

YANKS UP THE YANGTZE

*A GAME OF WARFARE AND MAYHEM ALONG THE
YANGTZE RIVER DURING THE 1920s*



Written by Greg Blake

Welcome to YANKS UP THE YANGTZE [YUTY], Cannon Fodder Miniatures rules for gaming warfare and mayhem along the mighty Yangtze river during the 1920s and 1930s. These rules are designed to use CFM's YANGPAT line of miniatures or any compatible miniatures from other manufacturers. Using YUTY players can command Chinese Government and Warlord troops, militia, pirates and peasants as well as landing parties of the United States Navy and Marines.

These rules are offered for your enjoyment. If you want to tweak them to your tastes feel free to do so. Above all have some fun. – Greg Blake, August 2002.

Game Requirements

- Painted and based 28mm miniatures.
- A playing surface.
- Model terrain, buildings and accessories.
- D6 dice.
- A tape measure marked in mm or inches.

Game Sequence

The game is played in turns. In each turn there is a set sequence of actions that must be followed by all players. Moves by players are simultaneous but the type of actions player's can carry out are governed by selecting cards which are only revealed at the appropriate sequence of the turn. The sequence of each turn is as follows:

Allocate Action Cards: Each player chooses one action card for each of his units on the table and places it face down next to the appropriate unit.

Reveal Action Cards: All players turn their action cards face up at the same time.

Carry Out Actions: Revealed actions are carried out, paying attention to the precedence of some cards over others.

Firing: All firing is conducted.

Melee: Hand to hand combat occurs.

Morale effects and removal of casualty figures occurs throughout the game as the situation demands.

Organizing Your Tabletop Forces

All tabletop forces are organized into units. The number of figures depends upon the nationality and type of unit as follows:

- Chinese Warlord troops: 19 x Rifles, 1 x Officer.
- Chinese Warlord Light or Medium Machinegun: 1 model and crew.
- Chinese Gang/River Pirates: 19 x Men, 1 leader.
- Warlord Force Command Group: 1 x Leader, 2 x Bodyguards.
- USN landing party/USMC Squad: 4 x Rifles, 1 BAR [counts as the leader figure]*
- USN/USMC Light/Medium Machinegun: 1 x Model.
- USN/USMC Force Command Group: 1 x Officer, 2 x Senior NCOs.
- Special Units such as snipers: 1 or 2 figures.

**Of course other nationalities such as British, French, Japanese and Russian could be substituted for United States types if players wish. If this happens a squad should not include a BAR, unless an equivalent weapon was used, but must have a figure that can be designated as a leader.*

Class: All units are rated by class. Class is a means of representing a units training, morale and general abilities. There are three classes:

A Class: Hard bitten, well trained, self confident and experienced troops.

B Class: Reliable troops who fight well most of the time.

C Class: Less reliable, poorly disciplined, and frequently impetuous types.

Some examples of class would be USMC: A class, Elite Chinese Warlord troops: B class, Standard Chinese Warlord soldiers and gangs: C class.

COMMAND

Command Radius: All units except those listed below must have an easily identifiable leader figure. Any figure wishing to move, fire or charge must be within the command radius of their own unit leader, or an officer/senior NCO figure of their own side's Force Command Group [FCG]. Command radius is measured in a 360 arc from a leader figure. The command radius for all leader figures is 150mm [6"]. This radius is reduced to 75mm [3"] if all the leader figures in a force become casualties or in situations of limited visibility e.g. night, jungle, fog etc. Note that Warlord bodyguards are not considered leader figures, but may be removed as substitutes casualties if they are within 50mm [2"] of the leader figure when the leader is "hit".

Units that do not need an identifiable leader figure

Machineguns: Crew served light, medium and heavy machineguns do not have leader figures as such, however, they must still be within the command radius of a leader figure to operate. They are not restricted to any specific leader figure and may change leader figures as necessary.

Artillery, Vehicles, Special Units: Artillery guns, special units such as sniper teams and all vehicles including cars, trucks, trains, armored vehicles and aircraft are exempt from the command radius rule and may operate freely. Normal unit passengers in such vehicles are exempt from command radius while riding in the vehicle but once they leave the vehicle normal command rules apply [this does allow passengers to fire from vehicles at will].

ISSUING ORDERS TO UNITS - ACTION CARDS

Yanks Up the Yangtze uses cards to issue orders to units for movement/action options. These cards are known as Action Cards. Each card allows certain actions and prohibits other actions. The list below details each action card and what they allow a unit to do. The following action cards are available to players.

