

JACKLEX MINIATURES RUSSO-JAPANESE WAR ARMY ORGANISATION SHEET 1

This Sheet provides the wargamer with all the information needed to battle the Russo-Japanese War including:

1. **Historical Unit Organisation.** Russian and Japanese divisional organisation.
2. **Example Scenario.** The Battle of Motien Pass, 17 July 1904.
3. **Wargame Army Order of Battle.** Using Jacklex Miniatures to fit the example scenario.

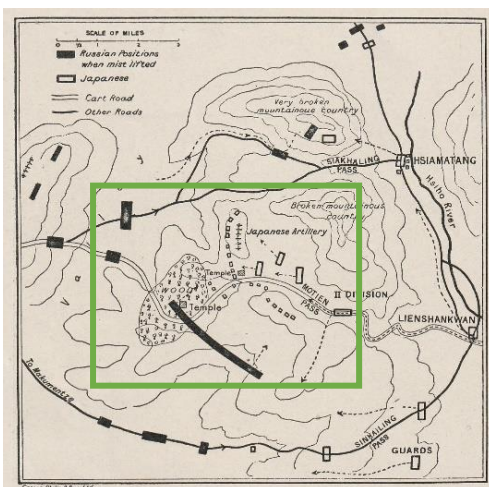
OLD SCHOOL NEW LOOK RULES. This Sheet should be used in conjunction with 'MUCKDEN TO MEGIDDO', Early 20th Century Wargame Rules by ANDY CALLAN. Available as a free download at Jacklexminiatures.com

HISTORICAL UNIT ORGANISATION.

- **Imperial Japanese Army.** A Division of two Brigades each of two Infantry Regiments each of three Battalions each of four Companies, each of three Platoons. A cavalry Regiment of three Squadrons each of four Troops, 24 MG and an Artillery Regiment of two Battalions each of three Batteries each of six Guns.
- **Imperial Russian Army.**
 - Infantry Division of two Brigades each of two Regiments each of three/four Battalions. Six/eight MG.
 - Cavalry Division of two Brigades of two Regiments each of six Squadrons.
 - Artillery Brigade of two Divisions each of two Batteries each of eight Guns.

EXAMPLE SCENARIO: THE BATTLE OF MOTIEN PASS 17 JULY 1904

- **Situation.** The Battle of Motien Pass, 17 July 1904 was a minor land battle fought between the Japanese and Russians for control of mountain passes on the road between the coast and Liaoyang, Manchuria. The Motien Pass was an easily defensible and strategic point on the route to Mukden. The Russians had given up the well defended positions at the Pass three weeks earlier when the Japanese had threatened to encircle them. The Japanese did not follow-up but occupied the vacant defences (emplacements for field guns and trenches of the best pattern dug, giving hard shelter). The Russians attempted to retake the position.
- **Ground.** See map below and Page 3.



The battle fought at the Battleground Show 2019

- **Forces.** Japanese Imperial Army, General Kuroki Tamemoto (1st Army, 11,000). Imperial Russian Army, General Count Fyodor Keller (Army of the East, 25,000).

- **The Action.** Picquets clashed at 0300hrs on a 'thick and rainy' 17 July. Initially visibility was poor giving the Russians an element of surprise. Four Russian regiments assaulted the centre, one regiment the left and one regiment the right. On the extreme left one battalion and a detachment of Cossacks attacked Hsiamatang. The position was defended by the Japanese 2nd Division and elements of the 1st Guard Division to its left. Japanese troops were hurriedly fed into the front line. The map shows troop positions as the mist lifted. The Russian attack in the centre was too slow and as a consequence its flank was enfiladed causing a fall back. There were similar results elsewhere including following a hard fight at Hsiamatang. Neither side managed to use its artillery effectively due to difficult ground until late in the battle. At 0900hrs, unable to penetrate Japanese defences, General Keller withdrew his forces. Casualties were 355 Japanese and 1,213 Russian.
- **Wargame Mechanics and Deployment.** The wargame ORBAT is purposely uneven to reflect the historical forces. Consider severely restricting Gun movement and the staging of Japanese units onto the table to recreate the initial Russian surprise deployment. The green line on the map represents the wargame table. Russian and Japanese forces deploy as shown on the map. Russian Guns are off table.

