

## Command Magazine (Port Arthur: The Russo-Japanese War)



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,

Rating: Not Rated Yet

**Price**

Price £18.95

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Manufacturer [XTR CORPORATION](#)

### Description

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.

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