

Operational Combat Series:

BURMA

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Burma

Operational Combat Series
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Dedication (by Dave Friedrichs)

To my son Harper, who proves to me that even after two kids, there can still be time for some gaming – just not very bloody much.

‘Full’ Trucks/Mules etc.

Smaller value transportation units have a “F” on one side. Use this to show that the truck/mule/elephant/wagon is fully loaded with SPs. The non-F side shows the transportation unit in an unloaded condition.

A Complete Copy of Burma Includes:

1x Box
1x OCS Series Rulebook (v2.0i)
1x Game Specific Rulebook
2x Dice (one red, one white)
2x 22x 34” Maps
3x 280-counter countersheet
1x Registration Card
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

Introduction

In the spring of 1944, two equally matched opponents faced each other in the jungles and mountains of Northern Burma. During that spring and summer, three independent, but simultaneous, dramas unfolded. In the west, the Japanese launched an all out offensive to capture Imphal. In the center, the Chindits landed in the Japanese rear area. In the east, the Chinese/US forces moved toward Myitkyina against stubborn Japanese defenses. These battles took place in horrible terrain under the most difficult conditions imaginable with troops whose quality ranged from the world’s best to the world’s worst.

1.0 General Special Rules

1.1 Weather

Roll for weather during the Weather Determination Segment of each turn, using the Weather Table. Follow the tables’ results regarding Weather, Ground Conditions, and Air Operations. Mark the current weather on the Weather Tracks along the North edge of Map A.

1.2 Mules and Elephants

Mules and elephants are transport units except that they cannot make extenders. Treat them as wagons for capture purposes. The cost to load or unload is 1 MP. In the set-ups, only “Mules” are listed. Substitute Elephants as desired. The difference between Elephants and Mules is only for color, with the following exception:

Mules (not Elephants!) can be transported (not para dropped) by aircraft, gliders or trucks; each Mule Point counts as 1 RE. Loaded Mules cannot be so transported.

Mules and Elephants displace exactly like Wagons when called to do so by the Capture Table. Elephants cannot be captured; they are destroyed instead.

1.3 Railroads

The Japanese control the Mandalay-Myitkyina railroad. The Allies control the rail line in the northwest corner of Map A. Railroads cannot be destroyed or interdicted.

Designer’s Note. Both sides in this conflict found it very difficult to affect their enemy’s rail system., the Japanese because they didn’t have the resources and the Allies because of a combination of poor terrain and the excellence of Japanese railroad engineers. However, once ground troops were present and in the vicinity of the railroad, interdiction was easy. This was particularly true when the jungle offered protection to the roving patrols.

1.4 Special Terrain Types

1.4a Multiple Terrain Types. Some hexes contain more than one area terrain symbol, use the type most advantageous to the **defender** for combat and the most **costly** to move through during movement, the exception being roads, tracks and crossings. The amount of terrain symbol in the hex does not matter for this rule.

1.4b Crossings. “Crossings” represent areas of local ferries or fords which allow easier river crossings.

1.4c Roads. There are no Primary Roads. However, there are two classes of Secondary Road—All Weather and Fair Weather.

Designers Note: Some argue that the improved roads in Burma were indeed Primary Roads. I made them all Secondary Roads because this better simulates the actual distances involved. Burmese roads have to negotiate serious grades using switchbacks. Rather than doing an in-depth road geometry analysis and finding all the “curvy” sections, I chose to stick with the 1/2 MP road rather than 1/3 MP effectively making the road 50% longer.

1.4d Tracks. Tracks represent what pass for “roads” in northern Burma. They are basically improved paths. Any reference to Roads herein **does not** include Tracks.

Designer’s Note. Despite the myth of the impenetrable jungles of Burma, there actually were very few areas in the battle zone that were trackless mountain jungles. The difficulty comes in negotiating these unmapped paths. The tracks here are those that were well known. A determined (or desperate) force could often negotiate the mountains using uncharted paths.

1.4e Mountain Roads. Hexes that contain both Mountain terrain and a Road are classified as Very Close terrain for combat. Mountain hexes are normally Extremely Close terrain.

Designer’s Note. At first blush, this appears to be odd. However, when these roads were constructed, a great deal of the surrounding foliage was destroyed. Since most of the combat in these hexes would be on or near the roads, this adjustment seems appropriate.

1.4f Ports. Several villages along the Irrawaddy and Chindwin river have an “anchor” symbol. These are “detrainable” hexes for Japanese Trace Supply. Otherwise, they are normal villages. These are not OCS Ports (as per OCS 19.0).

