

When Tigers Fight Play Aids by Don Johnson 10/05/2019

Chinese Untried Units Strengths – **66 total. 51 Setup & 15 Remain in Pool.**

Strength	00	01	02	03	04	05	06	07	Average
# of DF Units	03	14	08	<u>11</u>	16	11	00	03	203/66=3.075
# of AF Units	03	04	13	<u>32</u>	09	02	03	00	190/66=2.878

Chinese city hexes = 29, Non-city untried starting hexes = 22, Total untried setup = 51.

Japanese 6 Aviation Fuel Turn Allocation Strategies

Turn	1	2	3	4	5	6	7	8	9	10	Total Air
J Air W/E	1/0	1/3	0/3	0/5	0/5	0/5	0/3	1/3	1/3	1/3	5/33=38
Most Air Total		4		1	2	3		5	6		3/24= 27
Max in East		4	5	1	2	3	6				1/ 24 =25
Max in West	1	2		6				3	4	5	5/17=22
Fastest Use	1	2	3	4	5	6					2/21=23

Reinforcements & Withdrawals

Turn	1	2	3	4	5	6	7	8	9	10	Total
JB West								2			2
JD West		1		1	-1						1
JB East			1			1			1		3
JD East			2			1-2		2	2		5
JD Any							2				2
J Repls			2	2Air		2	-2Air		2		6
B Repls		2	2	1	1	1	2	2	2	3	16
C Repls		8									8
U Repls		1		1		1		1		1	5

Limitations on both sides

1. 20 minutes per turn. (1.3)
2. Turns 3-7 Monsoon turns tropical disease: lose West steps = die/2, die 1= 1. (6.4)
3. Cannot examine enemy stacks. (8.6)
4. No IA into city. (12.3)
5. Air range is 8 hexes from owned city/town to supported unit. (14.4)
6. * Roads do **not** negate river crossing costs. (11.10 & TEC Notes)

Allied-Chinese limitations

1. Turn 1 has no activity on map. (5.3)
2. Turn 2 has no activity East of weather line. (5.4)
3. Untried Chinese may not attack city w/o Veteran or US-trained unit aiding it. (13.11)
4. Untried Chinese may not move into an empty red city (Japanese owned at start).
5. Chinese and Anglo-Allied units may not stack. US MM may stack with either.
6. Chinese units may not IA. (12.3)
7. If Myitkyina (2218) does not have ATC, then Chinese units trace max 5 hexes to owned supply city (3) for full attack strength, more than 5 hexes means attack strength is halved round up. (7.7 & 7.10)
8. Only the 4 US-trained Chinese units may use the 8 Chinese replacements. (9.5)

When Tigers Fight Japanese limitations

01. Turn 1: No Japanese activity East of weather line. (5.3)
02. Turn 1: No Japanese Strategic Movement West of weather line. (Errata)
03. Turn 2: At most 9 PA in East map. (7.19)
04. Turns 3-7: West air unit cannot fly. (6.2)
05. Turns 3+: At most 4 PA in East map. (7.19)
06. Turns 3+: 1L shift for IA or PA in West map. (7.17)
07. Turns 9+: No West map strategic movement. (10.8)
08. Can use replacements only for infantry; not for tank, cavalry, nor puppet. (9.4)
09. IA needs at least 1 infantry to allow cavalry or tank use, never puppets. (12.3)
10. Can move all 3 tank units at most 6 turns, then remove all at end of turn. (7.20)
11. Can fly all 6 air units at most 6 turns, then remove all. (7.21)
12. Puppet and tank units cannot cross weather line. (6.3: 3)
13. Tanks attack at 1 strength into roads (only) in mountains or jungle. (TEC)
14. Puppet and tank units take losses last. (13.23)