

17.1 Training Exercise

Background: During a naval exercise off of Japan, a flight of Chinese J-13Cs approached within 25 miles of a US Carrier and were intercepted by two US F-35s. Reports are conflicting, but the PLAN aircraft were shot down and the Chinese immediately launched a retaliatory strike.

PLAN Fleet

Max Hand Size: 4

Starting Political Will: 6

Setup first:

- On or west of any hex numbered **08XX** that ends in 01-05: One CV, two DDG, six DD, one SSN and one SS.
- In hex 0402: one J-11D and two J-13C

Reinforcement Groups:

None.

USN Fleet

Max Hand Size: 5

Starting Political Will: 8

Setup second:

- On or east of any hex numbered **16XX** that ends in 01-05: one CVN, three DDG, and one SSN.

Reinforcement Groups:

None.

Special Scenario Rules

- 1. Front Page News: Units are setup revealed** at the beginning of the game. Units that are placed on the map after setup are put face-down as usual.
- 2. Civilian Neutrality:** No unit can enter a city hex or a hex adjacent to a city.
- 3. Technical Superiority: Blue player** Searches success if his Search Value is **less than or equal to** (\leq) the Movement Allowance of any enemy Stealth markers in the target hex.
- 4. USN Late Arrivals:** At the beginning of the third turn, the USN player deploys one DDG, one CGX and two Ship dummy units face-down to either 1901, 1902, 1903, 1904 or 1905. Each of these hexes can only receive *one* unit.
- 5. Ongoing Negotiations:** At the beginning of each Victory Point Step **after the first turn**, both players (with **Blue** going first) lose one Political Will (and, possibly, the game).
- 6. Silent Patriots:** The Activity card “Jingoistic Fervor!” *cannot* be played as an Event card.

17.2 First Strike

Background: Tensions have been rising in the East China Sea. The PLA has deployed units to Taiwanese cities to crush an insurgency. Western politicians have no choice but to order naval forces to assist their allies. The Chinese see this as a preemptive first strike and respond accordingly.

PLAN Fleet

Max Hand Size: 5

Starting Political Will: 6

Setup first:

- On or west of any hex numbered **07XX**: one CV, two DDG, four DD, one SSN, one SS, and two Dummy units of the player’s choice.
- On any friendly airfield: two J-11D, two J-13C, and two KA-29.

Reinforcement Groups:

[Box A] two DDG and one DD;

[Box B] one SSN and one SS;

[Box C] one J-11D and three J-13C.

USN Fleet

Max Hand Size: 6

Starting Political Will: 4

Setup second:

- On or east of any hex numbered **17XX**: one CVN, one CVX, two DDG, one CGX and three Dummy units of the player’s choice.
- At least 5 hexes from any PLAN unit: one SSN.
- In hex **1302**: two F-35C and one UCAV.

Reinforcement Groups:

None.

Special Scenario Rules

- 1. World Opinion:** Chinese politicians are concerned about battle information reaching world news organizations. If a *revealed* USN UCAV is in a Taiwanese city hex (0308, 0309, or 0408) at the beginning of the Victory Point Step, the PLAN player immediately loses one Political Will (and, possibly, the game). A maximum of one point *per turn* can be lost in this manner.
- 2. Technical Superiority: Blue player** Searches success if his Search Value is **less than or equal to** (\leq) the Movement Allowance of any enemy Stealth markers in the target hex.
- 3. Reinforcements:** Only the PLAN player can use reinforcements. Reinforcements are placed on a southern map edge hex, on or west of any hex numbered 07XX.

17.3 Tempest Rising

Background: With no fast and clear victory in sight, the two superpowers deployed additional units. After the first 72 hours, political realities began to interfere with military plans.

PLAN Fleet

Max Hand Size: 5

Starting Political Will: 8

Setup first:

- On or west of any hex numbered **07XX**: two CV, four DDG, six DD, one SSN one SS and two Dummy units of the player’s choice.
- On any friendly airfield: one J-13C and two KA-29.

Reinforcement Groups:

[Box A] two DDG and two DD;

[Box B] one SSN and one SS;

[Box C] two J11-D and two J-13C.

USN Fleet

Max Hand Size: 6

Starting Political Will: 5

Setup second:

- On or east of any hex numbered **15XX**: one CVN, one CVX, four DDG, one CGX, one SSN, two B2-B and three Dummy units of the player’s choice.

Reinforcement Groups:

[Box A] one CVN; one DDG and one CGX;

[Box B] two SSGN and one SSN.

Special Scenario Rules

- 1. Political Pressure:** Both players are under pressure to go on the offensive. Place an unused Stealth marker on the lowest empty unit box of the Political Will track at the beginning of his Victory Point Step if that player did not **initiate** at least one attack. *These Stealth markers are “placeholders” and cannot subsequently be brought into play.*
- 2. Technical Superiority: Blue player** Searches success if his Search Value is **less than or equal to** (\leq) the Movement Allowance of any enemy Stealth markers in the target hex.
- 3. Reinforcements:** The USN player can only reinforce if at least two destroyed USN units are on his Political Will track. The PLAN player can reinforce without restrictions.