1.4g Mile Posts. The main roads connecting Bhamo, Mandalay, Imphal and Dimapur have Mile Markers. The listed distance is the number of hexes between that location and Imphal or Mandalay. Other than indicating distance, these markers have no effect on play.

1.4h The Irrawaddy Railroad Bridge. The railroad bridge at B38.01 was destroyed in 1942 and not rebuilt. Operating here is a ferry which connects the two railroad hexes. For game purposes, treat this hexside as uninterrupted railroad.

1.5 Fuel Supply

Units needing fuel can only be fueled (rule 11.5c) by expending 1T per unit per phase moved (Option C). Options A and B cannot be applied here.

Designer’s Note. Supplying all units and particularly motorized units proved to be extremely difficult in Burma. This rule simulates that difficulty by eliminating the inherent efficiencies provided by the other options.

1.6 Forage

Use the Forage Effects Table below when Trace Supply (or on-map subsistence payment) is unavailable to reduce Out of Supply and Attrition effects. Roll for Attrition and apply this rule on a hex by hex basis. If some units in the stack qualify but others do not, the option can still be used,

but make separate Attrition Rolls and Out of Supply determination for each group.

Forage Requirements (all must be met, on a unit by unit basis):

- 1) Hex must contain or be adjacent to a Road or Track.
- 2) Unit is **not** DG or Strategic Move Mode.
- 3) The unit must have a Leg MA showing.

Units that apply any of the above function normally as per their resulting status.

Designer’s Notes: The intent here is to minimize the supply needed for unit maintenance and to simulate foraging efforts. The Japanese army was particularly adept at surviving on meager rations and living off the land. However, in most cases, this was limited to buying/stealing foodstuffs from the locals. The restriction of being on or adjacent to a road or track is a surrogate for populated areas.

Galahad is not allowed to exercise the Forage Options due to its dependence on mule transport and air drops...as an option, include Galahad as a Chindit for these rules.

Attrition Table Result —>		Current Status			
		Not Marked Out of Supply		Marked Out of Supply	
		No Loss	Step Loss	No Loss	Step Loss
Japanese	Do Not Mark OOS	Mark OOS, but do not take Step Loss ...OR... Take Step Loss, but do not mark OOS	Remove OOS Marker	Take step losses, retain OOS Marker	
Chindit (Optional: Galahad)	Do Not Mark OOS	Mark OOS, but do not take Step Loss ...OR... Take Step Loss, but do not mark OOS	Retain OOS Marker	Take step losses, retain OOS Marker	

1.7 Air Attacks and Interdiction

In Jungle, Rough or Mountain terrain, air operations are limited. If the target unit is not in Strategic Move Mode, no **unobserved** air operations (GS or interdiction) can occur (i.e. there is no friendly unit adjacent to the target). Units in Strategic Move Mode can be attacked with unobserved air units.

1.8 Air Strips

Players can build airstrips. Airstrips act the same as a Level One Airbase with the following differences. The airstrip can only refit one air unit per Air Unit Refit Phase, and it cannot protect air units. To build an airstrip, an Allied Corps HQ, Japanese Army HQ or the 823 Engineer Bn **must** be in the hex and remain there for an entire Movement Phase in Combat Mode, and expend 1T (2T in Jungle, Rough or Mountain hexes). There is no die roll. An airstrip can be upgraded to a Level 1 Airbase by a Combat Mode, engineer capable unit and the expenditure of 2T. (Again, no die roll.)

1.9 Ammunition Replenish

Battalions with Low or Exhausted Internal Stocks can replenish with 1T per unit rather than 2T. Other units are unaffected.

Designer's Notes: This was done because of the number of battalions here. Otherwise the penalty would be too harsh for the Japanese. Besides, I'll do just about anything to drive Rod Miller nuts.

1.10 No Rebuild Units

Units with a Yellow-filled circle (with a red border, behind their Action Rating) cannot be rebuilt. See 3.3b for the few units with a White-filled circle.

1.11 Supply Sources

Japanese: B25.01 (for river trace, see 2.5b), B37.01 (for RR trace), B39.02 (for River trace).

Commonwealth: A1.24 (Note: the ability of the Ledo Road to provide trace supply is dependent on the assumption that it is linked off-map to A13.35 and the trace then connects to A1.24. In other words, if a Japanese unit sits on or next to the railroad coming out of A1.24, not only is that rail line shut off for trace purposes, but the Ledo Road is shut off as well.)