MOVE: A unit must move at least 100mm [4"] and may move up to 300mm [12"]. Moving units count cover they happen to be in MINIMUM 100mm, MAX 300mm, Moving units count cover if available but at one level below what the cover actually is, for example hard cover counts as soft cover and soft cover counts as being in the open. Moving units may fire at a reduced effect but may not melee unless they are charged and contacted. Movement rate modifiers for difficult terrain, mounted troops, vehicles, airplanes, boats and trains are given later.

SKIRMISH: Minimum move 25mm [1"], Maximum move 100mm [4"]. Skirmishers take advantage of the best cover available and count whatever cover they are in as one level better than it actually is, for example, soft cover counts as hard cover and hard cover gets a dice modifier bonus in favor of the target. Open

ground will normally provide soft cover to skirmishers but sometimes it will not. Such completely open ground that exists on a table needs to be agreed by all players before a game. Skirmishers can fire but cannot melee unless they are charged and contacted. Only units on foot can skirmish.

CHARGE: This is the only action card that allows your miniatures to approach closer than 100mm [4"] to an opponent's miniatures. This is also the only card that allows your miniatures to make physical contact with a miniature or miniatures from your opponent's force. A charge must move a minimum distance of 100mm [4"] and may move up to 400mm [16"]. A charge must attempt to contact the enemy and will follow an enemy until maximum movement distance is reached. Charging troops cannot claim any form of cover.

HALT: Halted units do not move and adopt the very best cover available. The practical effect of this is that soft cover is treated as hard cover, hard cover gets a dice bonus in its favor and open ground is treated as soft cover, subject to the proviso that some open ground might be deemed to offer no cover at all. Halted units fire at maximum effect and are the only units that can fire at a charging unit within the charge precedence segment of a move. Halted units are the only units that can conduct controlled and covering fire [see below].

CARD PRECEDENCE

Different Action Cards take precedence over other cards, as follows:

HALT: When it comes to firing Halt cards take precedence over all other action cards. Halted units are the only type of unit that can conduct deliberate fire, which is the most effective type of fire. A halted unit may fire at any time during an opponent's move and may fire prior to being contacted by a charging unit even during the charge precedence phase of a move [see below]. Deliberate fire can be directed against any enemy within range subject to normal target priorities [see Firing and Controlled Fire below].

CHARGE: action cards take precedence over MOVE and SKIRMISH actions. CHARGING units may always move their minimum charge move distance before other units can move at all. Any figures with MOVE and SKIRMISH orders that are contacted by chargers during this charge precedence phase cannot move or fire.

FIRING

When does firing occur? Firing occurs at the end of the movement phase of each turn for all miniatures eligible to fire [see below]. All ranges and scores to hit are determined at that point. There is no provision for opportunity fire unless the firing unit is a special sniper unit that may elect to fire at any time during the opponent's move that a target presents itself. Who fires first and when they fire is determined by Action card preference [see above] with preference always being given to units that have played Halt action cards. In situations where units firing on each other have both played Halt action cards firing is assumed to be simultaneous. In all other cases firing is assumed to be simultaneous.

FIRING PROCEDURE: Only miniatures armed with firearms may fire unless they have played a Charge Action card, in which case they are not permitted to fire. Firing is decided by rolling one D6 per suitably armed figure. Some weapons have beaten zones and have the chance to hit more than one figure [see machineguns]. Only sniper units can nominate individual figures within a group as targets. In all other cases units are targeted as groups and casualties are removed in a random manner with preference being given to miniatures closest to the source of the incoming fire. Note that leader figures are always removed last from any group unless they are hit by a sniper.

Rolling d6 to fire: The first thing to do is nominate a target unit or in the case of a sniper a single target figure. When there is no other option single figures may be targeted. When targets have been decided roll one

d6 per each one of your firing figures.

Target Priorities: The following priorities must be must be adhered to when deciding upon targets for all firing units except snipers [1] The closest enemy unit; [2] Any enemy unit within range firing at you; [3] Any enemy unit within range; [4] Individual enemy figures. [5] Officers/leaders cannot be specifically targeted until they are the last figure of their section/gang remaining. Note that "unit" can also refer to machineguns, vehicles, aircraft, boats etc.

Ranges: Ranges are measured from the closest edge of a firing miniature's base to the closest edge of a target's base. When firing at units a figure in the center of a unit should be nominated as the point from which ranges are determined.

Chart 1 – Weapons Ranges

Weapon Type	Short Range	Long Range
Rifle/BAR/LMG	200mm [8’]	500mm [20’]
MMG/HMG	200mm [8’]	750mm [30’]
SMG	200mm [8’]	-
Pistol/Shotgun	100mm [4’]	-
Artillery	200mm [8’]	1500mm [60’]

Artillery minimum range is in fact the minimum range a gun can effectively fire. If enemy are closer than short-range foe guns then they cannot be targeted by the gun.

