

The Forgotten Theatre Battle for Changsha

Axis & Allies
MINIATURES

Changsha, China, June 1944

Despite continuing harassment from the 14th Air Force Japanese advancements could not be contained. The Chinese resisted stubbornly, but the Japanese continued to drive steadily ahead. Can you stop the Japanese from taking Changsha and push down further and capture US Airfields near Hengyang.

Map Configuration



Victory Conditions

Players win the game by earning Victory Points per special rule #1

Turn Record Chart

Allied sets up first	1	2	3	4	5	6
Axis win initiative on turn 1						END

Elements of the National Revolutionary Army, 4th Army defending Changsha



Kuomintang
Officer



Kuomintang
Riflemen



Kuomintang
Machine-Gun Team

14th Air Force, 23rd Fighter Group, 75th Fighter Squadron



P-40 Tomahawk

Elements of the Japanese XI Army moving southward from Hankow



Imperial
Sergeant



Arisaka
Rifle



Type 89
Mortar



Type 92
Machine-Gun Team



70 mm Type 92



Mitsubishi
A6M Zero



Type 95 Ha-Go



Type 87
Armored Car



Zis-5 3 Ton

Special Rules

1. Players win the game by earning Victory Points (VP). VP are awarded for the following:

- Two VP = Per destroyed enemy aircraft.
- One VP = Per destroyed any other enemy units.
- Half VP = Per damaged enemy unit.
- 25 VP = Controlling majority of Changsha.

2. Kuomintang Riflemen lose "Lack of Determination" and gain the SA: Green - This unit must roll a 4+ to remove a Disruption counter.

3. The P-40 Tomahawk's from the 14th Air Force, 75th Fighter Squadron gain the SA: Bombs - Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle in the same hex, you can declare you are using bombs. If you do, roll 12 attack dice against that unit if it's a Soldier or 8 attack dice if it's a Vehicle.

4. The Japanese player is able to use the ZIS-5 3 Ton Truck.