1.12 Counter Colors and Ownership

The Japanese player controls:

- All Japanese units (Pale Tan)
- All INA units (Grey)
- All Japanese aircraft units (Pale Green)

The Allied player controls:

- British units (Brown)
- Indian units (Dark Brown)
- Chinese (Grass Green (two shades, one used to identify the Yunnan Chinese))
- Nepalese (Pale Blue)
- West African (Light Grey)
- Burmese (Green)
- US Army (Olive Drab)
- RAF (Mustard)
- USAAF (Olive)

1.13 Other Unit Specifics

- GAR are Garrison units. LOC are Line of Communications Troops. Both are effectively infantry, but the unit type more accurately portrays their real unit names.
- The brigades are **single** step units in this game, not two-step units as in **DAK**.

2.0 Japanese Special Rules

2.1 Reinforcements

Japanese reinforcements enter the map at two locations. Those entering at Mandalay can enter on either hex of the city or on any south map-edge Road, Track or Railroad hex. Those listed for Bhamo can arrive at that city or on any east map-edge Road or Railroad hex on map B. Arriving SPs show up in either Mandalay hex.

2.2 Aircraft Limitations

2.2a Hip Shoot: The Japanese cannot hip shoot.

2.2b Operations: The Japanese cannot station aircraft within 6 hexes of the north or west map-edges. The Japanese cannot attack either off-map airbase area.

Designer's Note. The area north and west of the map contains the assets being used for the China airlift. The assets shown in the game represent only those committed to the battle area. The units participating in the airlift, those committed to securing the air space along the flight corridors, and reserves in the interior of India were vast. The Allies were sensitive to this and guarded them extremely well.

2.2c Spotters: Any Japanese attack capable unit or HQ can spot for Japanese aircraft. Indian National Army (INA) troops cannot spot.

2.3 Replacements

The Japanese ignore the normal replacement procedures. Keep two separate dead piles, one "Battalion Pile" and one "Other Pile". Place lost Japanese Infantry Battalions (those with an "X" symbol) and Garrison Battalions ("Gar") into the "Battalion Pile" and place **all other ground and air units** into the "Other Pile" (Mules, Wagons, and Trucks are never recovered in this manner). Roll on the Variable Replacement Table each turn. From this roll, the Japanese may get a number of 'Battalions' and/or 'Other' units. For a Battalion result, randomly pick a unit from the Battalion Pile. For an "Other" result, randomly pick a unit from the "Other Pile" **OR** flip a reduced on-map air unit to full strength. If there are no units in the appropriate dead pile, then no units re-enter.

If an air unit is picked from the "Other Pile", place it on any friendly airbase at reduced strength.

All other units enter at (in priority order):

- 1) the unit's Division HQ
- 2) an Army HQ
- 3) Mandalay or Bhamo

If the last is used, 18 and 56 division units enter as Bhamo reinforcements, all others enter at Mandalay (either hex).

Designer's Note. The Japanese received basically no replacements. Many new formations were added to the commands, but fresh troops were non-existent. Despite this, the Japanese Army in Burma, even after taking tremendous losses, was able to maintain a cohesive command almost to the war's end. The move to battalion counters takes this into account, but, because of the bloody nature of OCS combat, it did not adequately simulate Japanese staying power. This replacement system interjects a relatively continuous flow of fresh combat formations, but its random nature does not allow much planning; nicely simulating the Japanese situation.

2.4 HQ Limitations

2.4a Division HQs. Japanese Division HQs have limitations. They cannot build airfields or act as bridges for Truck or Track MA units (they can act as bridges for Leg MA units). They use Leg MPs (rather than Truck) for all supply ranges. Divisional HQs have a combat mode defense strength of 2, rather than 5. Otherwise, they operate normally.

2.4b Porters. Japanese Move Mode Infantry Battalions stacked under a Division HQ (any mode) can act as porters. The battalions must stack with the HQ at the **start** of the Movement Phase. For each battalion used, increase the supply throw (not draw) range of the HQ by **one** movement point. Ignore the unit's combat strength and action rating, but its steps do exist for losses and density modifiers for barrage.

2.4c Army HQ. The 15 and 33 Army HQ operate normally as standard OCS HQs.

2.5 Supply Modifications

2.5a Command Flexibility. Japanese troops (including INA) can ignore division designations for Trace Supply or any other supply function. When drawing from on-map dumps for subsistence, Japanese (and INA) troops pay 1T for 10 **counters**, rather than the usual amounts. There is no rounding here, 1 counter would be 1T and 11 would be 2T and so on.

2.5b River Supply. The Japanese use the Chindwin (from the south edge to Tamanthi) and Irrawaddy (from the south edge to Bhamo) Rivers as trace to supply sources as if they were railroads. No other river transport is allowed. Villages with port symbols are the only "detrainable" hexes. .

2.5c Direct Draw. Units with Leg MAs showing that draw directly use Leg MPs rather than Truck MPs.

