



GROWLING TIGERS

THE BATTLE FOR CHANGDE

 1943 

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Growling Tigers – The Battle For Changde, 1943 is a two player wargame simulating the final stage of the Campaign of Changde from 18 Nov 1943 to 3 Dec 1943. It is the second edition of *Growling Tigers under Siege: Defense of Changde 1943* released for the first time in *Boardgame Magazine*. The main changes concern the supply rules and the management of the air power and the tactical chits.

1.0 GENERALITY

1.1- SCALE

A game turn represents two days. Each hexagon represents approximately 800 meters. Each counter generally represents an infantry battalion, an artillery regiment or a cavalry regiment.

1.2- STACKING

The stacking value of the units is printed on the right side of the unit type on the counters. One stacking point represents approximately 200 to 250 combat personnel.

- The maximum stacking limit per hex at any time is 4 stacking points.
- Units of both sides cannot be stacked in the same hex.
- Two units do not have stacking value. They are the heavy infantry and flak units from the Changde garrison. So they do not count in the stacking limit of the hex. However, an enemy unit still can't be stacked with them.

1.3- ZONE OF CONTROL

All combat units have a zone of control ("ZOC"), consisting of the six hexes immediately surrounding the unit.

- A Zone of control does not extend across the Wall of Changde into the City of Changde, but extends across the Wall of Changde into other hexes outside Changde.
- ZOC do not negate each other.
- The effect of a ZOC projected by one or more stack of combat units is the same as a ZOC projected by a single combat unit.
- Moving into an enemy ZOC requires spending one additional Movement Point and will use up all the remaining

unused Movement Points of the unit for this Turn. (i.e. a unit must stop when it enters an enemy ZOC). There are no penalties for leaving an enemy ZOC.

- A unit can move from an enemy ZOC directly to another, but it must stop after entering in the new ZOC.
- A unit cannot retreat into an enemy ZOC.

1.4- DISORGANIZED UNITS.

Successful bombardment attacks by artillery barrage/air bombing will disorganize the target (see xxx). Combat units surrounded by enemy units at the end of the turn will be disorganized during the next turn (see xxx). The rules for disorganized combat units are as follow:

- A disorganized marker in a hex halves (rounded down) the combat strength, defense strength and movement allowance of ALL combat units in that hex.
- The effect of disorganized marker last for the remainder of the turn until its removal during the Supply Phase.

2.0 COMPONENTS

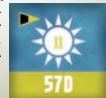
2.1- MAP

Arrows are printed on the map edges, they show the entry hexes of the units, as well as the divisions symbols.

2.2- COUNTERS

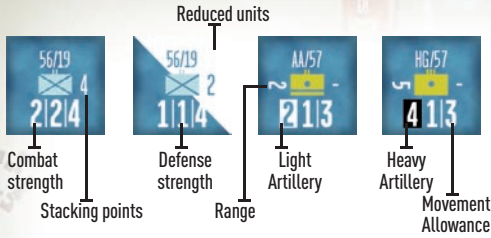
2.2.1- Command Chits

The command chits are used to activate their division. Only the available command chits are playable. Some commands chits will enter play after the start of the game, they are placed on the turn track until then (See 3.0).



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2.2.2 – Units



Combat units are printed in blue for the Chinese army and in red for the Japanese army. The symbols in the center of the counters represent the units types. There are three types of units: Infantry, Cavalry and Artillery (LG for Light artillery, HG for Heavy Artillery). Combat units counters are printed on both sides. The front side of a counter represents its full strength status and the reverse side represents its reduced strength status. Taking a first step loss requires flipping the counter from its full strength side to its reduced strength side. Taking a second step loss will eliminate the unit and remove its counter from the mapboard. On each unit counter are printed the Combat strength, the Defense strength, the Movement Allowance, the stacking value and the range for the artillery units.

2.2.3 Tactical and Air Power chits

Their description and use will be explained below.

2.2.4 – Markers

- Fortification Marker

Front: -1 to damage, back: -2 to damage.

They represent the Chinese Fortifications.



A fortification marker can be used to absorb 1 damage point or 2 damage points caused by a Japanese attack or a barrage/bombing. Absorbing 1 damage point will remove a -1 Fortification marker or will flip a -2 Fortification marker to its -1 side. A Fortification marker is automatically removed from the game when a Japanese unit enters the fortification hex.