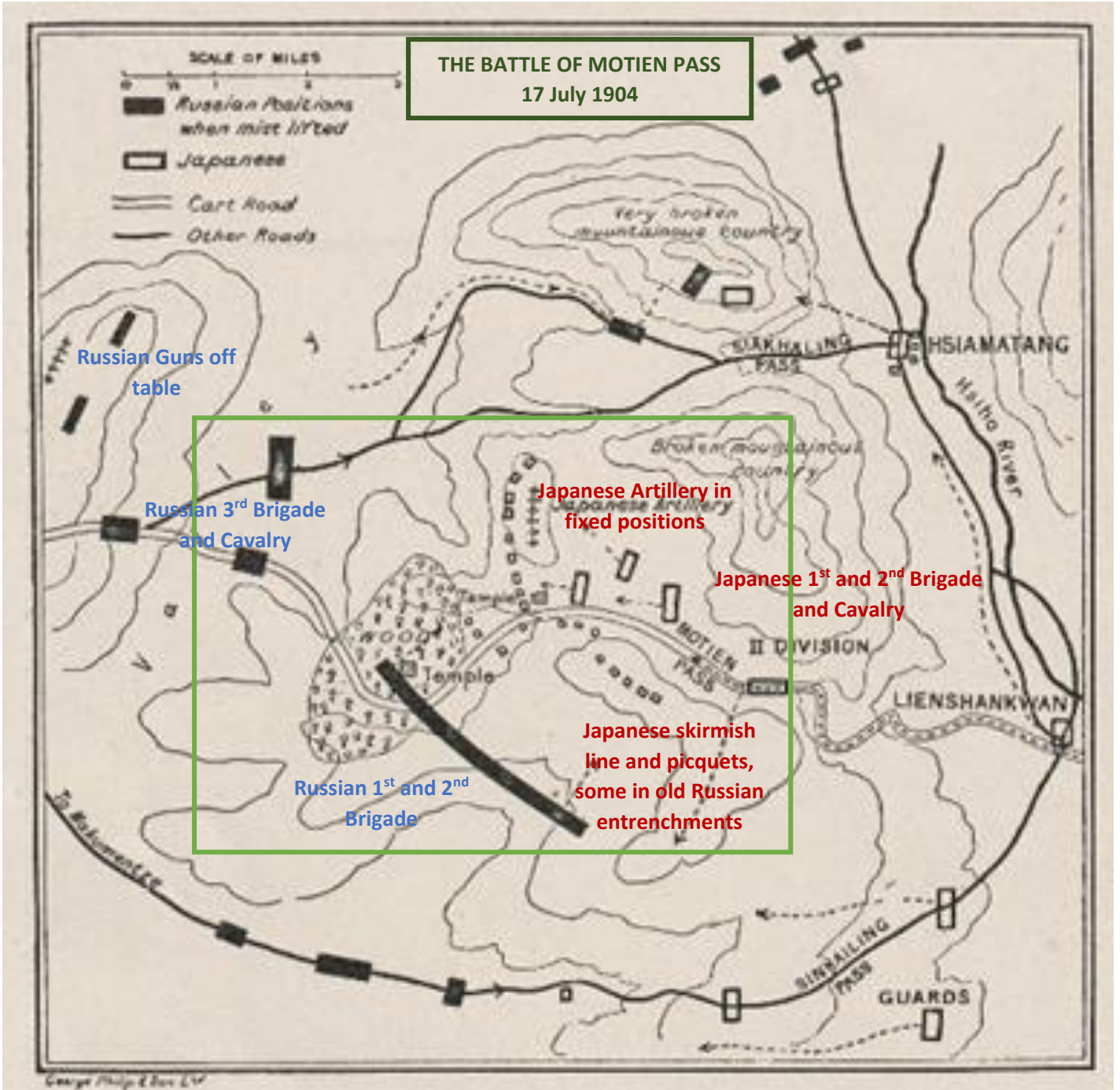
BATTLE OF MOTIEN PASS WARGAME ARMY ORBAT

- **Infantry Unit.** 16-20 figures. Operate in single loose line, two half-unit columns or two lines of skirmishers. **Cavalry Unit.** 10-12 figures. **Artillery Unit.** 1 Gun and 4-6 crew. **Machine Gun Unit.** 1 MG and 3-4 crew.

The Imperial Russian Army (III Siberian Army Corps, 3rd East Siberian Rifle Division - Lt Gen Kashtalinskii)				
Formation	Unit	Quality	Figures	Jacklex Miniatures Code
Commanders	CinC and Bde		5	RR8 x5
1 st Brigade (Modanov)	9 th East Sib. Regt.	Average	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
	10 th East Sib. Regt.	Poor	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
2 nd Brigade (Zyublskii)	11 th East Sib. Regt.	Average	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
	12 th East Sib. Regt.	Average	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
3 rd Brigade. (Att. 71 st Infantry Div) (Pogoriezki)	281 st Drissa	Average	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
	282 nd Tchernoiarsk	Poor	20	RR5 x1, RR6 x1, RR1,2,3 or 4 x18
Cavalry	5 th Cossack	Average	12	RR8 x1, RR9 x11 or RR8 x1, RR7/RR11 x11
Artillery	Battery (2 Guns)	Average	12 Crew	CE100 x2, RE102 x3
	Optional Limber x2 RE106			
MG	Detachment (1 MG)	Average	3 Crew	RE105 x1

The Imperial Japanese Army (1st Army, 2nd Division - Lt General Nishijima)				
Formation	Unit	Quality	Figures	Jacklex Miniatures Code
Commanders	CinC and Bde		3	RJ7 x3
3 rd Brigade (Ishibashi)	4 th Regiment	Average	20	RJ5 x1, RJ4 x1, RJ1, 2 or 3 x18
	29 th Regiment	Poor	20	RJ5 x1, RJ4 x1, RJ1, 2 or 3 x18
	MG (1 Gun)	Average	3 Crew	RE104 x1
15 th Brigade (Ohara)	16 th Regiment	Average	20	RJ5 x1, RJ4 x1, RJ1, 2 or 3 x18
	30 th Regiment	Average	20	RJ5 x1, RJ4 x1, RJ1, 2 or 3 x18
	MG (1 Gun)	Average	3 Crew	RE104 x1
Cavalry	2 nd Regiment	Poor	12	RJ7 x1, RJ8 x1, RJ6 x10
Artillery	Battery (2 Guns)	Average	8 Crew	RE100 x2, RE101 x2
	Optional Limber x2 RE103			

See Also: **JACKLEX MINIATURES RUSSO-JAPANESE WAR PAINTING GUIDES.** Available free to download from jacklexminiatures.com



From: 'Japan's Fight for Freedom', Vol 2, H.W. Wilson, Amalgamated Press, 1906).