H15. Prelude to War: Marco Polo Bridge

Created 11/26

Marco Polo Bridge ASL Sheet 1 of 1

Counter	No.	ID	Nationality	Notes
8-0	2		Chinese	Sgt Xu, Sgt Zhu
7-0	2		Chinese	Cpl Bo, Cpl Lein
2-1-8 Volunteer Infantry and Dare Death Squad	15	A-O	Chinese	
1-1-8 Volunteer Infantry and Dare Death Half Squad	10	A-J	Chinese	
3-3-7 1st Line	32	1-z; AA-FF	Chinese	
1-2-7 1st Line HS	11	P-Z	Chinese	
2-2-7 Infantry crew	3	11-13	Chinese	
MMG Vickers Mk I	3	a-c	Chinese	
LMG Type 26 (ZB vz/26)	8	K-R	Chinese	
MTR 50*(g) 5cm leGrW 36	6	E-F; a-d	Chinese	2.
dm MTR(g) 50mm [dm MTR(g) 81mm]	2	[a-b]	Chinese	
Concealment 1/2-inch [CX]	26	a-z	Chinese	
8-0 [7+1]	4		Japanese	Cpl Ichiro, Cpl Kikuchi, Cpl Ohtani, Cpl Uehara
3-4-7 [2-3-7] 2nd Line	35	a-z; AA-II	Japanese	
2-2-8 [1-2-8] Infantry crew	1	14	Japanese	
MMG Type 96	4	a-d	Japanese	
LMG Taisho 11 Nambu	6	M-R	Japanese	
dm MMG [dm HMG]	4		Japanese	
Concealment 1/2-inch [CX]	26	a-z	Japanese	
Collapsed Boat	16	A-P	Game-Trans	
Banzai [Lax]	4		Game-Basic	
Berserk [Wound]	7		Game-Basic	
Fanatic	8		Game-Basic	
H-to-H Melee [CC]	4		Game-Basic	
Human Wave	4		Game Basic	
No Smoke [No WP]	2		Game-Veh/Ord	
No SMOKE [No WP]	1		Game-Veh/Ord	
No SMOKE [No Smoke]	1		Game-Veh/Ord	
Location Japanese [Location Chinese]	32		Game-Camp	
Turn Marker	1		Game-Basic	Japanese/*Chinese*

Scenarios

Name	ID
Best Way to Take a Bridge	MPB1
Aggression Stops Here!	MPB2
Counterattack!	MPB3
Dragon Kings	MPB4
The Marco Polo Bridge Incident	MPB5
The Lost Soldier	MPB CG

Mapsheet

ID	Description
MPB	Marco Polo Bridge

HM2. Prelude to War: Marco Polo Bridge **Marco Polo Bridge ASLSK Sheet 1 of 2**

Counter	No.	ID	Nationality	Notes
10-2	1		Chinese	Cpt Fung
9-2	2		Chinese	Lt Pei, Lt Zen
9-1	3		Chinese	Lt Deng, Lt Peng, Lt Yao
8-1	4		Chinese	Sgt Jaing, Sgt Liang, Sgt Meng, Sgt Tang
8-0	6		Chinese	Sgt Bai, Sgt Jin, Sgt Luo, Sgt Qin, Sgt Rong, Sgt Tong
7-0	6		Chinese	Cpl Gao, Cpl Ho, Cpl Qiao, Cpl Soong, Cpl Xi, Cpl Zhou
6+1	3		Chinese	Col Chiang, Col Wen, Col Yi
2-1-8 Volunteer Infantry and Dare Death Squad	13	A-M	Chinese	
1-1-8 Volunteer Infantry and Dare Death Half Squad	10	A-J	Chinese	
3-3-7 1st Line	58	S-Z; a-z; AA-HH	Chinese	
1-2-7 1st Line HS	27	L-Z; a-l	Chinese	
3-3-6 Conscript	12	K-V	Chinese	
1-2-6 Conscript HS	11	G-Q	Chinese	
2-2-7 Infantry crew	13	2-14	Chinese	
MMG Vickers Mk I	8	B-I	Chinese	
LMG Type 26 (ZB vz/26)	19	H-Z	Chinese	
MTR 50*(g) 5cm leGrW 36	10	A-F; a-d	Chinese	CG Booklet page MPB16
Concealment 1/2-inch [CX]	52	U-Z; a-z; AA-TT	Chinese	
Advantage	7		Game-Terr	
Berserk [Wound]	6		Game-Basic	
Human Wave	6		Game-Basic	
No Smoke [No WP]	2		Game-Veh/Ord	
Turn	1		Game-Basic	Japanese/*Chinese*