Beaten Zones: These are measured from the center of the nominated target figure. All figures that either partially or fully fall into the beaten zone are potential targets and must be tested to determine if they are hit. This is done by rolling a d6 in the normal manner. Beaten zones are: MMG/exploding shell/aerial bomb: 75mm [3’], LMG/BAR 50mm [2’], Grenade/Shotgun 25mm [1’].

Controlled Fire: This is only possible to USN/USMC or elite Chinese units with HALT orders. All controlled fire d6 receive a +1 bonus.

Covering Fire: It is allowable for machineguns and other automatic weapons that play a Halt card to "cover" an area on the table. Any troops that move through this "covered" area or reveal themselves in the "covered" area during a turn may be fired at even though moving targeted troops may end their turn in different terrain. Any figures using covering fire cannot switch their target during the normal fire phase of a game turn. A marker of some type should be placed to indicate the area being covered at the when Action Cards are revealed. Normal beaten zone rules apply from that marker.

Scores to hit: Scores to hit are determined by the class of troops firing and the range to a target. When scores exceed 6 two d6 must be rolled and the necessary score achieved.

Chart 2 – To Hit Numbers

Firing Unit Class	Short Range	Long Range
A Class	3	5
B Class	4	6
C Class	5	12

Modifiers to the score to hit:

- 1 Controlled fire
- 1 Grenade target in confined space
- +1 Firer “pinned”

CONFIRMING HITS

Targets in Open: A successful "hit" does not automatically eliminate a target miniature unless that target miniature is in completely open ground devoid of cover. If this is the case the miniature is immediately removed. As stated previously the location of such ground on the table needs to have been agreed to by all players before the game. The score to hit depends on the class of the firing miniature and the range to the target.

Targets in Cover: The types of cover available are SOFT; wooden fences, hedges, light woods etc. HARD; fox holes, stone walls, masonry, dense woods etc. HARD PLUS; concrete pillboxes, deep dugouts, trench systems. All A and B class units that play a HALT or SKIRMISH card are assumed to have found the best cover available and count as one cover type [see below] better than they cover they are actually in. For example OPEN counts as SOFT and SOFT counts as HARD. HARD PLUS is not an option available in this instance.

Confirming Hits in Cover: When a target is in some form of cover and a "hit" is scored the "hit" must be confirmed. This is done by rolling two d6 and scoring 12 if the target is in hard cover PLUS, 11 if the target is in hard cover and 9 if the target is in soft cover.

Failing to Confirm a Hit - Pinning Targets: A hit that is not confirmed results in the target being "pinned" for the next turn. A "pinned" target cannot move but may fire [at -1 on their d6] and melee if contacted. "Pinned" targets should be marked in some way.

Reducing Cover with artillery fire: Fire from heavy artillery [150mm+ etc] reduces cover by one level. For example SOFT becomes OPEN, HARD becomes SOFT, HARD PLUS becomes HARD.

Artillery Fire: Artillery use the same score to hit as other fire. Thus better quality gunners will have better chances to hit their targets. USN Gunboat crews are always considered A class gunners while the quality of other gunners depends entirely on the scenario being played. Artillery are treated as light or medium guns. Light guns are such things as 37mm infantry support guns. Medium guns are pieces like the French 75mm or British 18pdr. Heavier guns should not figure in the level of conflict simulated by these rules - players may of course wish to include heavier guns and are free to modify these rules to suit.

Artillery Missing a Target: If an artillery round misses it must go somewhere. To determine this roll a d6. A score of 1 results in over, 2 under, 3 left, 4 right, 5 or 6 out of sight [ricochet, dud, etc]. If 1-4 roll two d6, multiply the score by 10 and convert to mm [convert mm to inches if necessary]. This is the distance that the round has veered of its target. Any miniatures, even friendlies, in the new target area are tested for hits as

normal.

Types of Artillery Rounds: Artillery may fire High explosive or shrapnel rounds. Players can either allow any type of round to be fired or limit the number of rounds of each type. HE rounds have a beaten zone of 50mm [2"] for light guns and 75mm [3"] for medium guns. HE can reduce enemy cover as explained above. Shrapnel rounds have a beaten zone of 75mm [3"] for light guns and 125mm [5"] for medium guns. Shrapnel does not reduce cover.

Minimum Artillery Ranges - Getting Under the Guns: Medium Artillery cannot hit targets closer than 200mm [10"]. Ships guns cannot hit targets that are alongside or within 100mm [5"]. Light artillery have no minimum range.