2.5d Meals on the Hoof. The Japanese can exchange up to 2.5 SPs (10 Tokens) of its initial SPs in Campaign Scenario 1 or 2, or Short Scenario 2 with Water Buffaloes. Water Buffaloes are "Self-propelled SPs", which are only for subsistence purposes.

Water Buffaloes are destroyed automatically if an enemy unit enters their hex (they are never captured or displaced).

2.6 Japanese Combat Capabilities

2.6a Large Battles. Japanese attacks consisting of six or more counters, have one subtracted from their Action Rating.

2.6b Banzai Attacks. If the Japanese player attacks a hex with up to three battalions (all belonging to the same regiment) and those units are in one hex together, the Japanese player can declare it to be a Banzai Attack. Application of this rule is always voluntary and can be used in Overrun attacks as well as Regular Attacks.

When an attack is declared a Banzai Attack, the Japanese player shows all the involved units to the Allied Player to prove that the conditions are met.

In a Banzai Attack, roll for Surprise normally, but instead of rolling to determine the column shift, use the Japanese Action Rating as the number of shifts. either forward (attacker surprise), or backward (defender surprise).

Any Japanese unit destroyed during a declared Banzai Attack is not placed into the usual dead piles for replacement. Rather, such units are permanently destroyed and removed from play.

2.6c Stubborn Defense. At the end of a Japanese Movement Phase (not Reaction or Exploit Phases) in which it did not move, a Japanese Combat Mode Infantry Battalion can place a Level One Hedgehog in its hex without expending SPs. This unit can be one among any number in that hex. If the Japanese abandon any Level One Hedgehog, eliminate it.

Designer's Note. The Japanese units have very good action ratings, certainly far better ratings than their equipment, tactics and training would predict. The reason for this rating is doctrine. The Japanese, more than any other combatant in World War II, relied on local surprise and infiltration tactics to defeat their numerically superior enemy. In defense, there were few soldiers more tenacious. However, when forced into a situation requiring mass, they found it extremely difficult to coordinate their independent units.

2.6d No Concrete, Few Mines, Limited Wire. While the Japanese can improve their local defense by a small amount rapidly and at relative ease, they have almost no building materials with which to improve those works. Therefore, the Japanese **cannot** construct any hedgehogs of Level 2 or greater. The Allies are free to build whatever they want and can afford.

2.7 The Indian National Army

2.7a Deployment and use. The INA is restricted to the area west of (or adjacent to) the Chindwin River. If forced to retreat outside this area, the unit is destroyed.

Designer's Note. The Indian National Army (INA) was one of the more curious formations in the attack on Imphal. As its name implies, they were basically anti-British pro-nationalist Indian soldiers. The unit was made up mostly of captured soldiers who switched to the Japanese side rather than rot in a prison camp. Their quality was debatable and reputation for brutality not unwarranted. However, Bose

(their leader) and the Japanese felt that the political advantage of having this force involved directly in the invasion/liberation of their country would be a coup. As such every effort should be made by the Japanese to have these units in the invasion's forefront.

2.8 Touching the Raw Nerve

If an Allied attack-capable unit is at or within 20 hexes of Mandalay, place all the future Mandalay reinforcements in a cup. During each subsequent Reinforcement Phase roll two dice, bring in at Mandalay a number of randomly selected units from the cup equal to the roll. In addition, the normal Supply and Replacement rolls are each modified by +2 (rolls over 12 are treated as 12).

Similarly, if an Allied attack-capable unit comes at or within 10 hexes of Bhamo, execute the above, changing the Mandalay references to Bhamo. Do not apply the +2 die roll modifier mentioned.

If both conditions exist, make two separate cup pools and two separate rolls each turn.

2.9 Battalion Units

A number of OCS functions require 1 RE or regimental units to perform. In these cases, two Japanese Infantry Battalions equate to the 1 RE or regiment required.

3.0 Allied Special Rules

3.1 Reinforcements

3.1a General Case. Commonwealth reinforcements enter at the Silchar off-map holding area. US/Chinese reinforcements enter at the Ledo off-map holding area. All Allied reinforcements and SPs enter via the off-map areas. They can move onto the map from there normally.

3.1b Chinese Warlords. Whenever SPs move from the Ledo off-map box to the map using the Ledo road, destroy half of the SPs (round fractions of tokens up). In other words, if the Ledo road "railcap" moves its maximum 3 SPs to the map, 1+2T SPs arrive.

Designer's Note. One of the more perplexing and difficult problems faced by the Allies in the drive south along the Ledo road was the unprofessional attitude of some Chinese leaders. Supplies and equipment would disappear as the various factions lined their own pockets and provided for their private armies.