- Disorganized Marker (front for disorganized Japanese and back for disorganized Chinese). They are used to show the disorganized status of combat units.



- Supply Marker (1 for the Chinese army and 1 for the Japanese army). They are meant to be placed on the Supply Track ("ST") to show the remaining supply points of the two armies. Supply points represent the current status and availability of ammunition, rations and replacements



- Turn Marker. The counter shows the current turn number. At the end of a game turn, the marker is moved one box.

3.0 GAME SETUP.

- Place the game turn marker in box 1 of the Turn Track
- Place the Chinese supply marker in box 3 and the Japanese supply marker in box 5 of the supply track.
- Place the Chinese and Japanese Tactical Chits with their back sides visible near the Chinese and Japanese players respectively.

3.1 CHINESE DEPLOYMENT.

- The Chinese player separates the Division command chits of the 57 Division and 63 Division from other Chinese Command Chits and places them face up in front of him.

- He mixes the remaining Chinese Command Chits with their back sides visible and then randomly places them on turn 4 to turn 7 of the turn track, one chit per turn. The Chinese player can secretly check these chits. The Japanese player can never examine them.

- The Chinese player places the 14 combat units of the 57th and 63rd divisions on the map, one unit by hex, in the hexes containing the coloured symbol corresponding to their division. **The two artillery units must be placed in Changde.**

(note: these two units can't move during the game)

- He places the units of the 190th division on the eastern map edge, those of the 3rd and 10th reserve divisions on the southern map edge, then those of the 19th division on the western edge.

- He places three « fortification -1 » markers on the three units in the Changde city.

3.2 JAPANESE DEPLOYMENT

- The Japanese player places the 116 Division Command Chit front side visible in front of him.

- He places the 68th division Command chit in the box 2 of the turn track, front side visible. Then the 3rd division command chit in the box 3 of the turn track, front side visible.

- The 11th Corp Command chit is set aside.
- He places the 10 combat units of the 116th division in front of him. They will enter play during turn 1 by the northern or western map edges, as specified on the map. The combat unit of the 68th division are placed on the eastern map edge, and the units of the 3rd division on the southern map edge.

4.0 SEQUENCE OF PLAY

Each game turn follows a strict sequence of play, divided into three phases.

4.1- PREPARATION PHASE

- Resolve Special Events (starting from Turn 4)
- Roll a die to determine the number of tactical chits to be randomly drawn by both sides.
- Roll a die to determine the number of Air Power chits to be randomly drawn by both sides.
- Place all the currently available Command Chits aside from the map, within reach for the players.
- The Chinese Player rolls one die for Retreat Check (from Turn 2 onward).
- Roll a die to determine initiative (starting from Turn 2).
- Advance the turn marker on the turn track by one box.

4.2 - COMBAT PHASE

This phase is repeated until there are no command chits available for both sides.

- **Command Stage:** The phasing player chooses a command chit or plays the command chit determined by the initiative (see 9.0.)
- **Barrage and Bombing:** All the activated artillery units can choose to bombard a hex containing enemy units within range. The player may choose one or more of his bombers among his Air Power chits then launch an attack on an enemy hex.
- **Move Stage:** All the combat units under the activated command can move.
- **Attack Stage:** All the activated Infantry and Cavalry combat units can attack an adjacent hex containing at least one enemy unit. Each enemy unit can only be attacked once in this stage. Fighter units can be used to support an attack in order to increase the die roll of that combat.
- **Exploitation Stage:** Activated combat units that have not bombarded nor attacked can move again, up to half of their movement allowance (rounded down).

4.3 - SUPPLY PHASE

- Remove all the disorganization markers and tactical gas chits of both sides.
- Both sides conduct Supply Check.
- Both sides conduct Isolation Check.
- Replacement and reorganisation.
- Check if any player has achieved the Victory Conditions

5.0- SPECIAL EVENTS

As specified on the Turn Track, special events must be played during turns 4 to 8.

