

BLOOD AND VALOR

END OF EMPIRES RUSSO-JAPANESE WAR SUPPLEMENT



RUSSO-JAPANESE WAR (1904-1905)

The Russo-Japanese War was fought between the Empire of Japan and the Russian Empire during 1904 and 1905 over rival imperial ambitions in Manchuria and the Korean Empire.

After Russia had suffered a number of defeats, Emperor Nicholas II remained convinced that Russia could still win if it fought on; he chose to remain engaged in the war and await the outcomes of key naval battles. As hope of victory dissipated, he continued the war to preserve the dignity of Russia by averting a “humiliating peace”. After the decisive Russian loss at the naval battle of Tsushima, the war was concluded with the Treaty of Portsmouth, mediated by US President Theodore Roosevelt. The complete victory of the Japanese military surprised international observers and transformed the balance of power in both East Asia and Europe, resulting in Japan’s emergence as a great power and a decline in the Russian Empire’s prestige and influence in Europe.

**SPECIAL THANKS TO DAN CARLSON FOR DEVELOPING
THIS RUSSO-JAPANESE WAR SUPPLEMENT.**



RUSSIAN IMPERIAL ARMY (1900-1905)

Russian Imperial Army (1900-1905) Command and Core units gain the **Defensive Specialists** Special Rule (See Page 21 End of Empires) for Free. Only 1 type of Barrage may be included in this Force.

ARMY FORCE LIST:

Required:

- 1x Command Team
- 2x Riflemen Teams(Core)

Optional:

- 0-4 Riflemen Teams(Core)
- 0-1 HMG Team (Support)
- 0-2 Cavalry Unit(Support)
- 0-1 Artillery Barrage(Support)
- 0-1 Naval Gunfire Barrage (Support)

COMMAND TEAMS

Poruchik/Поручик (Commander)

SHOOT	6	COMMAND RANGE	8"
CLOSE COMBAT	6	COMMAND POINTS	1
SHOOT SAVE	5	UNIT COMPOSITION	1 Commander, 2 Riflemen
CLOSE COMBAT SAVE	7	SPECIAL RULES	Defensive Specialists
RESOLVE	6	WEAPONS	1 Pistol (Commander), 2 Rifles
COST	0		
INITIATIVE	2		

Каритан/Капитан (Commander)

SHOOT	6	COMMAND RANGE	8"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5	UNIT COMPOSITION	1 Commander, 2 Riflemen
CLOSE COMBAT SAVE	7	SPECIAL RULES	Defensive Specialists
RESOLVE	6	WEAPONS	1 Pistol (Commander), 2 Rifles
COST	15		
INITIATIVE	2		

Podpolkovnik/Подполковник (Commander)

SHOOT	6	COMMAND RANGE	12"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5	UNIT COMPOSITION	1 Commander, 2 Riflemen
CLOSE COMBAT SAVE	7	SPECIAL RULES	Command Skill: (+1) to tied initiative roll results, Defensive Specialists
RESOLVE	6	WEAPONS	1 Pistol (Commander), 2 Rifles
COST	25		
INITIATIVE	2		

Colonel Aleksey Kuropatkin Command Team:

Colonel Aleksey Kuropatkin was the commander of Russian Troops during the Campaign of 1905. While Kuropatkin was experienced, he was also cautious to a fault, and extremely indecisive. He attempted to fight a war of attrition, waiting for the completion of the Trans-Siberian Railway to bring more troops and weapons to the fight. After the disastrous battles of Sandepu and Mukden, he was relieved of service by Tsar Nicholas II and spent the rest of his life in retirement.