Disabling Artillery Guns: When a hit is scored on an artillery gun by another artillery gun or aerial bomb. Roll 2 x d6. A score of 12 indicates a direct hit on the gun, which destroys the gun and eliminates the crew. Any other score results in a hit on the area of the gun and normal beaten zone rules apply. Hits from rifle or machinegun fire cannot destroy a gun but can hit crew. Count guns as soft cover when determining hits from rifle and machinegun fire, but not from artillery fire.

Aerial Bombs: These may be dropped onto a target from any suitably equipped aircraft. Hits are not automatic. Place the aircraft model above the intended target. To hit the target roll one d6 as per artillery to determine the location of the hit. Treat all bombs as light artillery HE rounds. It is assumed that the type of bombs being used are hand dropped or small wing mounted types. If you want to use larger bombs use the same rules but treat them as medium artillery HE hits.

Air to Ground Strafing: Aircraft have a 300mm [12"] long by 50mm [2"] wide beaten zone which they place in front of their line of flight. Any target that falls within this beaten zone is treated as normal MMG targets. Aircraft may carry out one strafing mission per turn i.e. may place only one beaten zone on the table per turn.

Anti-Aircraft Fire: Any automatic weapons [LMG, MMG, BAR] that have played halt action cards and are within 300mm of an aircraft at the point when the aircraft places a strafing beaten zone or announces it wants to drop a bomb may fire at that aircraft. Weapons that employ anti aircraft fire cannot fire at any ground targets in the same turn. Each firing weapons rolls two d6. To hit an aircraft a weapon needs to score 12. Add +2 to the score or MMG firing. A hit on an aircraft results in the immediate removal of an aircraft to the edge of the table [AA gunner's choice]. A hit also prevents the aircraft from strafing or dropping bombs.

Hand Grenades: If players wish they can equip their troops with hand grenades. Grenades may be thrown 100mm [5"] and hit using the normal d6 scores. Only troops that use Action cards allowing fire can throw grenades. Some miniatures may be armed with only grenades. Hand grenades either hit or miss. If they miss it is assumed they are duds or burst harmlessly short or over the target [some grenades were notorious for failing to detonate, feel free to play around with these scores if you wish to simulate this]. Grenades have a beaten zone of 25mm [1"]. Grenades do not reduce cover with the exception that if they burst inside and room or bunker then the targets can claim no cover. All grenade hits need to be confirmed. The score to confirm a hit is 5 or 6 in the open, or 2-6 in a confined place such as a room or bunker. Grenades may be thrown through openings like windows or doorways. If this is attempted from any more than 25mm [1"] distant the score to hit is 6, if attempted from 25mm [1"] or closer the score is 3-6.

Rifle Grenades/Grenade Launchers: Treat these as above except that the maximum range is 400mm and the short range to fire into an opening is 100mm.

Damage to Vehicles: When firing at a vehicle one d6 is rolled and normal d6 scores to hit are used. If a hit results roll two d6 to determine damage. If the vehicle is unarmored a score of 10 or more disables the vehicle, add +3 to the d6 score if the firing weapon is a machinegun. A score of 7-9 results in a passenger

being hit. A score of 3-6 results in the vehicle being reduced to half speed for the remainder of the game. A score of 1-2 results in the vehicle halting with a damaged wheel. The vehicle can move again after one turn to repair the wheel.

Damage to Ships and Boats: Only artillery and aerial bombs can cause significant damage to ships and boats [the exception to this are small boats that can be critically damaged by medium machineguns]. When attempting to hit a ship or boat with artillery roll one d6. A score of 6 is required to hit. A class gunners add +1 to the dice score. Once a hit occurs roll two d6 to determine the damage. A score of 12 indicates catastrophic damage reducing the vessel to a blazing wreck, add +2 to the dice score if the shell is from a medium or heavier gun or from an aerial bomb. If reduced to a wreck the vessel must be abandoned, roll one d6 to determine how many turns this can be delayed. A score of 11-10 results in the vessel being reduced to half speed for the remainder of the game. A score of 9 indicates that the ships main armament has been knocked out. A score of 8 indicates a steering hit resulting in the ship being unable to turn its bow more than 25mm [1"] in any direction. Any other score results in the loss of one crewmember. When there are no crewmembers left the vessel cannot function and sits dead in the water.

Other Fire against Vessels: Other fire against ships from LMG, MMG, BAR and rifles is possible. In this case the entire vessel counts as a hard cover target [auto weapons do not have beaten zones in this case] and any potential hits must be converted as normal. Remove one crew figure, of the vessel owner's choice, for each confirmed hit.

