

TAIWAN

Assassin's Mace, Scorpion Sting



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TAIWAN: ASSASSIN'S MACE, SCORPION STING

A hypothetical invasion of the Republic of China (Taiwan)

Game Design by: Roy Angelo

Game Rule Version 1.0

Table of Contents

INTRODUCTION	1
Counters	1
Unit Information	1
Unit Size Symbol	1
Unit background Information	1
Unit Counter Information	1
Step Counter	2
Map Symbols	2
Sequence of Game Play	3
Unit Rules	3
Zones of Control	3
The Stacking Limit	3
Unit Reaction	3
Detail Game Play Rule	3
Strategic Transfers	3
Initiative	3
Movement	3
Ground Unit	3
Air Unit	4
Combat	4
Events	6
Charts	7
Game Set Up	9
Special Counters and Rules	10

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TAIWAN: ASSASSIN'S MACE, SCORPION STING

INTRODUCTION







Taiwan: Assassin's Mace, Scorpion Sting is a two player game simulating a hypothetical People's Republic of China's invasion of the Republic of China (Taiwan).

Counters

There are two types of counters: unit and status/effect counters. The unit counters represent the military formation in play. The status/effect counters denote unit conditions or other conditions on the map board.

Unit Information

Unit counters have several symbols that denote unit name, unit type, parent formation, combat bonus, movement cost, and transport cost.

Unit Type	Symbol
Infantry	
Airborne (may conduct an airborne drop)	
Wheeled	
Amphibious	
Special Forces	
Aircraft	

Note: The amphibious symbol may be combine to indicate that unit has amphibious capability.





Unit Size Symbol

This represent how large the formation. This is typically placed about the unit symbol.

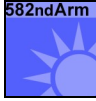





Unit Size	Symbol
Division	XX
Brigade	X

Unit Background Design

The design indicates the country/nationality of the unit.

Country/Nationality	Background Design
People's Republic of China	
Republic of China (Taiwan)	
The United States of America	
Japan	

Unit Counter Information

Information	Graphical
Ground Units	
Unit Identification (upper counter edge)	
Combat Bonus (upper right corner)	
Movement Allowance (lower left corner)	
Air Insertion / Drop Capable (upper right corner)	
Sea Lift Cost (lower right corner)	
Parent Formation Color (inside color of unit type box)	
Ground Support / Attack Bonus	

TAIWAN: ASSASSIN'S MACE, SCORPION STING

Information	Graphical
-------------	-----------

(used against ground units
or to support ground units –
upper right corner)



Air to Air Combat Bonus
(same location as the
combat bonus - upper left
corner)



Unit counter with full symbols



Ground Unit Counter



Air Unit Counter

Above counters shows the necessary information
pertaining to that unit

Step Counters

Full Step

This game uses the concept of steps. All unit counter have two sides: the front side and the back side. The front side indicates the full strength of the unit referred as either full or undamaged step.

Half / Reduced Step

Some units are more robust and capable than others, this is indicated by having the back side printed with lower statistics. Player may take a step loss rather than eliminating a unit.



This shows an amour
brigade that is undamaged.



This shows the same unit
that has taken combat loss
but still able to fight.

A unit with one side only having unit information is referred as a 1 step unit while having 2 sides with information is a two step unit.

Map Symbols

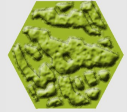
The Island of Taiwan have different terrain features that affect combat, and movement. The following are the terrain and their effects on combat and movement.