3.1c Arakan Fly-in. Two divisions, the 5th and 7th Indian Infantry Divisions were flown in from the Arakan region (250 miles away). When these units come up as reinforcements, you must “fly them in”. Commit a number of air transport points or Hump Diversion points needed to fly the units. Arakan is 50 hexes from the Silchar off-map box or any on-map airfields (thus allowing double trips). Air units designated to this effort from the map move from their current location to the desired entry point for these units (airbase or box)—they need not transport to where they came from. Furthermore, the distance they must travel from their home base does not matter. Airfield limits must be followed on the map but do not apply to the Silchar box. The fly-in cannot go to the Ledo Box. If these units are not flown in immediately, hold them off map (not in the off-map box) until they are.

3.2 Aircraft Limitations

3.2a Hip Shoot. Allied aircraft can hip shoot.

3.2b Spotters. Any Allied attack-capable unit or HQ can spot for Allied aircraft.

3.3 Replacements

3.3a HQ Limitation. Allied HQs cannot rebuild units.

3.3b Stilwell and the Marauders. The Marauder units (shown here with their codename “Galahad” as opposed to its formal unit ID of the “5307th Composite

Unit Provisional”) have two counters each. The original Marauder counters have a “white circle” Action Rating and the “reduced” Marauders have a “yellow circle” Action Rating.

When a “white circle” Marauder unit is eliminated (for whatever reason), place it on the next turn of the Turn Track. Starting with that turn’s Reinforcement Phase (and subsequent turns until replaced), roll one die for each such unit. On a roll of 1-3, move the unit onto the next turn. On a 4-6, remove the “white circle” unit from play and place the sister “yellow circle” unit in the Ledo holding box.

In all scenarios, the Marauders start with the “white circle” units unless a notation of “(repl)” exists in the set-up.

Designer’s Note. One of the more disturbing aspects of this campaign was Vinegar Joe Stilwell’s attitude toward the Marauders (and later the Chindits) under his command. He displayed a nearly unbelievable lack of compassion for these brave men. He literally wore this unit out by continually asking more and more from the unit. Every dirty job, every difficult mission was theirs. Stilwell would reward brave men being evacuated for fatigue and wounds for their exemplary valor by meeting them on the tarmac and sending anyone still able to stand and hold a rifle back to the front.

There is one story from the Myitkyina siege, which shows the relationship between the Marauders and Stilwell, even if only legendary. Stilwell came to visit and was

disgusted by the Marauders presentation and condition. Because of their dysentery, many had cut holes in their pants to save the time and effort of dropping their drawers. Upon hearing Stilwell’s reprimand, one of the Marauders, aimed his rifle at the general. He was only stopped from pulling the trigger by his comrades.

3.4 Off-Map Holding Boxes

The Allies have two off-map Holding Boxes. The Ledo Holding Box is located north of Map A and the Silchar Holding Box is located west of Map A. These areas have the following:

- used to enter reinforcements
- are always in trace supply
- contain two level 2 airfields
- and a nominal HQ for rebuilding units (see 3.4c).

The railroad in the NW corner of Map A connects both the Silchar and Ledo Holding Boxes to the map. The Ledo Road connects the Ledo Holding Box to the map. Gliders can only be used from these Boxes.

There are also On-map Holding Boxes for several on-map hexes. These are not the same as the off-map Boxes. These boxes only exist to reduce stacking congestion.

3.4a Off-map Movement. Units starting the Movement Phase in a Holding Box can move onto the map to a detachable hex on the railroad using the rail capacity OR to the other off-map holding box. Units starting at Ledo can also move onto the Ledo road as if it were a railroad (note capacity below). **RESTRICTION:** Trucks and Mules cannot exit the map via the Ledo Road. Alternatively, units can fly onto the map using normal procedures. Units can be held in the off-map area indefinitely. On-map units can move to the off-map Holding Boxes by reversing the above.

3.4b Off-map Airbases. Each off-map Holding Box contains two Level 2 airbases. These fields are 13 hexes from the respective map edges on Map A. The Japanese cannot attack these bases. Each off-map Holding Box (the two airbases, combined) can hold a maximum of nine gliders at once. The two Holding Boxes are 27 hexes apart for off-map air transfers. Off-map airfields provide free air unit refits.

3.4c Replacement Centers. Eq and Pax points cannot enter the map or transfer from off-map Box to off-map Box—they must remain in their original off-map Holding Box. Each off-map Holding Box has a nominal HQ for rebuilding purposes. Only Commonwealth units can be rebuilt at Silchar and only Chinese/US units can be



rebuilt at Ledo. Gliders and other aircraft can be built at either point.

