

# Sequence of Play

- Russian Naval Initiative Stage
- Japanese Naval Initiative Stage
- Naval Search Stage
- Naval Movement Stage (10 Rounds)
  - o Movement Impulse
  - o Raiding Impulse
  - o Search Impulse
- Attrition Stage
- Russian Land Sequence of Play
  - o Russian Supply Stage
  - o Russian Reinforcement Stage
  - o Russian Land Movement Stage
  - o Russian Land Combat Stage
- Japanese Land Sequence of Play
  - o Japanese Supply Stage
  - o Japanese Reinforcement Stage
  - o Japanese Land Movement Stage
  - o Japanese Land Combat Stage
- End Stage

Naval Maneuver Table						
Die	1	2	3	4	5	6
Range Change	+1	-1	-1	-2	-2	-3

Foreign Aid	
Change	Event
Add one Merchant Fleet to the Japanese Forces for each of these events.	Occupies Rail Hex
	Capture Seoul
	Capture Port Arthur
	Capture Liaoyang
	Capture Mukden

Moral Change Table	
Event	Change
Refuse Combat in Port	-1
Per 5 sunk def. Pts.	-1
Admiral Wounded	-1
Admiral Killed	Fleet morale set to zero
End Stage	+1

Command Mod.	
Season	Die Mod.
Winter	+2
Spring	+1
Autumn	+1
Summer	0

Weather Change	
Weath.	Die Roll
Clear	6 = Fog
Fog	1-3 = Clear 6 = Storm
Storm	1-2 = Clear 6 = Fog

Admiral Casualty Table	
Die	Result
1-3	Unharmmed
4	Wounded Fleet morale reduced by one
5-6	Killed Fleet morale set to zero

Naval Blockade Attrition	
Die	Attrition
1-4	None
5	5 damage points ship disabled
6	10 points ship disabled
7-8	2 Ships Japanese ships sunk*
+1 Spring/Fall +2 Winter	
Japanese player chooses affected ships	
* Can only happen once per game.	
Otherwise considered 5-6	

Initial Weather	
Die	Weather
1-4	Clear
5	Fog
6	Storm

Initial Naval Range	
Weather	Range
Clear	6
Fog	4
Storm	3

Terrain Effects Chart			
Terrain Type	MP Cost	Stacking(CmdPts)	Combat Mod.
Clear	½	12	-
Rough	1	6	-1
Mountain	2	4	-2
Fortress	NA	12	-2
City	NA	12	-1
Town	NA	8	-
Road	½	-	NA
Rail Line	0 (18.34)	4	NA
River	1	NA	-1
NA = See other terrain			

## Naval Combat Result Table

Die	Torpedo	Attack Strength						
	1	2	3	4	5	6	7	8
1	-	-	-	-	-	1	2	3
2	-	-	-	-	1	2	3	4
3	-	-	-	2	2	3	4	5
4	-	-	3	3	3	4	5	6
5	-	4	4	4	4	5	6	7
6	5	5	5	5	5	6	7	8
-1 For each Range								
-1 Fog								
-2 Stormy Weather								
-3 Ship Disabled								

## Land Combat Results Table

Die	1-3	1-2	1-1	2-1	3-1	4-1
0	3/1	2/1	2/1	1/-	1/-	1/1
1	2/1	1/-	1/1	1/-	1/1	2/2
2	1/-	1/-	1/-	1/1	2/2	1/1
3	1/-	1/-	1/1	2/2	1/1	-1/1
4	1/-	1/1	2/2	1/1	-1/1	-1/1
5	1/1	2/2	-1/1	-1/1	1/2	1/2
6	1/1	1/1	1/2	1/2	1/3	1/3

## Losses to Attacker/Defender  
 - = No effect  
 Ratios less than 1-3 result in a (1/-).

# Red Sun Rising

# Sequence of Play

- **Russian Naval Initiative Stage**

Russian fleets that wish to sortie must first possess Naval Command Initiative. Roll the die for each fleet attempting to sortie. If the die roll is equal to or less than the Initiative Rating of the commanding admiral, then the fleet possesses Command Initiative. Flip the fleet over from its in-Port side to its at-Sea side.
- **Japanese Nava Initiative Stage**

As the Russian. Japanese Merchant fleets always possess Naval Command Initiative.
- **Naval Search Stage**

If any opposing at-Sea fleets are in the same Strategic Naval map hex, both Players have the option of executing a Naval Search procedure.
- **Naval Movement Stage (10 Rounds)**
  - o **Movement Impulse**
  - o **Raiding Impulse**
  - o **Search Impulse**
- **Attrition Stage**

If the Japanese fleet is on Blockade, then the Japanese Player rolls on the Blockade Attrition Table. Any Fleets or merchant fleets not in port or in coastal hexes are eliminated.
- **Russian Land Sequence of Play**
  - o **Russian Supply Stage**

During the Supply Stage, units are to be judged either in or out of Supply. This determination is made during this stage and remains in effect until the Land Combat Stage.
  - o **Russian Reinforcement Stage**

All Reinforcements and Replacements are placed on the map at this time, and all unit assignments are incorporated.
  - o **Russian Land Movement Stage**

Before any units may move, they must first be activated. First the Supreme Headquarters (SHQ) rolls one die for activation. Then the Player attempts to activate each Army Headquarters individually. If the SHQ is activated, it may add its Command Value to any Army Headquarters attempting to activate within its command radius. Any Army Headquarters that are activated may attempt to activate the units assigned to them. As each unit is activated, it is moved before any other unit attempts activation. A unit that fails to be activated may not move during the Land Movement Stage. Only units who's Army Headquarters are activated may themselves attempt activation.
  - o **Russian Land Combat Stage**

The Combat Stage is composed of as many as three Assault Rounds. Combat is voluntary and may only occur between adjacent combat units. At the conclusion of the third Assault Round, the Combat Stage is over. During each Assault Round, no unit may be forced to defend more than once. A friendly unit is not required to attack the same defending unit each Assault Round. After all attacks of an Assault Round are completed, another Assault Round begins at the option of the Russian Player, to a maximum of three Rounds.

- **Japanese Land Sequence of Play**
  - o **Japanese Supply Stage**

As the Russian stage.
  - o **Japanese Reinforcement Stage**

All Japanese units that were transported (to the land map) are placed on the land map, and all unit assignments are incorporated. In addition, the Japanese Player may expend Replacement Steps to bring units up to full strength.
  - o **Japanese Land Movement Stage**

As the Russian stage.
  - o **Japanese Land Combat Stage**

As the Russian stage.
- **End Stage**

Mark that passage of a Game-Turn, place Trench markers on map, and flip all counters to unactivated sides. Some eligible fleets may raise their morale by 1.

## Naval Combat Sequence of Play

- **Weather Phase**

The weather for the current hour of battle is determined.
- **Search Phase**

This Phase only occurs when opposing fleets are beyond Maximum Sighting Range.
- **Range Determination Phase**

The range between the opposing fleets is determined.
- **Gunnery Combat Phase**

If the opposing fleets are within maximum sighting range, gunnery combat occurs, and the results are applied at the end of the Phase. If the fleets are beyond maximum sighting range, the Players conduct a Search Phase.

  - o **Torpedo Attack Phase**

One Player may launch a torpedo attack.
  - o **Morale Phase**

A fleet's morale may be re-evaluated during this Phase. Morale adjustment may result from the sinking of ships or an admiral casualty during either the Gunnery Combat Phase, mark the passage of one hour and conduct another Round of combat if at least one hour remains. If no hours remain, revert back to the Naval Sequence of Play.