Name and Effect	Terrain
-----------------	---------

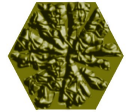
Clear (terrain 1)
no combat modifier
movement cost +1



Hill / Rough (terrain 2)
defense +1
movement cost +1



Mountain (terrain 3)
defense +2
movement cost +2



Capital (urban hex 3)
defense +2
movement cost: see other terrain
features



Large City (urban hex 3)
defense +2
movement cost: see other terrain
features



Medium City (urban hex 2)
defense +1
movement cost: see other terrain
features



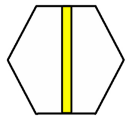
Town (urban hex 1)
combat modifier: none
movement cost: see other terrain
features



River (obstacle 1)
defense +1
movement cost +1 to cross




Major Road / Highway
combat modifier: see other terrain
features, movement cost is half
(ignore river movement cost)



Port (unit may land here)
combat modifier: none
movement cost: see other terrain
features.



Name and Effect	Terrain
<p>Airport / Airbases (air units maybe station here) combat modifier: none movement cost: see other terrain features</p>	

Sequence of Game Play

1. Strategic Phase
2. Initiative Phase
3. Player With Initiative
 - Air Superiority Commitment Phase
(Resolve air superiority first)
 - Movement Phase
 - Combat Phase
 - Announce and resolve combat including all missile strike
 - Air Units Return Phase (all air units must return to their sides airbases/hex)
4. Player that Lose the Initiative
(same steps)
5. Event Phase

Unit Rules

0.1 Zones of Control

No ground unit may move through a hex that is occupied by an enemy ground unit unless stated by another rule.

0.1.1 Units exert a zone of control only on the hex they occupy.

0.1.2 Some unit will have the ability to occupy the same hex that is controlled by an enemy unit. This will be the unit's special ability, or a special condition.

0.2 The Stacking Limit

Effect/status counters, and air units ignore stacking limit. Only ground combat units need apply this rule.

0.2.1 A limit of two division or 6 brigades (or a mix of one division and 3 brigade) can be in one hex.

0.3.1 Only SOF (Special Operation Forces) may be stacked with enemy units ignoring stacking limit.

0.3 Unit Reaction

If the inactive player's unit can do an action in direct response to the active player's action he may do so after the active player has finish performing his current action.

0.3.1 After the unit has conducted its reaction the active player may continue the normal sequence of play.

0.4 Hex Control of an Urban Hex

The last unit that it belongs to has control of the hex until an opposing unit enters the hex.

Detail Game Play Rule

Each turn is broken down into different phases. The order of which player will goes first is determine during the initiative phase.

1.0 Strategic Transfers

Chinese player may move any of his counters in any of the military region to the adjacent military region.

1.1 Chinese player may embark any of his units in the Nanjing Military Region to the embarkation box.

1.2 Chinese player may only move a unit to only one military region per turn in either direction. The embarkation box is treated the same way as a military region.

1.3 Chinese military units in the Taiwan Strait moving into the Taiwan Theater of Operation Box does so during the movement phase (**rule 3.4 Amphibious landings**).

1.3.1 Units in the Taiwan Strait may not exceed the total sea lift capability printed in the Taiwan Strait box This represent the total number of ships the Chinese Navy (People's Liberation Army Navy) have for troop transport.

2.0 Initiative

Both player roll a 1d6. The player with the highest die roll has the initiative, and goes first during the movement and combat phase.

2.1 Re-roll ties.

3.0 Movement

Units that may move can in any order once per turn. Units that can may do a reaction movement once per turn.

Ground Unit

3.1 The player may move any of his units into an unoccupied or friendly hex paying the movement cost.

3.2 If there are multiple terrain features, the movement cost of all the terrains are added up to determine the total movement cost of that hex.

Example: A unit with a 3 movement allowance is moving into a hill / rough terrain hex but must also cross a river. The total cost to move into the hex would be: 1 (hill / rough) + 1 (to cross the river) = 2

3.3 No unit may enter a hex if they do not have enough unused movement allowance for that turn.

3.3.1 A unit may enter a hex even if it does not have the movement allowance if this is the unit's only movement for this phase.

3.3.2 A unit may not move into a hex that is impassable to all ground units. Units may not apply **rule 3.3.1** to circumvent this.