3.4d Off-map Reserves. Off map units can be in Reserve. One Reserve marker allows any number of units in an off-map Holding Box to be in Reserve.

Designer's Note. These areas represent a small portion of the massive rear area that the Allies had in place in northeast India during this campaign. The entire area from Silchar to Ledo was dotted with air bases and major supply centers. Most of these facilities were used to support the "Hump" operations to supply China. Because of this, no effort was spared to protect these facilities and much of the air power in the region was devoted to protecting these operations.

3.5 Air Transport

3.5a Experience. Due to extensive training and experience with air landing operations, this rule modifies the standard rules for airdrops and transport. Modify OCS 14.20e to allow "turn-around" missions on **any** hex. Missions executed into a non-airfield hex **must** be airdrops or gliders.

When checking for airdrop and glider losses use the table below. Roll for each unit or Token of SPs/Mules separately.

3.5b Gliders. Gliders can only operate out of the Silchar and Ledo Holding Boxes. Gliders do not count against the airfield

capacity. Only full-strength C-47's can tow gliders. The capacity of a C-47/Glider combination is 2T (all of which is loaded on the Glider). Place the glider in the dead pile after it is used. When used to land at an airbase, gliders do not count for off-loading limits. A C-47 towing gliders has a range of 100.

Expend one Eq Repl to build a glider at an off-map airbase.

Example of use: A C-47 running between two airfields 50 hexes apart (within 1/2 range), it could transport 2T to the target airfield. If that same C-47 were operating with two glider points (one for each trip), it could transport 4T. Alternatively, a C-47 could make one trip with a glider and one without the glider for a total 3T load.

3.5c Landing Effects. When a unit successfully lands in an "enemy" (as defined above) hex, it is DG'd (a landing in a "friendly" hex is unaffected). Landings directly on enemy units are not allowed.

3.5d Artillery Transport. Allied artillery units (except the optional 5.5" guns) can be air transported even though they require an EQ Repl to rebuild. They count as 1 RE each for transport purposes.

Designer's Note. Most of the artillery used by the Allies were either mountain artillery or light artillery and thus easily moved in the difficult terrain. This equipment could be and was air transported.

3.6 Chindits

3.6a Columns. Columns are 1 RE for all purposes, except while being transported, when they are 1/2 RE (2T) instead.

3.6b Operations. The Chindits cannot move south of Bxx.30 until the Allies complete the Ledo road to Myitkyina. Chindits are **not** airdrop capable. The intended glider landing hex must on a friendly airstrip/airfield, a friendly unit, and/or a Chindit Clearing.

The Chindits can be committed on-map west of the Chindwin river but the Japanese will receive 3 VPs for each unit committed to that area. Make this award the moment the column moves into that area.

Remove from play any on-map Chindit unit that returns to any off-map Holding Box.

Designer's Note. The Chindits (3 Indian Division) were specifically tasked to disrupt the rear area communications of the 15th Army and support the Chinese/US forces. They were organized into "columns" of approximately company strength. They were designed to move independently and come together when needed for attack or defense. These men were lightly armed and trained similarly to the modern day "lightfighter". In addition, they were all specifically trained and adept at living for long periods with minimal supply in the jungle.

Air Transport Success Table

Hex Status	Terrain Type	Drop Method	Failure	Success
Friendly Hex	Clear	Glider	1	2-6
		Paradrop	1	2-6
	Closed	Glider	1-3	4-6
		Paradrop	1-2	3-6
Enemy Hex	Clear	Glider	1	2-6
		Paradrop	1-2	3-6
	Closed	Glider	1-4	5-6
		Paradrop	1-3	4-6

Hex Status: "Friendly" is any hex **occupied** by a friendly unit at the beginning of the Movement Phase, otherwise the hex is "Enemy".

Terrain Type: "Clear" is Clear terrain OR any hex with an airstrip, airfield, or Chindit Clearing, otherwise the hex is "Closed".

Although it would be interesting to see what might happen if the Chindits were to be unleashed from the northeast operations, politically, it could never have happened. Players may want to experiment with eliminating 3.6b to see what effect this might bring.

3.6c Time Limit. In Campaign Scenario 1, when the first Chindits enter play, place the “Chindit Decimated” marker on the turn record track 4 months later (a March landing places the marker in July). In other scenarios, place the marker in the July box.

Starting on the first turn of that month, make a Decimation roll in each turn’s Reinforcement Phase until it happens. On a 1, the Chindits are Decimated, on any other roll there is no effect.

