All Red Chinese Guns arrive with a Russian 2-2-8 crew (G18.3).
 - e All SW except LMG must be operated by a crew unless Inexperienced Use penalties (A19.32) are paid [EXC: the DC that arrives with the Red Chinese Guards Pltn (I1) may be used by the 5-2-7 squad MMC or its HS without penalty].
 - l Determine leaders (SMC) as per PL1.6204.
 - o Increase cost by 1 CPP for Off-Board Observer, who sets up at Level 4 on the east, south, or west edge of board 22.
 - p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 1 Pre-Registered Hexes). Each Pre-Registered hex is retained as long as the module it is assigned to is retained (PL1.4 CG9).
 - r Must enter as reinforcements if entered on the CG Date of purchase [EXC: PL1.6194b]. The RG is available is available for on map set up if purchased on any CG date prior to that of the scenario.
 - s Red Chinese RG I3 (1-2-7 crews with DC) are Sappers (H1.23), are always Stealthy, receive a -1 DC Placement DRM and will try to avoid CC if possible, including not voluntarily entering Melee. Each DC may be replaced at no cost between scenarios on dr ≥4.
 - v CNA RG G1 and RG G2 arrive with a jeep for transport. CNA RG G3 arrives with a 2.5t truck(a) for transport.
 - w Wagon arrives with all "G" coded Red Chinese RG as transport vehicles.
 - x Captured Use penalties (A21.) apply.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	19 Nov 1945	CNA	E3.	B25.5	No Wind	CSG3.	0
2	20 Nov 1945	Dual	E3.	B25.5	No Wind	CSG3.	0
3	21 Nov 1945	Dual	E3.	B25.5	B25.63	CSG3.	0
4	22 Nov 1945	Dual	E3.	B25.5	B25.63	CSG3.	0
5	23 Nov 1945	Dual	E3.	B25.5	B25.63	CSG3.	0
6	24 Nov 1945	Dual	E3.	B25.5	B25.63	CSG3.	0
7	25 Nov 1945	Dual	E3.	B25.5	B25.63	CSG3.	0

CG DRM	NATIONALIST	RED CHINESE
Leader	-1	-1
Battle Hardening	+1	-1
Artillery OBA	+2	NA
CPP Replenishment	+2	+3
Intensity Level	LOW	LOW

Fortifications Available for Purchase	
Foxholes	Trenches
AP Mines ^N	Wire
Caves ^R	Roadlock
Booby traps ^R	Panji
HIP	“?”

N = CNA only
R = Red Chinese only

Aftermath: The majority of the Japanese troops to be repatriated through Tsangkou were intended to be released from guard duties by the actions of the 8th CNA. Once the Nationalist Army had reached Tsinan and disarmed the Japanese there, it was to turn over the Japanese arms to Nationalist Chinese puppet troops and then move to occupy all the former Japanese guard posts along the railroad.

This plan failed in many respects and for a variety of reasons, but principally because the 8th Chinese Nationalist Army, with a strength of less than 30,000 men, just was not strong enough for the job. Daily the troops of the 8th CNA moved into the countryside in a vain attempt to erase the Communist elements from the area, and daily they would end up in fruitless combat with no end in sight. It was sometimes a major struggle just to move a couple of kilometers to the next village to establish a stronghold. The drawback of this tactic was that there were no replacement troops to fill in for those troops assigned to guard the vilages, so that the unit strength of the 8th CNA was constantly depleted.

At the end of a month of fighting, the 8th CNA had reached a point just south of the town of Weihsien and could go no farther. Nationalist authorities then changed its mission to guarding the railroad under its present control while waiting for relief from other Nationalist forces marching overland from southern China.