3.4 Amphibious Landing

The Chinese player may only land in the Taiwan Strait landing zone (see the following **rule 3.4.1** to **3.4.2b**). All United States units follow **rule 5.3** to **5.3.2a**. Japanese units follow **rule 5.4** to **5.4.2**

3.4.1 Uncontested Landings. Any clear or port hex may be used to land friendly troops.

2.4.1.1 Units may be placed in a hex that is controlled by a friendly unit following the stacking limit rule.

2.4.1.2 Units may immediately use their movement allowance after they have successfully landed.

3.4.2 Contested Landings. Players may place their units in a hex with an enemy unit only if there are no other friendly or unoccupied hex on the map that may be used to land friendly units.

3.4.2a Both friendly and enemy units in the landing hex may not move even if they have unused movement allowance.

3.4.2b Units in the contested hex immediately go into combat and must resolve it during the combat phase. All units involved may not do any activity until the contested hex is resolved.

Air Unit

3.5 Air units may conduct airbase/airport to airbase/airport transfer by moving the unit to another friendly controlled airbase or airport. If the unit does a transfer he may not move the same unit again for this turn.

3.5.1 The player may move any of his air unit to any hex to conduct air missions.

3.5.2 The player may conduct air superiority operation by putting air units in the air superiority box. The opposing player may place any air units in the air superiority box as a reaction movement.

3.5.2a Resolve air superiority by consulting the air to air combat chart and apply the result.

3.5.2b The side with the only unit remaining has air superiority. The unit remains until the **air units return phase**.

3.5.3 The unit must return after an air mission to its

originating hex or in case of units originating from the Nanjing Military Region to the same region.

3.6 Chinese player special rule. Chinese air units may conduct air superiority operation only if his air unit(s) is based in the Nanjing Military Region.

3.6.1 The Chinese player may only transfer air unit from one military region to another military region during the strategic phase.

3.7 Airborne Drop (Special Condition)

Any unit that can perform an airborne drop may do so as a movement segment.

3.7.1 At any time the player has air superiority, he may conduct an airborne drop during the movement phase.

3.7.2 Place the unit on any city, town, clear, or hilly/rough hex that is not occupied by an enemy unit. If there are no hex that meet the conditions then he may not put that unit into play by this method

3.7.3 Units may land on any friendly occupied hex but must follow stacking limit rules.

3.7.4 The unit once in place on the map may immediately move using its full movement allowance.

3.7.5 Chinese airborne unit must be in the Nanjing Military Region to perform this operation.

3.7.6 Once the unit has performed an airborne drop it may not do so for the rest of the game.

3.8 Air Insertion (Special Operation Forces)

At any time during the movement phase of the active player movement phase, units with an air insertion symbol may conduct an air insertion.

3.8.1 Unit may be placed in any hex other than a mountain hex that does not have an opposing unit in it.

3.8.2 Immediately after the air insertion, the unit may use its full movement allowance.

3.8.3 Unit must be based in the Nanjing Military Region to be allowed to use air insertion.

3.8.4 Units that are performing an air insertion may disregard air superiority conditions to conduct this operation.

3.8.5 Once the unit has performed an air insertion, it may not do so for the rest of the game.

4.0 Combat

Units may attack adjacent enemy units.

4.1 Ground combat

The active player conducting his phase is the attacker and the inactive player is the defender.

4.1.1 The attacking player may conduct as many attacks as he can with any unit that may do so.

4.1.2 Units may only participate in an attack once. It may not conduct any more attacks.

4.1.2a An attack may consist as many combat rounds as long as both side has units and the attacking player is still able to attack.

4.1.3 Units being attack can always defend it self.

4.1.4 Multiple Attackers

The active player can have multiple adjacent units participate in an attack with the following conditions:

4.1.4a All the attacking units must be in a hex that is next to the defending unit.

4.1.4b All unit in the same hex as the attacking unit has to participate in the attack.