After Decimation, Chindit units cannot Forage and are eliminated automatically if Out of Supply. If a Chindit Action Rating is used in combat, **automatically** destroy that unit regardless of the combat results. The loss of the Chindit unit does not count toward the fulfillment of the combat results.

Designer’s Note. The Chindit commanders felt that there was a maximum amount of time that men could function before the rigors of battle, limited diet, poor water, and lack of medicines would destroy even the best troops. This led to some ill will when Stilwell insisted that the 77 Brigade remain in action after it should have been withdrawn.

3.6d Chindit Clearings. A Chindit Clearing is a small cleared area used to assist air drops and glider landings. In Short Scenario 1 and Campaign Scenario 1, the player places two Chindit Clearing Markers. Historically (as the note below explains), three such clearings were planned, optionally allow the Allies to place three clearings. In later scenarios, the two historical clearings have reduced to just one since one has been improved to an air strip.

A Chindit Clearing must be at or within 6 hexes of A46.01 and not on or adjacent to a Railroad or Road Hex or in a Mountain Hex. It could be on or adjacent to a Track Hex. Clearings can only be placed at the beginning of Short Scenario 1 and Campaign Scenario 1 and cannot be created in any other scenario or time.

A Chindit Clearing need only be selected (and the marker placed), it is not “built” (like an airbase). A Chindit Clearing cannot act as an airstrip/airbase. A Chindit Clearing only exists to improve the paratroop and glider die rolls made according to 3.5 above. It can later be improved into an airstrip or airbase normally.

Once created, a Chindit Clearing can never be destroyed or moved. It becomes a permanent terrain feature.

Designer’s Note. One of the first tasks of the Chindits was to identify potential bases of operation for future deep penetration raids. The planners identified three sites—Piccadilly (A46.03),

Chowringhee (B44.30) and Broadway (A46.07). Hours before the initial landings were to take place, aerial reconnaissance (which Wingate refused to approve for fear of losing surprise) found that Piccadilly was strewn with felled trees. The landing plans were changed and the operation went forward with only two landing sites.

3.7 Allied Command Abilities

3.7a International Cooperation. The Allies had some difficulty in operating together. “Operating together” is stacking together (excluding off-map areas), participating in attacks together, using other nationality’s reserve markers and using the same HQs for supply. Chinese and American units freely operate together. All Commonwealth (all non-US/Chinese) troops operate together, but not with US/Chinese troops. The Chindits (3 Indian Division) can attack with US troops, but **not** Chinese. Aircraft, trucks, wagons, and mules operate completely freely.

3.7b Commonwealth Brigade Structure. For supply trace and draw, Commonwealth units ignore division designations and draw from any valid Commonwealth source without penalty. Treat all Commonwealth units as if they were independent units.

Designer’s Note. The British brigade system allowed for very flexible and efficient assignment of units to higher formation depending on the situation. There were a number of times in this battle when brigades and battalions were assigned to different divisions. This rule is intended to simulate the inherent efficiency of the system by minimizing the supply requirements for the flexible formations.

3.8 The Ledo Road

The Ledo Road (the All-Weather Road connected to A35.35) is treated the same as a railroad. It has a “Rail” capacity of 3. All hexes of the Ledo road are “detrainable”. The Ledo road can be extended (see engineering operations below) and the “Road Head” is noted in the scenarios. Ledo Road extensions must be made until terminating with a linkage to the All Weather Road at A59.03.

Designer’s Note. The Ledo Road was a busy place. The building operations (the road as well as a pipe line) required extensive support. Diverting some of this effort to support the combat operations was common.



3.9 Engineers

3.9a Road Building. Road building is the same as building air bases (OCS 15.1) with the following modifications. The attempt can only be made in a hex connected to an existing All-Weather Road. This hex must contain a Road or Track. The hex must contain at least one Engineer Regiment marked with “Road” on the counter. Construction is done using the table on page 47.

Mark the end of the converted road/track hexes (the “Road Head” of the All Weather Road) with an Improved Road Marker.

Example: All US engineering units (2 regiments and the three battalions) are in a very close terrain hex in flood conditions. The normal roll would be 5-6. The total modifier is +5 for units and -2 weather. A 2 or more roll succeeds.

3.9b 823 Engineer Battalion. The 823 Construction Engineer Battalion can build airstrips and level one airfields (using the procedures used by HQs). If this unit is destroyed in any other manner than combat results, return it to the Ledo Off-Map Holding Box as an “instant” replacement. When treated in this manner, its loss does not count for VPs.

Designer’s Note. This unit’s primary task was to support the Chindits by building airfields. Small detachments of the unit would be dispatched by air to the area, they would build the field and then be evacuated. Rather than writing extensive rules to handle these detachments, the above rule was added.