- Turn 4 and turn 6 : Yokoyama's assault.
With the advance of the Chinese reinforcements, the General Yokoyama rushes his troops for an assault.
The Japanese Player can use the 11th Corp Command Chit during this turn as any other command chit. He can activate 1D6 combat units, without regarding their parent division.
- Turn 5 : Shinchiku Bombing
14 B25, 16 P38 and P51 of the 14th US AF have bombed the Shinchiku Japanese airbase at dawn the 25th november. The airfield has been out of order until the next day.
The Japanese Player cannot use any fighters or bombers Tactical Chits this turn.
- Turn 7 : Cairo meeting
The Cairo Conference (codenamed Sextant) set the Allied position against Japan during WWII.
-1 die roll modifier is applied to all Japanese attacks during the Attack Phase for this turn.
- Turn 8 : Chinese Counterattack
General Yu Ching leads the remnants of the 57th division and coordinates with the 11th division to attack the Japanese forces in the city.
+1 die roll modifier is applied to all Chinese attacks during the Attack Phase for this turn, a -2 die roll modifier is applied to all Japanese attacks during the Attack Phase for this turn.

6.0 TACTICAL CHITS

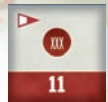
Each player places his tactical chits in an opaque wasabi cup.

At the start of each turn, roll a die to determine the number of tactical chits to be randomly drawn by both sides.

| 1D6 | 1-2 | 3-4 | 5-6 |
|---------------|-----|-----|-----|
| Chinese Army | 1 | 2 | 3 |
| Japanese Army | 2 | 4 | 5 |

Each player randomly draws his tactical chits and looks at them without showing them to his opponent. More than one chit can be played at the same time. Once played, the TC are placed again in the wasabi cup.

A player may decide to save one or more TC for the next turn. But he can never have more TC in hand than the re-



sult of the die roll (he will have to place the extra TC in the wasabi cup in this case).

6.1 TACTICAL CHITS EFFECTS

• Defense (Ch.)

It must be played during the combat phase of the phasing player. Using this tactical chit can either allow the placement of a new -1 fortification marker or flip a -1 fortification marker to become a -2 fortification marker. Fortification markers cannot be placed in a Ferry hex. The placement limit is one fortification marker by hex.



• Tigers! (Ch.)

It must be played during a Japanese attack. The Japanese player rolls 3 dice instead of 2 for his attack and chooses the two worst results. But if the dice result is a natural 7, then all the Chinese units are eliminated, whatever the result given by the CRT is. If this chit is played at the same time as the "Banzai!" chit, then they are both cancelled.



• Rear attack (Ch.)

Play it during the Replacement phase. The Chinese player immediately cancels the reformation of a Japanese unit. The supply point is still spent and counts in the maximum limit of 2 supply points.



• Confusion (Ch.) This chit may have two different effects :

- *Play it just after the Japanese player has chosen a command chit.* In this case, the Japanese player may only play half (rounded down) of the units of the division just activated.



OR

- *Play it when the Japanese player declares a barrage or a bombing.* In this case, the Chinese player chooses an hex adjacent to the target hex. The attack is resolved in this new hex.

• Night raid (Ch.)

Play it before a Chinese attack. Shift one column to the right on the CRT for the attack resolution.



• Supply (Jap., Ch.)

Play it at the start of the supply phase. The player using this chit earns a supply point.



• Gas (Jap.)

It must be played during the Barrage/ bombing phase of the phasing player. It can be used by a Japanese combat unit against



one of the adjacent Chinese combat units by putting the tactical gas chit on top of that Chinese unit. The effect of the gas will affect that Chinese combat unit without affecting other Chinese units. The Combat Strength, Defense Strength and Movement Allowance of that Chinese Combat unit is halved (rounded down) for the remainder of this turn. The Tactical Gas Chit will be removed from the map during the Supply Phase.

• Banzai. (Jap.)

It must be played during an attack. The Japanese player rolls 3 dice instead of 2 for his attack and chooses the two best results. But if the attacked hex still contains a Chinese unit after the attack resolution, then all the attacking units are disorganized. If this chit is played at the same time as the "Tigers!" chit, then they are both cancelled.

• **Infiltration (Jap)** - *This chit must be played during a movement.* A unit may ignore the effects of one enemy ZOC (and only one) during his movement.



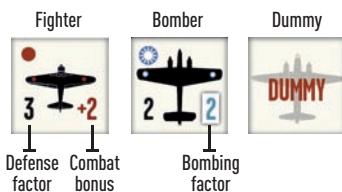
• **Rally (Jap)** - *To play instead of a Command Chit.* The Japanese player may activate or reactivate 1D6/2 (rounded down) combat units from the same division.