4.1.5 Air Support

The attacking player may call in air units to assist in his attack. The defending player may then call in air units to the defense as a reaction move. The following restriction applies:

4.1.5a Units conducting air superiority missions may not be use for air support.

4.1.5b Units to be used for air support may not have done an airbase/airport to airbase/airport transfer during the movement phase..

4.1.5c Units that has done a strategic move during the strategic phase may not be used for air support.

4.1.5d Units may not have been used for another air support

4.2 Place the attacker's air unit(s) on the defending unit being attack, and the defending unit also place his air unit(s) on the defending unit's hex.

4.2.1 If the ground unit was eliminated before the ground combat portion of the combat resolution section all air units must return to their respective bases.

4.3 Air Attacks Without Ground units

The attacking player may use his air units to attack ground units on its own.

4.3.1 Place unused air unit(s) on top of the defending ground unit.

4.3.2 The defender as a reaction may also place air unit(s) in the same hex.

4.3.3 To determine which air units are able to conduct these attacks follow **rules 4.1.5a to 4.5.1d**

4.4 Missile Attacks

The Chinese Player may conduct missile attacks during his combat phase. He has a certain amount of strike counter that represent missile salvos.

4.4.1 The Chinese Player must announce all the hexes that he will hit with missile salvos for that turn.

4.4.2 Place strike counters on all the hexes in the Taiwan Island to show the attacks by missiles.

4.4.3 Roll a 1d6, and compare the result on the missile attack chart and immediately apply the result.

4.4.4 All missile strikes must be resolved, and their counters are remove from play.

4.5 Sea Lift Capability Attack

The Taiwanese player, at any time during the combat phase, may conduct air mission to attack the sea lift capability of the Chinese player.

4.5.1 The Taiwanese player place an unused air unit in the Taiwan Strait to conduct the attack. The Chinese player may place his air unit in the same box as a reaction.

4.5.2 Use **rule 4.6.2a** to resolve opposing air units in the box. At anytime the Taiwanese have air superiority, he may conduct his attack against the Chinese shipping capability roll a 1d6 and consult the Sea Lift strike chart.

4.6 Combat Resolution

All combat may be resolved in any order the attacking player chooses.

4.6.1 Air units participating in an attack must be resolve first by doing an air to air combat. The surviving air unit(s) may then add their ground support/attack bonus to their respective side.

4.6.2a Resolving Air Support. The attacker adds all his air unit's combat bonus and then adding it to his die roll (1d6). The defender adds all his air unit's combat bonus and adds it to his die roll (1d6) The attacker then subtract the defender's result from the attacker's result. Consult the air combat result scale.

$$(ab + 1d6) - (db + 1d6) = \text{combat result}$$

4.6.2b The side with the only air unit(s) left gets to add his ground support/attack bonus to his overall combat bonus.

4.6.3 Resolving Ground Combat The attacker adds all his combat bonus from every unit and rolls a 1d6, adding them together. The defender adds all his combat bonus, any hex defense bonus, and rolls a 1d6, adding them together. The attacker subtracts the defenders result from his. He then compare the final result in the combat scale and apply the result.

$$(ab + 1d6) - (db + dthb + 1d6) = \text{combat result}$$

Note:

- ab** Attacker's bonus
- db** Defender's bonus
- dthb** Defender's terrain hex bonus
- 1d6** A six sided die

4.7 Continuing Attacks

If both side still have units left, then the attacker may continue combat. Both side recalculate their combat bonus and check the combat result scale.

4.8 Retreating Units And Advance After Combat

If the unit is required to retreat, the retreating unit must trace a path through unoccupied or friendly hexes.

4.8.1 At any time the unit cannot retreat then that unit is remove from play.

4.8.2 Air units that are forced to retreat return to any friendly airbase/airport hex or box (Chinese player).

4.8.2a At any time the airbase/airport hex is in the control of the opposing player then that air unit may retreat to another friendly airbase/airport hex.

4.8.2b At any time the air unit has no airbase/airport hexes to retreat to, then that unit is eliminated.

