

2nd SINO-JAPANESE WAR Campaign, 1936-1945

Version 2

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1. CONTACT INFORMATION:

Any problems, suggestions, comments or abuse should be directed to me. Any feedback on this campaign, good or bad, will be greatly appreciated – golothin@netscape.net

2. INSTALLATION INSTRUCTIONS:

2a. Maps:

You need the maps 54, 55, 73, 75, 176, 202, 205, 250, 461, 479, 484, 510, 570, 571, 573, 812, 816, 894, 897, 901, 902, 905, 907, 912

Get the maps from [Gilestiel MapFinder](#).

2b. Video and Music:

This campaign uses the following video files.

- [pWin-jpn.avi](#) - Japanese Victory - <http://www.adlerkorps.com/sv/pWin-jpn.zip>

3. REVISION HISTORY:

- Version 1.00 released 2009; 24 Scenarios; Pacific Equipment File, Version 4.2

4. CAMPAIGN STORY:

The Second Sino-Japanese War (July 7, 1937–September 9, 1945) was a major war fought between the Republic of China and the Empire of Japan, both before and during World War II. It ended with the surrender of Japan in 1945. The Japanese invasion was a strategic plan made by the Imperial Japanese Army as part of their large-scale plans to control the Asian mainland. The early manifestations of this plan were commonly known as "China Incidents", and according to Japanese propaganda of the time, were referred to as "incidents" supposedly provoked by China, in order to downplay Japan's illegality in these invasions. The 1931 invasion of Manchuria by Japan is referred to as the "Mukden Incident". The last of these was the "Marco Polo Bridge Incident" of 1937, marking the official beginning of full scale war between the two countries. From 1937 to 1941, China fought alone. After the attack on Pearl Harbor, the Second Sino-Japanese War merged into the greater conflict of World War II.

In this campaign you lead Imperial Japanese Army Forces through the main battles of the 2nd Sino-Japanese War. Your main opponent, the Chinese Army, is numerically strong, but poorly trained and equipped. And indeed, the offensive capability of the Chinese troops throughout the war was very limited. But you'll also fight against stronger opponents, like the Communist Chinese, Soviet- and Commonwealth-troops in Manchuria, Burma and Hong-Kong. You start 1936 in Manchuria and end 1945 again in Manchuria or the Middle East. The campaign path is linear with 24 scenarios to play.

The Order of Battles are on battalion-scale. A whole Japanese Square Infantry Division is presented with 20 units (battalions) and is in strength equivalent with a Chinese Infantry Corps. Of course, the playability stands in the foreground, but the campaign is close historical, as far as the few information about Chinese forces allow it. I used mainly the book "History of The Sino-Japanese War (1937-1945)", 1971 by Hsu Long-hsuen and Chang Ming-kai, with the most detailed OOBs that I could find and excellent maps.

Most scenarios of the campaign are also playable as single scenario for both sides. Where you can prove yourselves with weak Chinese against experienced Japanese elite units.

5. CAMPAIGN DEVELOPMENT NOTES, RULES and BUGS:

Core Units

This is a Blitzkrieg-style campaign with many, but mostly wake enemy units. The right answer are tanks and the extensive use of the overrun ability. Infantry, Recons, Fighter, TBs and Artillery are also important. Only AT and AD units plays a minor role, the Chinese have few armored forces and a wake Air Force. With a final core of around 30 units you get well through the campaign. For players who like to have a recommendation: 10xInf (1xHQ), 4xTk, 4xRcn (1xHQ), 1xAT, 3xAty, 3xFtr, 4xTB, 1xDD

Default Unit Strength

The base strength (=8) for core units is different from the default (=10). It slows down the game play and the Japanese units are not so overwhelming against the wake Chinese.

Prestige

I recommend to play the campaign at 50%. This campaign was play tested from 25% to 100% prestige; at 100% you get a lot of prestige to build a strong core with the best equipment available. At 50% you get enough prestige to go comfortable through the campaign. At 25% or lower it will be tough, but playable. Aid for undecided players: To build a proper core of 30 units, you need around 18.000 pp for buy and upgrade.

at you get at all...

0% ~12.000 pp

25% ~16.000 pp

50% ~20.000 pp

100% ~28.000 pp

150% ~36.000 pp

200% ~44.000 pp

Naval Units

The only buy-able Naval units are Patrol Boots. They can ship on River, Ocean and Harbor Hexes, and can be used as Recon or Support units. The campaign is prepared to deploy this kind of units in most scenarios. You get one Patrol Boot as core unit in the first scenario.

Railroad Units

You can not buy Railroad units, but in some scenarios you get Railroad units as reinforcements. Railroad units can only move on Railroad Hexes and can be used as support units. You get also reinforcements in Trains.

Airmobile and Airborne Units

Many Japanese units own the Airmobile or Airborne property. It is not necessary to use this kind of units in any scenario, but sometimes it is smart and profitable to use it. With exception of the first two scenarios, you get at least one Air Transport per scenario. In scenarios with good Airmobile and Airborne assets (Airfield near deploy position), you get 2 Air Transports or more. Use it to transfer Infantry over long distances. Also, all airfields are free from fixed units, and can be entered by Airmobile units.

6. CAMPAIGN RULES:

This campaign uses no rules.

7. FINAL NOTE:

This campaign is the result of many months of work and I consider it copyrighted. Please do not change anything on a version that you are making available to other players. You do not have permission to include this campaign with any commercial product without my permission!