• **Sapper (Jap)** - *Play it before an attack.* One fortification level of an hex adjacent to a friendly unit is eliminated.



7.0 AIR POWER CHITS



• The AP chits represent fighters and bombers units.
• Each player places his Air Power chits in an opaque wasabi cup. At the start of each turn, roll a die to determine the number of AP chits to be randomly drawn by both sides.

| | 1D6 | 1-2 | 3-4 | 5-6 |
|---------------|-----|-----|-----|-----|
| Chinese Army | | 1 | 2 | 3 |
| Japanese Army | | 2 | 4 | 5 |

• Each player randomly draws his Air Power chits and looks at them without showing them to his opponent

• There are three kinds of AP chits :

- Bombers: They will be used during the Barrage and Bombing Phase (See 11.0).

- Fighters: They may be used during the Barrage and Bombing Phase (see 11.3) and may also be used to support an attack of an infantry or cavalry unit. In this case, they will add their combat bonus to the attack dice.

- Dummies: these counters play a dummy role and represent the uncertainty of the opponent concerning the enemy aircrafts availability.

8.0 REINFORCEMENTS

• During the second and the third turn, the Japanese army receives reinforcements from the 68th and 3rd Divisions.

• The Japanese player can only enter 4 units of the 3rd Division in play by turn.

• During the turns 4, 5, 6 and 7, the Chinese player receives the reinforcements given by the chits placement on the turn track (see 3.0).

• The reinforcements enter in the hexes specified by the arrows on the map edges.

8.1 WITHDRAWAL CHECK

Starting from the beginning of Turn 2, the Chinese Player has to roll one die to check whether the Chinese 63rd Division has decided to withdraw. If the die roll is less than the current Turn number, one unit of the Chinese 63rd Division must be withdrawn. This check is repeated until there are no 63rd Division units left on the map.

9.0 INITIATIVE AND ACTIVATION.

• The Japanese player has the initiative during the first turn and begins by activating his available command chit.

• For the following turns, each player rolls a die. The player with the highest result decides which command chit will be played first, whether it is a Chinese or a Japanese command chit.

• After the activation of this command chit and the resolution of its combat phase, the opponent player (i.e. the player the activated Command Chit doesn't belong to) then chooses a command chit among his available command chits and activates it.

• The players then alternate the activations until one of them has no more available Command Chit or until all the

Command Chits have been activated.

• The command chits played are set aside until the next game turn.

• If a player does not have more command chits available, then the other player plays his command chits one after the other until he has played them all.

• When there are no command chits available, the play moves to the Supply Phase.

Note : *A player may never choose to pass.*

10.0 BARRAGE

The artillery units activated by a command chit may bombard an enemy hex within range. The unit's range is printed on the left side of the NATO symbol.

• The light artillery includes the anti-tank guns, the anti-aircraft guns and the infantry guns. The firepower is printed in a white box.

• The heavy artillery includes the field artillery. The firepower is printed in a black box.

10.1 BARRAGE RESOLUTION

• When more than one artillery units, including from different hexes, attack the same target, then the total firepower is equal to the sum of all the firing units firepowers. If there is at least one heavy artillery unit participating in the barrage, then the barrage will be considered as a heavy artillery barrage.

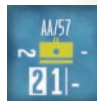
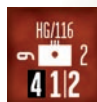
• The player must spend one supply point for each heavy artillery unit firing. The light artillery barrages do not need to spend supply points.

• The barrage results are read on the Barrage and Bombing Table. If it is a light artillery barrage, the results are read in the columns with numbers printed in white boxes. If it is a heavy artillery barrage, the results are read in the columns with numbers printed in black boxes.

• If the target unit of a barrage is in a village or city hex, then there is a -1 modifier to the die roll.

10.2 BARRAGE RESULT

• Should a barrage attack be successful, the first damage point will disorganize all the units in the target hex, the second damage point will cause step reduction to the combat units. However, if the defending combat units in the target hex are already disorganized, the first damage point will cause step reduction to them. Bombed units cannot retreat.