Marco Polo Bridge ASLSK Sheet 2 of 2

Counter	No.	ID	Nationality	Notes
10-2 [9-1]	1		Japanese	Maj. Ichiki
10-0 [9+1]	1		Japanese	Lt Oda
9-1 [8-0]	2		Japanese	Sgt Abe, Sgt Mori
9-0 [8+1]	4		Japanese	Sgt Hayashi, Sgt Kokusko, Sgt Nakajima, Sgt Yoshii
8-0 [7+1]	7		Japanese	Cpl Imamura, Cpl Kikojiro, Cpl Kosuki, Cpl Kurosawa, Cpl Misoguchi, Cpl Miyazaki, Cpl Yoshinori
3-4-7 2nd Line [2-3-7]	52	I-Z; a-z, AA-HH	Japanese	
1-3-7 2nd Line HS	20	G-Z	Japanese	
3-3-6 Conscript [2-2-6]	6	G-L	Japanese	
1-2-6 Conscript HS	4	E-H	Japanese	
2-2-8 [1-2-8] Infantry crew	8	7-14	Japanese	
1-2-7 Vehicular crew	4	7-10	Japanese	
HMG Type 92 Jukikanju	3	B-D	Japanese	
MMG Type 96	8	C-F; a-d	Japanese	
LMG Taisho 11 Nambu	14	E-R	Japanese	
MTR 50* Type 89 Hvy Grenade Launcher	6	D-F; a-c	Japanese	ASLSK #4 PTO
Concealment 1/2-inch [CX]	36	Q-Z; a-z	Japanese	

HM2. Prelude to War: Marco Polo Bridge

Counter	No.	ID	Nationality	Notes
Banzai [Lax]	5		Game-Basic	
Fanatic	9		Game-Basic	
H-to-H MELEE [CC]	5		Game-Basic	
Location Japanese [Location Chinese]	25		Game-Camp	
MTR 81* 8cm GrW 34	3	A-C	Chinese	CG Booklet page MPB16
Concealment 5/8-inch [No Move]	3	G-I	Chinese	
Type 89A CHI-RO Medium Tank	2	A-B	Japanese	ASLSK #4 PTO
Type 92 Combat Car	2	C-D	Japanese	CG Booklet page MPB16
ART 75 Type 90 Field Gun	4	A-D	Japanese	CG Booklet page MPB16
Concealment 5/8-inch [No Move]	1	F	Japanese	
Dispersed Smoke Level 4 [No Move]	6		Game-Terr	
Level 2 [Level 1]	3		Game-Terr	
Roadblock [No Move]	2		Game-Terr	
Smoke +3 Level 2 [Dispersed Smoke +2 Level 2]	4		Game-Terr	
SR [FFE]	2	A-B	Game -Ord	

Scenarios (SK)

Name	ID
Best Way to Take a Bridge	MPBS1
Aggression Stops Here!	MPBS2
Counterattack!	MPBS3
Dragon Kings	MPBS4
The Marco Polo Bridge Incident	MPBS5
The Lost Soldier	MPB CG

Mapsheet

ID	Description
MPB	Marco Polo Bridge