4.8.3 The attacker may advance after combat into the hex if there are no defenders in the hex.

4.8.3a Only units that participated in the attack may advance into the hex.

4.9 Post Combat

Once every attack has been resolve return all air units conducting any type of air mission to their respective hex following **rule 3.5.3**, For the Chinese, they must return to the Nanjing Military Region

5.0 Events

Events determine if any there are any consequence or any military action.

5.1 Each type of urban cities hex has a corresponding event value. Every urban hex the Chinese player captures, the event scale is adjusted by that much points.

5.2 Missile barrage generate a corresponding event value. For every missile strike counter that is used, roll a 1d6, and consult the missile strike result chart.

5.3 United States Military Intervention. Once it becomes available on the event scale, the Taiwanese player may begin using U.S. units.

5.3.1 The Taiwanese player rolls a 1d6 and consult the the United States unit commitment chart to see how many units he may use as reinforcement.

5.3.2 All activated U.S. units maybe place in any friendly eastern ports on the Taiwanese Island during the same event phase that U.S. units became available following **rules 3.4.1 to 3.4.1.2 for uncontested landings.**

5.3.2a If no friendly eastern ports are available, then any western port on the western side of Taiwan is allowed. If no ports are available, then he may follow **rules 3.4.2 to 3.4.2.2** for contested landing.

5.4 Japan Military Assistance. Once it becomes available on the event scale, the Taiwanese player may use the Japanese unit as a reinforcement.

5.4.1 Place the unit on any friendly airport or airbase in the following order that is not occupied:

First Choice: Airport at the Taipei Hex

Second Choice: Airport at the Kai-Hsiung Hex

Third Choice: Any friendly airbase

Also he must have air superiority to conduct this type of reinforcement.

5.4.2 If the Taiwanese player does not have air superiority then reinforcement is delay until he has air superiority.

5.5 Assassin's Mace.

At any time, the Chinese player may conduct an assassin's mace operation during the strategic, movement, or events phase. Roll a 1d6, consult the chart, and apply the result.

5.5.1 The Chinese player may only do an assassin's mace operation once per game.

5.6 Scorpion Sting.

During the combat or the event phase; the Taiwanese player may conduct a scorpion sting operation. Roll a 1d6, consult the chart, and apply the result.

5.6.1 The Taiwanese player may only do a scorpion sting operation once per game.

TAIWAN: ASSASSIN'S MACE, SCORPION STING

COMBAT RESULT SCALE		
ATTACKER	CALCULATED RESULT	DEFENDER
0	+ 6 or more	E(1d6) R(1d6)
0	+ 5	E1 (1d6)
0	+ 4	E1 (1d6)
1	+ 3	(1d6)
1	+ 2	(1d6)
(1d6)	+ 1	(1d6)
0	0	0
1d6	- 1	1
1E	- 2	0
E1 R(1d6)	- 3 or less	0

Legend:

E# or E(1d6) number of units to be remove from play.

R# or R(1d6) All surviving units must retreat the number of hexes.

#
(fix value) Unit can either retreat or take the indicated number of step loss.

(1d6)
(random value) Roll 1d6 divide by 2, round up fractions to the nearest whole number to determine step loss or number of hexes to retreat.

MISSILE STRIKE RESULT			
Die Roll	DEFENDER	EVENT RESULT	
	Combat Loss	Other Hex	Urban Hex
6	E(1d6)	Move 1 right	Move 3 right
5	E(1d6)	Move 1 right	Move 2 right
4	(1d6)	No effect	Move 1 right
3	(1d6)	No effect	Move 1 right
2	1	No effect	No effect
1	none	No effect	No effect

Note: For (1d6) follow the instruction for determining random rolls from the combat result scale.

Defender column: combat loss see legend.

Event result find hex type that was attacked.