11.0 AIR BOMBING

• The phasing player chooses one or more of his bombers units that will make an attack and secretly decides if they will be escorted by fighters units by keeping the necessary chits in his hand. The opponent decides if he will try an interception with the use of an Air Power fighters chit. After the players have made their choice, the chits are revealed and the bombing is resolved.

• Only one bombers chit and only one fighters chit can be used for a bombing. But a hex can be bombed more than once during the bombing phase.

• Once used, included for an interception (see below), the AP chits are returned in the wasabi cup.

11.1 BOMBING RESOLUTION

• The bombing is resolved on the Barrage and Bombing Table, using the columns with the numbers printed in a white box.

• A bomber attacks a 3 hexes cluster as shown in the illustration below, chosen by the phasing player. Roll a die for each hex. The friendly units in one of these hexes also suffer the bombing effect, with a -1 die roll modifier.



• If the target unit of a bombing is in a village or city hex, then apply a -1 die roll modifier.

11.2 BOMBING RESULT.

Apply the results in the same way as the barrages results

11.3 INTERCEPTION

• If the non phasing player has played an AP fighters chit, there is an interception.

• In case of an interception, if the bombing player has not chosen to play an AP fighters chit to escort his bombers, then the mission is driven back and there is no bombing. The chits are returned to the wasabi cup.

• In case of an interception, if the bombing player has chosen to play an AP fighters chit to escort his bombers, then an air-to-air combat must take place.

• Air-to-air combat is resolved as follows: Both sides roll a die and add the Combat bonus of the selected chit. The fighter with the highest result is victorious. In case of tie, both sides must re-roll the die.

• If the fighters of the bombing player are victorious, then the bombing takes place normally. If the fighters of the interception player are victorious, then the bombing is driven back.

11.4 AIR DROPPED SUPPLY

• The Chinese player may decide to use an AP bombers chit, with or without an escort AP fighters chit to supply Changde.

• A Japanese interception is possible and is resolved in the same way as a bombing (see 11.3).

• If the Chinese bombers are not intercepted, then the Chinese player immediately earns two supply points.

11.5 ANTI - AIRCRAFT GUNS

• The Chinese light gun unit placed in Changde is an anti-aircraft unit.

• If a Japanese AP fighters chit is used to intercept an air dropped supply, then the anti-aircraft unit may first try to neutralize the fighters. The Chinese player rolls a die. If the result is higher than the Defense factor of the Japanese air unit, then the mission is cancelled.

• If a Japanese AP chit is used to bomb one of the Changde hexes, or to support an attack in one of the Changde hexes, then the anti-aircraft may try to neutralize the bombers or the fighters in the same way.

12.0 MOVEMENT

• Every ground combat unit in the game has a Movement Allowance printed in the bottom right hand corner. This factor is the number of movement points ("MP") available for the unit to move across the hex grid of the map. The units move from hex to adjacent hex, spending a variable amount of MPs to do so, depending on the terrain in the hex being entered. (See the Terrain Effect Table on the map)

• A player may move all, some or none of his activated units, as he chooses, during his Movement Phase. The movement of each individual unit or stack must be completed before moving another one. A player may only change the position of an already moved unit or stack if his opponent allows it.

• Movement across a river hexside is prohibited except across a ferry.

• A unit can only enter or leave a ferry hexside through the two ends of the ferry route.

• Stacking limits are applied at any time during the Movement Phase.

• Movement into or through a hex occupied by an enemy unit is prohibited.

• One additional movement point is expended to enter in an enemy Zone of Control and the unit must then stop its

movement for the current turn.

- There is no additional movement point cost for leaving an enemy Zone of Control.
- A bridge cancels the effects of the streams and the Change walls (for movement purpose only).

13.0 ATTACK

- Infantry and cavalry combat units activated by command chits can attack an adjacent hexe containing an enemy unit once. Each enemy unit can only be attacked once during this stage
- Units from different hexes may attack the same enemy hex.

13.1 ATTACK RESOLUTION

- Compare the total combat strength of the attacking units with the total defense strength (after modification by the terrain effects) of the defending units to derive the combat odds. The result is always rounded in favor of the defender.

• Roll two dice and cross the combat odds with the sum of the dice roll in the Combat Result Table to determinate the combat result.