SHOOT	6	COMMAND RANGE	12"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5	UNIT COMPOSITION	1 Commander, 2 Riflemen
CLOSE COMBAT SAVE	7		
RESOLVE	6	SPECIAL RULES	At the start of the game 2 units within Colonel Kuropatkin's command range may start the game in cover, place a Take Cover Token Next to the 2 units picked. Indecisive: any unit that receives a Command point from Colonel Kuropatkin is treated as having the Disordered Special Rule; Additionally, if any Initiative Roll is tied, this Force always goes second, Defensive Specialists.
COST	15		
INITIATIVE	2	WEAPONS	1 Pistol (Commander), 2 Rifles

CORE

Russian Imperial Army Riflemen:

SHOOT	6	UNIT COMPOSITION	4 Riflemen (add models for 4 pts. each, max 12 models in unit)
CLOSE COMBAT	6	SPECIAL RULES	Defensive Specialists
SHOOT SAVE	6	WEAPONS	Rifles
CLOSE COMBAT SAVE	7	UPGRADES	+5 Add grenades to Entire Unit
RESOLVE	6		
COST	16		
INITIATIVE	3		

Russian Imperial Army Opolcheniye Riflemen:

SHOOT	6	UNIT COMPOSITION	4 Riflemen (add models for 3 pts. each, max 12 models in unit)
CLOSE COMBAT	7	SPECIAL RULES	Defensive Specialists
SHOOT SAVE	7	WEAPONS	Rifles
CLOSE COMBAT SAVE	7	UPGRADES	
RESOLVE	6		
COST	12		
INITIATIVE	2		

SUPPORT

Russian Imperial Army HMG Team:

SHOOT	6	UNIT COMPOSITION	3 Soldiers, 1 Heavy Machine Gun
CLOSE COMBAT	6	SPECIAL RULES	-
SHOOT SAVE	6	WEAPONS	1 Heavy Machine Gun
CLOSE COMBAT SAVE	7	UPGRADES	
RESOLVE	6		
COST	20		
INITIATIVE	1		

Russian Imperial Army Cavalry Team:

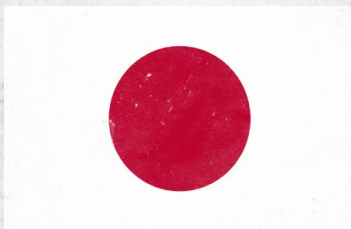
SHOOT	6	UNIT COMPOSITION	4 Cavalry (add models for 7 pts. each, max 12 models in unit)
CLOSE COMBAT	5	SPECIAL RULES	Cavalry, Blood Curdling Charge, Furious Assault
SHOOT SAVE	6	WEAPONS	Rifles
CLOSE COMBAT SAVE	6	UPGRADES	
RESOLVE	6		
COST	28		
INITIATIVE	1		

Russian Imperial Army Artillery Barrage:

COST	15
INITIATIVE	1

Russian Imperial Army Naval Barrage:

COST	25
INITIATIVE	1



JAPANESE IMPERIAL ARMY (1900-1905)

Banzai! Japanese Core and Command units gain the Furious Assault special rule for free. Japanese commanders can use the Grand Maneuver to order Japanese Units to charge into combat. Japanese units can use the Furious Assault special rule when performing a Grand Maneuver.

Imperial Japanese Army (1900-1905) Core and Command units gain the Die Hard Special Rule (See Page 21 End of Empires) when they are within the commander's command range.

ARMY FORCE LIST:

Required:

- 1x Command Team
- 2x Riflemen Teams(Core)

Optional:

- 0-4 Riflemen Teams(Core)
- 0-1 HMG Team (Support)
- 0-2 Cavalry Unit(Support)
- 0-1 Artillery Barrage(Support)

COMMAND TEAMS

陸軍中尉 Rikugun-Chūi (Commander)

SHOOT	6	COMMAND RANGE	8"
CLOSE COMBAT	6	COMMAND POINTS	1
SHOOT SAVE	5		
CLOSE COMBAT SAVE	7	UNIT COMPOSITION	1 Commander, 2 Riflemen
RESOLVE	6	SPECIAL RULES	Furious Assault, May Replace one of the Riflemen with an Information Officer (Pistol), for 4 Points.
COST	0	WEAPONS	1 Pistol (Commander), 2 Rifles
INITIATIVE	2		