SPECIAL OPERATION		
Die Roll	Result	
6	Unit Disrupted	SOF unit survive move 1 hex
5	Fail	SOF unit eliminated
4	Unit disrupted	SOF unit eliminated
3	Unit disrupted	SOF unit eliminated
2	Fail	SOF unit survives move 1 hex
1	Unit disrupted	SOF unit survives stay in hex

Disrupted units: - 2 to combat bonus until end of turn.

AIR COMBAT RESULT SCALE		
ATTACKER	CALCULATED RESULT	DEFENDER
0	+ 6 or more	E3
0	+ 5	(1d6)
0	+ 4	(1d6)
1	+ 3	(1d6)
1	+ 2	1
1	+ 1	1
1	0	1
(1d6)	- 1	0
(1d6)	- 2	0
E1	- 3 or less	0

Note: For (1d6) see legend from combat result scale.

SEA LIFT CAPACITY ATTACK RESULT	
Die Roll	Capacity Loss
6	2 POINT
5	(1d6) POINT
4	1 POINT
3	2 POINT
2	1 POINT
1	(1d6) POINT

Note: For (1d6) see legend from combat result scale but apply to points instead.

ASSASSIN'S MACE RESULT		
Die Roll	Outcome	Effect
6	Stand Down	No U.S reinforcement - U.S. stand down
5	Failed	U.S. Units join the fight
4	Middle East flare up 1 less U.S. unit	1 less U.S. unit as reinforcement
3	Failed	1 Chinese tank unit removed
2	Turmoil	Delay U.S. reinf 5 turns.
1	U.S. Indecision	Delay U.S reinforcement 2 tuns.

TAIWAN: ASSASSIN'S MACE, SCORPION STING

SCORPION STING RESULT

Die Roll	Outcome	Effect and Event Result
6	3 Gorge Dam destroyed	remove 3 Chinese unit - any military region; event move 5 boxes to the left
5	Sabotaged	lose 2 sea lift capacity points
4	Failed	Chinese adds 1 strike counter
3	Chemical attack	2 step loss of Chinese unit in Taiwan
2	Failed	Chinese adds 1 strike counter
1	Political	Receives Japanese unit now

EVENT RESULTS

Condition	Result
Chinese control of a medium city (urban hex 2) for the first time	Move counter 1 box to the left
Chinese control of a large city (urban hex 3) for the first time	Move counter 2 boxes to the left.
Chinese control of the Capital hex (urban hex 3) for the first time	Move counter 3 boxes to the left
Scorpion sting operation	See scorpion sting table for any event result
Assassin's mace operation	See assassin's mace table for any event result
Taiwanese ground unit eliminated	Move counter 1 box to the right
Missile Strike	See missile strike result table for any event result

UNITED STATES UNIT COMMITMENT CHART

6	All 3 units enter this event phase
5	2 units enter this event phase, 1 unit enters during the next event phase
4	1 unit enters this event phase, 2 units enter during the next event phase
3	Only 2 units enter this event phase
2	Only 1 enter this event phase, another during the next event phase
1	Only 1 unit enters this event phase

TAIWAN: ASSASSIN'S MACE, SCORPION STING

GAME SETUP:

Chinese player has initiative on first turn, skip initiative phase on turn one. **Game length:** 14 turns

Deployment:

People's Republic of China

Most units are drawn from China's PLA Rapid Reaction Force.

Taiwan Strait

1st Amphibious Mechanized Division
1st Marine Brigade
127th (Light) Mechanized Division

Nanjing Military Region

43rd Airborne Division (15th Airborne Corps)
44th Airborne Division (15th Airborne Corps)
45th Airborne Division (15th Airborne Corps)
7x SOF Units
3rd Fighter Division
14th Fighter Division
26th Fighter Division
28th Fighter Division
29th Attack Division
8x Strike counters

Beijing Military Region

(38th Group Army)
6th Tank Division
112th Mechanized Division
113th Mechanized Division
114th Mechanized Division
7th Fighter Division

