

“Big Sword Soldiers”



Taierzhuang, China — April 5th, 1938

In the spring of 1938, the Japanese launched their Wuhan Campaign. A two pronged attack would converge at the old city of Taierzhuang. Surrounded by canals, this walled town would later be dubbed, China’s Stalingrad. The Japanese 10th Division began its assaults on the city at the end of March. The initial assaults were beaten back, but a renewed effort accompanied by Type-94 Tankettes and supported by air and artillery assets would breach the defenses at the northeastern corner of the town. From there the Japanese spread out into the narrow streets and canals of Taierzhuang. But unknown to the Japanese, the Chinese had begun surrounding the town with the last of its elite, German-trained divisions. The tides of war would soon shift in Taierzhuang.

VICTORY CONDITIONS: The Japanese win immediately upon exiting 25 EVP off the east board edge through the Gate Hexes of dA3 and bA3. Any other result is a Chinese victory.



Chinese Player Sets up first	1	2	3	4	5
Japanese Player moves first					

Board Configuration:
(DASL Boards b & d)



Elements 10th Infantry Division (ELR 3) (SAN 2) (Set up: Enter Turn 1 on the west edge)

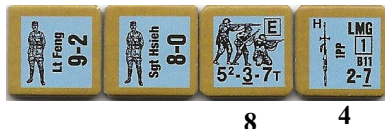


Cordon 1: Taierzhuang Provincials “Big Sword Soldiers” (ELR 5) (Set up: HIP on Rows L, K, & J on Board d & b) (SEE Cordon SSR 5)

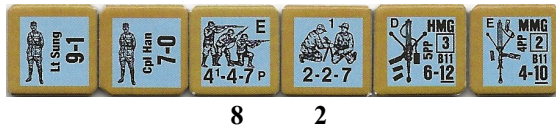


Big Sword Soldier squads automatically become Berserk upon an LOS to an enemy unit. These are the only Chinese units which are allowed to leave their Cordon setup zone during the game and only when they are Berserk. The attack value for Big Sword Soldiers (in H-t-H only) increases from 3 to 4 due to their use of swords. Their defensive value remains a 3.

Cordon 2: 30th Infantry Division (ELR 4) (Set up: Concealed on Rows H & G on Boards d & B) (See Cordon SSR 5)



Cordon 3: 30th Infantry Division (ELR 4) (SAN 4) (Setup: Concealed on Rows D and C on Boards d & B) (See Cordon SSR 5)



Special Rules/Notes:

1. EC are Moderate with no wind at start. Kindling (B 25.11) and Bore Sighting (C 6.4) are N.A.
2. The Board d Gully (C5-D4-D3-E3-E2-F1-G1-H1-I2-J1-J0) is a deep water-filled canal, which can only be crossed by the bridges in Hexes E3 and H1.
3. Prior to Play, each player places three rubble counters in sequence with the Chinese Player going first.
4. Cellars(B23.41), Sewers (B8) and Rooftops (B23.8) are not in play.
5. Cordon SSR—each Chinese Cordon may not move out of their assigned setup area. Chinese Units forced to rout outside their assigned setup zone are eliminated.
6. No Quarter (A20.3) is in effect.

Aftermath: The Chinese counter-attack was supported by newly arrived German-made 150mm howitzers. This firepower combined with the narrow streets now strewn with rubble reduced the effectiveness of the Japanese armor as it struggled for primacy in the interior of the town. In addition to the elite Chinese divisions surrounding the town, the interior of the town was defended by Provincials. Most of these were opium addicts. Poorly trained and armed, many of these Provincials were armed with huge scimitar-like swords, which earned them the nickname of “Big Sword Soldiers”. By April 5th, the Japanese ordered the 10th Division to withdraw from Taierzhuang. Dropping their heavy equipment and artillery, the Japanese surged back to the northeast corner to escape the trap that Taierzhuang had become. Unburdened by their artillery, the Japanese were able to battle their way out of the town through cordons of Chinese Infantry and the dreaded “Big Sword Soldiers”.