陸軍大尉 Rikugun-Tai-i (Commander)

SHOOT	6	COMMAND RANGE	8"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5		
CLOSE COMBAT SAVE	7	UNIT COMPOSITION	1 Commander, 2 Riflemen
RESOLVE	6	SPECIAL RULES	Furious Assault, May Replace one of the Riflemen with an Information Officer (Pistol), for 4 Points.
COST	15	WEAPONS	1 Pistol (Commander), 2 Rifles
INITIATIVE	2		

陸軍少佐 Rikugun-Shōsa (Commander)

SHOOT	6	COMMAND RANGE	12"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5		
CLOSE COMBAT SAVE	7	UNIT COMPOSITION	1 Commander, 2 Riflemen
RESOLVE	6	SPECIAL RULES	Command Skill: (+1) to tied initiative roll results, Furious Assault, May Replace one of the Riflemen with an Information Officer (Pistol), for 4 Points.
COST	25	WEAPONS	1 Pistol (Commander), 2 Rifles
INITIATIVE	2		

奥 保鞞/Count Oku Yasukata

Count Oku Yasukata was born into a Samurai family in 1847 and fought in the Meiji Restoration, the Satsuma Rebellion, and the First Sino-Japanese War. During the Russo-Japanese War, he was the commander of the Japanese 2nd Army, defeating Aleksey Kuropatkin during the Battles at Shaho and Mukden (resulting in Kuropatkin's removal). During the Battle of Nanshan, his forces charged at the Russian defenses nine times before the Russians were forced to abandon the field due to low ammunition and no available reserves..

SHOOT	6	COMMAND RANGE	12"
CLOSE COMBAT	6	COMMAND POINTS	2
SHOOT SAVE	5	UNIT COMPOSITION	1 Commander, 2 Riflemen
CLOSE COMBAT SAVE	7	SPECIAL RULES	Command Skill: (+1) to tied initiative roll results, Furious Assault, May Replace one of the Riflemen with an Information Officer (Pistol), for 4 Points.Core units that receive a command point from Count Oku Yasukata to make a Charge action gain the Ruthless Special Rule for that action only.
RESOLVE	6	WEAPONS	1 Pistol (Commander), 2 Rifles
COST	30		
INITIATIVE	2		

CORE

Japanese Imperial Army Riflemen

SHOOT	6	UNIT COMPOSITION	4 Riflemen (add models for 5 pts. each, max 12 models in unit)
CLOSE COMBAT	6	SPECIAL RULES	Furious Assault, Die Hard while within command range of the commander
SHOOT SAVE	6	WEAPONS	Rifles
CLOSE COMBAT SAVE	7	UPGRADES	+5 Add Grenades to entire unit
RESOLVE	6		
COST	20		
INITIATIVE	3		

Japanese Imperial Army Cavalry

SHOOT	6	UNIT COMPOSITION	4 Cavalry (add models for 7 pts. each, max 12 models in unit)
CLOSE COMBAT	6	SPECIAL RULES	Cavalry, Furious Assault, Blood Curdling Charge, Die Hard while within command range of the commander
SHOOT SAVE	6	WEAPONS	Rifles
CLOSE COMBAT SAVE	6	UPGRADES	
RESOLVE	5		
COST	28		
INITIATIVE	3		

SUPPORT

Japanese Imperial Army Heavy Machine Gun Team

SHOOT	6	UNIT COMPOSITION	3 Soldiers, 1 Heavy Machine Gun
CLOSE COMBAT	6	SPECIAL RULES	-
SHOOT SAVE	6	WEAPONS	1 Heavy Machine Gun
CLOSE COMBAT SAVE	7	UPGRADES	
RESOLVE	6		
COST	20		
INITIATIVE	1		

Japanese Imperial Army Artillery Barrage

COST	15
INITIATIVE	1