Jinan Military Region

Shenyang Military Region

(39th Group Army)
3rd Tank Division
115th Mechanized Division
116th Mechanized Division
190th Mechanized Division

Guangzhou Military Region

149th Mechanized Division
18th Fighter Division

Republic of China (Taiwan)

Northern Taiwan

(6th Army Corps)
106th Infantry Brigade
116th Infantry Brigade
118th Infantry Brigade
152nd Infantry Brigade
176th Infantry Brigade
178th Infantry Brigade
269th Motorized Infantry Brigade (Hsin Chu hex)
351st Mechanized Brigade
542nd Armored Brigade (Hsin Chu hex)
499th Air Wing (Hsin Chu AFB / Hsin Chu hex)

Central Taiwan

(10th Army Corps)
102nd Infantry Brigade
104th Infantry Brigade
107th Infantry Brigade
157th Infantry Brigade
169th Infantry Brigade
192nd Infantry Brigade
200th Infantry Brigade (Optional)¹
373rd Mechanized Brigade
582nd Armored Brigade
401st Tactical Fighter Wing
referred as 5th TFW (Huan Lien hex)
427th Tactical Fighter Wing
referred as 3rd TFW (Ching Chuang Kang AFB)²
455th Tactical Fighter Wing
referred as 4th TFW (Chiayi AFB hex)

¹ If unit is not used upgrade the 395th Mechanized Brigade to +2 combat bonus / 2 movement

² Tai-Chung hex

Southern Taiwan

(8th Army Corps)
103rd Infantry Brigade
108th Infantry Brigade
117th Infantry Brigade
136th Infantry Brigade
137th Infantry Brigade
359th Mechanized Brigade
564th Armored Brigade (Kao-Hsiung hex)
443rd Tactical Fighter Wing
referred as 1st TFW (Tai-Nan AFB / Tai-Nan hex)

Victory Conditions

After 14 turns the number of point for each cities each side controls are totaled and the player with the most points wins.

conduct their combat before the other attacking units.

VICTORY POINTS

CAPITAL	4
LARGE CITY	3
MEDIUM CITY	2
TOWN	1

Special Counters and Rules



Special Operation Force

This elite Chinese unit is part of the rapid reaction force assign to each of People's Republic of China's military regions and trained in special warfare operations: special reconnaissance, direct action, intelligence activities, unconventional warfare, and counter-terrorism.

This unit may ignore the zone of control rules (**rule 0.1 to 0.1.2**) and may ignore stacking limit see: **rule 0.3**.

1.0 This unit may perform reconnaissance on any enemy stacks in the hex. The player may look through the stack to determine what units are there at any time.

2.0 Combat. When this unit is in a hex with an enemy ground unit, it may perform its special operation by rolling a 1d6 and consulting the special operation chart. Immediately apply the results.

2.0.1 This unit is not required to participate in mandatory combat if any friendly unit is attacking from the same hex as this unit.

2.0.2 This unit need not retreat with defending units in the hex. This rule applies with if the following condition is met:

a. The SOF unit did not contribute its combat bonus to the defense, in other words did not participate in the defense of the hex.