MELEE

Who May Melee: Any unit that plays a Charge action card and contacts enemy figures may engage in melee. Vehicles do not engage in melee but may attempt to overrun enemy figures during their normal move [see below].

How is Melee Conducted: Charging figures move into contact with enemy figures. Match one charging figure to each enemy figure that can be contacted before doubling up is allowed [see below]. Excess charging figures are placed adjacent to charging figures in contact if movement allows before excess charged figures may move to double up, provided their move is no more than 50mm [2"]. No more than two charged or charging figures may be actively involved in a melee against. When all charging and charged figures are matched to enemy figures and all extra figures are placed melee may occur. Melee is conducted in single/double figure groups, one group at a time until all groups have fought in melee. Each charging and charged figure in melee, including double up figures, rolls one d6. Add +1 to the d6 score for each extra friendly figure adjacent to a group melee. Extra figures may only contribute this +1 on a one for one figure basis per one adjacent group melee only per turn. The highest single score in each group melee wins the melee. Losing figures are eliminated, even if this means that one figure eliminates two enemy figures. Extra figures cannot be eliminated because of melee. At the end of melee morale must be tested if figures have been lost for both the charged and charging units. if both units fails their morale the charging units morale failure takes precedence over a charged units morale failure and the charging unit flees. Fleeing units immediately move back one full charge move and must cover in the following turn. Charged units that survive their morale due to failure precedence will cover the following turn.

Vehicle Overruns: Vehicles may move directly up to an enemy unit and attempt to overrun any figures in their path. Vehicles attempting overruns are subject to normal defensive fire if applicable. When determining if overrun occurs vehicle movement takes precedence. For each figure contacted roll one d6. An odd number results in an overrun, an even number results in the figure avoiding being overrun.

MORALE

Who Tests Morale: All ground troops and vehicles test morale. Aircraft and vessels are exempt from morale tests.

When is Morale Tested: Morale is tested at the end of any turn when a figure is lost or a vehicle is hit.

How is Morale Tested: Roll two d6 per squad, platoon, gang or vehicle. A score of 1 results in morale failing. Minus -1 for each figure lost that turn. Minus a further -1 if the unit is below half its original number of figures.

What happens when Morale Fails: The effects of morale failure vary according to a unit's class.

A Class troops will retreat for one turn if there is cover within a charge move to their rear, they will not fire during their move and will rout if contacted by a charging enemy. If there is no cover within reach to their rear then they will cover [see below].

B Class troops will cower for one turn. They will not fire or move and will rout if they are contacted by a charging enemy.

C Class will flee for one full turn at charge speed, losing one quarter [rounded up] of their remaining figures as deserters. If contacted by a charging enemy they will rout. Routed troops are immediately removed from play and cannot be reintroduced into the game.

Vehicle Morale: Roll two d6 as above. A score of 1 indicates morale fails. Minus -1 from the d6 score per hit on the vehicle that turn. -4 from the score if the vehicle is a tank and within an unfriendly [that is not occupied by friends] built up area. Vehicle morale failure results the vehicle halting for one turn if in the open or reversing at full speed out of any unfriendly built up area. Passengers are always considered part of the vehicle for morale purposes.

For More Information:

Ever see the movie "The Sand Pebbles" and thought "wow, what a cool game that would be?". With Cannon Fodder Miniatures line of Yangpat figures, this set of rules, and some imagination you could be steaming up the mighty Yangtze.

Additional information on China and other U.S. colonial wars can be found at **Small Wars of the United States**, a website dedicated to gaming small conflicts. There one can find figure reviews and photos as well as links to other related sites. Be sure to check it out: <http://yangpat.freeweetools.com>.

There is also an online community of gamers interested in this period of history. Check out **Yanks Up the Yangtze** Yahoo discussion group: (<http://games.groups.yahoo.com/group/YangtzeYanks>).

Of course, you'll need to order some figures! Visit www.canfodmins.com to see more pictures and to place your order for these outstanding figures. There are two other companies making figures suitable for China: Copplestone Castings (www.copplestonecastings.com) and Pulp Figures (www.pulpfigures.com). Both lines are fully compatible with the CFM line.

YANGPAT

THE YANGTZE RIVER PATROL IN 28mm

Prices given in Australian dollars

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- USN1 United States Navy Officer [peaked hat]* \$3.00
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CFM's Leathernecks will be equally at home in China, Central America or the Caribbean. The Marines are sold in sets and cannot be purchased individually.

- 6 figures: four rifles, two trench-guns \$18.00
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