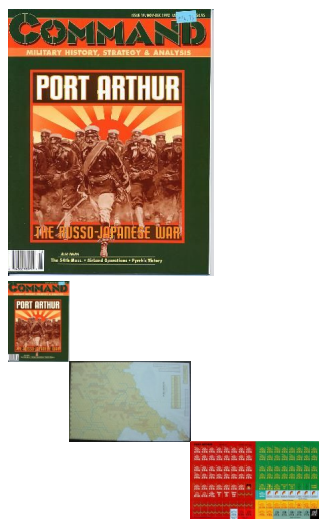


Command Magazine (Port Arthur) - GAME ONLY



Port Arthur is a simulation of the ground campaign of the Russo-Japanese War of 1904-05.

Rating: Not Rated Yet

Price

Price £11.95

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Manufacturer [XTR CORPORATION](#)

Description

Very Good Condition Unpunched Copy. Some pages are loose, small sections of errata have been cut out. Includes x2 Port Arthur errata counters, but is missing Pyrrhic Victory variant counters from the sheet.

Port Arthur is a simulation of the ground campaign of the Russo-Japanese War of 1904-05. Included in the game are 10 pages of rules, a 22" x 34" mapsheet, and 101 counters.

Victory points are awarded for causing enemy casualties, and for control of Liaoyang, Mukden, and Port Arthur (which is worth 2 points). At the beginning of the game the Russian player will be receiving 4 points per turn, so it is imperative for the Japanese player to be aggressive. At the end of 10 complete turns, the player with the higher total, wins.