2.0.3 If the SOF is participating in a multi unit/counter attack on the same defending counter. They may

TAIWAN THEATER OF OPERATION

TAIWAN STRAIN
SEA LIFT CAPACITY: 12 PTS

**NANJING
MILITARY REGION**
EMBARKATION

AIRBASES

**JINAN
MILITARY REGION**

**BEIJING
MILITARY REGION**

**SHENYANG
MILITARY REGION**

**GUANGZHOU
MILITARY REGION**



**AIR
SUPERIORITY
BOX**

TAIWAN: ASSASSIN'S MACE, SCORPION STING
GRAPHICS BY: ROY ANGELO

FRONT

43rd Abn 2 XX 1	44th Abn 2 XX 1	45th Abn 2 XX 2	1st Mech 2 XX 3	1st Marine 1 X 1
1st SOF 0 1	2nd SOF 0 1	3rd SOF 0 1	4th SOF 0 1	5th SOF 0 1
6th SOF 0 1	7th SOF 0 1	3rd Tank 3 XX 4	115th Mech 2 XX 4	116th Mech 2 XX 4
190th Mech 2 XX 4	6th Tank 3 XX 4	112nd Mech 2 XX 4	113th Mech 2 XX 4	114th Mech 2 XX 4
127th Mech 2 XX 2	149th Mech 2 XX 4	Strike 2 3	Strike 2 4	Strike 2 4
Strike 2 3	Strike 2 4	Strike 2 3	Strike 2 4	Strike 2 4
3rd XX 3 +1	7th XX 3 +1	14th XX 3 +1	18th XX 3 +1	26th XX 1 +1
28th XX 1 +2	29th XX 1 +0	EVENT	CHINESE CONTROL	CHINESE CONTROL

FOLD HERE

BACK

		45th Abn 1 XX 2	44th Abn 1 XX 2	43rd Abn 1 XX 2
116th Mech 1 XX 4	115th Mech 1 XX 4	3rd Tank 1 XX 4		
114th Mech 1 XX 4	113th Mech 1 XX 4	112nd Mech 1 XX 4	6th Tank 1 XX 4	190th Mech 1 XX 4
			149th Mech 1 XX 4	127th Mech 1 XX 3
26th XX 0 0	18th XX 1 0	14th XX 1 0	7th XX 1 0	3rd XX 1 0
DISRUPT	DISRUPT	EVENT		28th XX 0 +1

FOLD HERE

FRONT

FOLD HERE

106th Inf 1 1 X	116th Inf 1 1 X	118th Inf 1 1 X	152nd Inf 1 1 X	176th Inf 1 1 X
178th Inf 1 1 X	269th Inf 1 1 X	351st Mech 1 1 X	542nd Arm 2 1 X	102nd Inf 2 1 X
104th Inf 1 1 X	107th Inf 1 1 X	157th Inf 1 1 X	169th Inf 1 1 X	192nd Inf 1 1 X
200th Inf 1 1 X	373rd Mech 1 1 X	582nd Arm 2 1 X	103rd Inf 1 1 X	108th Inf 1 1 X
564th Arm 2 1 X	117th Inf 1 1 X	136th Inf 1 1 X	137th Inf 1 1 X	395th Mech 1 1 X
1st Marine 2 1 X	2nd Marine 2 1 X	3rd Marine 2 1 X	1st Abn 1 1 X	401st Wing 2 1 X
427th Wing 2 1 X	443rd Wing 2 1 X	455th Wing 2 1 X	499th Wing 2 1 X	TURN
CHINESE CONTROL	CHINESE CONTROL	CHINESE CONTROL	CHINESE CONTROL	CHINESE CONTROL

BACK


	542nd Arm 2 1 X			
		582nd Arm 2 1 X		
				564th Arm 2 1 X
401st Wing 2 1 X		3rd Marine 2 1 X	2nd Marine 2 1 X	1st Marine 2 1 X
TURN	499th Wing 2 1 X	455th Wing 2 1 X	443rd Wing 2 1 X	427th Wing 2 1 X
DISRUPT	DISRUPT	DISRUPT	DISRUPT	DISRUPT

FOLD HERE

TAIWAN: ASSASSIN'S MACE, SCORPION STING

GAME TURN AND EVENT SCALE RECORD SHEET

GAME TURN													
WEEK ONE													
1	2	3	4	5	6	7							
							WEEK TWO						
8	9	10	11	12	13	14							

EVENT SCALE														
<div>  </div>														
										NEUTRAL				
										U.S. INTERVENTION*				
										JAPANESE ASSISTANCE**				

*See Rule 5.3 and the United States Unit Commitment Chart

**See Rule 5.4 Japanese Military Assistance