13.2 TERRAIN EFFECTS (See Terrain Effect Table)

- The defense strength or combat strength is doubled when defending in a Village, Town or Hill hex.
- The combat strength for a unit that attacks across a stream hexside is halved.
- Apply a -1 modifier to the 2d6 dice roll when attacking from ferry (even if there's just only one of the attacking units across the ferry).
- Apply a -1 modifier to the 2d6 dice roll when attacking across the wall from outside the city (even if there's just only one of the attacking units across the wall)

13.3 COMBAT RESULT

- For the first damage point suffered by the defender, the defending player must select one of the defending units to take a step loss. For the second or the third damage point, the defending player can choose to either have one of his defending units take another step loss or retreat all the defending units one hex. All the damage points must be applied by the defender.
- The maximum length of a retreat is one hex. A retreat can neither enter an enemy Zone of control nor enter a ferry hexe.
- For each damage point suffered by the attacker, the attacking player has to choose one of the attacking units

to take a step loss; attacking units cannot retreat to fulfill the damage points.

- Units that take two step loss (i.e. 2 damage points) are eliminated and removed from the map.

13.4 PURSUIT

If the defender has retreated or all the defenders are eliminated as a result of the attack, one of the adjacent attacking combat units participating in the attack can advance after combat by moving into the vacated defender hex.

14.0 EXPLOITATION

Activated combat units that have not bombarded or attacked can move again, up to half of their movement allowance (rounded down)

15.0 SUPPLY

After the end of the Combat Phase, remove all the disorganization markers and tactical gas chits of both sides, then both sides conduct Supply Checks and conduct Siege Checks. They then use their supply points.

15.1 SUPPLY CHECK

There are 6 supply sources, indicated on the map by supply the symbol. The Change supply source may only be used by the Chinese player. The 5 others supply sources may be used by both sides.

- A unit is supplied if it can trace a continuous hexes line not containing enemy units and enemy ZOCs, and following a path only composed of road, ferry or village hexes up to a supply source

OR

If it can trace a hexes line not containing enemy units and enemy ZOCs up to one unit of his division fulfilling the above condition.

- An enemy ZOC is cancelled by the presence of a friendly unit, regarding only the supply.
- For each unsupplied unit, and for each Chinese unit supplied from Change only, roll a die. An unsupplied unit must lose a step on a result of 1, is disorganized on a result of 2 or 3. A unit supplied from Change only is disorganized on a result of 1 or 2. All the others results have no effect.
- If at least one unit of a Japanese division is supplied, then the Japanese player earns a supply point.

15.2 ISOLATION CHECK

When a combat unit is surrounded by enemy zones of control or enemy units or impassable hexes, it is isolated. Place a disorganized marker on top of the unit. If the unit is already disorganized, it suffers a step loss.

Exception: A Chinese unit occupying Changde is never considered isolated.

15.3 REPLACEMENT AND REORGANISATION

- Both sides can expend one supply point to flip a combat unit with a step loss to its full strength side. Each division can only expend up to two supply points to replace its losses.

- Both sides can also expend one supply point to remove a disorganized marker. There is no limit on the number of markers which may be removed as long as you have the necessary supply points.

16.0 VICTORY CONDITIONS

At the end of Turn eight, if the Japanese control Changde, the Japanese Player wins the game. Otherwise, the Chinese player wins the game. The Japanese player controls Changde if he's the only player to have at least one of his units in the town.

16.1 SUDDEN DEATH

At the end of any turn, if only the Japanese Player has combat units inside Changde city, then the Japanese Player immediately wins the game. At the end of any turn, if one or more Chinese reinforcement combat units is present in Changde city, then the Chinese Player immediately wins the game.

17.0 OPTIONAL RULES

- The Chinese player may organize his Command chits on the turn track as he sees fit.

- Ignore the Withdrawal Check rule.

- If you're playing solitaire :

- The Japanese and Chinese command chits are randomly placed on the turn track in their respective boxes.

- When you decide to play a Tactical chit, roll 1D. On a result of 1 or 2, the chit is discarded and not played.

- When you decide to escort an AP Bomber chit with an AP Fighters chit, roll 1D. On a result of 1 or 2, the AP Fighters chit is discarded and not played.

- When you decide to launch an interception mission, roll 1D. On a result of 1 or 2, the mission is cancelled.