3.10 “Hump” Diversion

The Allies can divert transport aircraft from their assigned mission of supplying China, to Burmese missions. Allow this only when there are Japanese units at or within 14 hexes of Imphal and/or Dimapur and west of the Chindwin River.

During the Reinforcement Phase, the Allies declare a “Hump Diversion”. Then roll one die. The result is the number of REs which can be moved.

The flights originate from the off-map Holding Boxes (either or both) and is done by C-47s. Hump Diversion SPs (those SPs being flown in via a Hump Diversion) do not come from the player’s stocks, the aircraft come loaded from outside the play

area. Supplies (but not units) can be air-dropped. The moves must be done in the Movement and/or Exploit Phases (not in the Reaction Phase). One-way trips are not allowed and ignore double trips. Airfield off-load capacity must be followed. These moves cannot enter enemy interception range.

In the short scenarios, the number of such diversions available is given in the scenario rules. In campaign games, award the Japanese 2 VPs for each Diversion. Only one Diversion is allowed per turn

Designer’s Note. When the Japanese launched their Imphal offensive, most of the available air transport was committed to supplying ongoing operations, primarily Chindit operations. Many of the reinforcements and most of the supplies brought into Imphal during the battle were delivered from the air. Many of the planes for these missions were diverted from the China air bridge.

Also, astute students of history will note that the much talked about C-46 transports (all 20 of them) are not included in the general OB for the game. These planes are part of the Hump Diversion. These planes were remarkable workhorses for the Allied effort to supply China. Their capacity was roughly three times that of the C-47. However, they were abysmal craft for air drop operations.

Allied Player’s Note— Mountain Defenses

In any scenario where Allied troops are to defend against Japanese advances into the mountains, the Allied player must take careful note of the terrain before he sets up. Analyze the Truck MP costs on Tracks and you’ll see that your HQs will not be able to throw into the mountains very far. Take the time to place loaded Mules in locations where you can shuttle support, do not assume they will be able to trace.

4.0 Minor Variants

The following apply to the Campaign Games only.

4.1 Random Reinforcements

With this option, ignore the historical reinforcement schedule. Determine the number of units that arrive by rolling two dice in the Reinforcement Phase. Compare the roll to the table below.

The Allies cannot mix divisions during

this process. Once a division begins entry, all that division’s units must enter before another’s begins. Non-divisional units do not affect and are not affected by this requirement. Chinese units enter at Ledo and all others at Silchar. The Arakan airlift still applies to the 5th and 7th divisions.

Place all the Japanese reinforcements in a cup. If reinforcements arrive in the turn, draw a number of units equal to the result. If the units are elements of the 56th division, they enter at Bhamo (or the east edge of Map B), otherwise they enter at Mandalay (or the south map edge) per 2.1.

Japanese Reinforcement Table

Units	March	April	May-July
0	≤ 8	≤ 6	≤ 9
1	9	7-8	10
2	10	9-10	11
3	≥ 11	≥ 11	≥ 12

Modifiers:

+1 if Mandalay-Myitkyina Railroad is cut
+3 if Allied ground unit w/i 20 Mandalay
+1 if Allied ground unit w/i 10 Myitkyina
+2 if Allied ground unit w/i 10 Bhamo

Allied Reinforcement Table

Units	March	April, May	June, July
0	≤ 7	≤ 8	≤ 9
1	8	9	10
2	9	10	11
3	≥ 10	≥ 11	≥ 12

Modifiers:

+1 if Japanese units w/i 8 Imphal
+1 if Japanese units w/i 8 the northwest rail line (not in or adjacent to Kohima)

When this option is used, do not apply the reinforcement override in 2.8, otherwise, 2.8 applies normally.

Designer’s Note. This option is highly recommended. The rate of reinforcements in this campaign was far more related to the level of the emergency than the availability of troops. The situation on the ground tended to dictate how fast reinforcements arrived. This was especially true for the Japanese.

4.2 14th Army Unleashed

This option assumes the British decide to attack before the monsoon rather than counting on the Japanese to impale themselves on Imphal and Kohima. Move forward all Commonwealth (not Chinese/US) reinforcements one month. Those scheduled to arrive in March set up at or

within 4 hexes of Imphal. Put an additional 10 SPs in Imphal. Modify the die roll for the Supply Table and Reinforcements by +1. This option costs the Allies 15 VPs.

Designer's Note. India had a great deal of political and social instability. Much of the power of the Allied forces were tied up in the interior of the country. Troops were released to the front only grudgingly. This option explores the possibility of a stable political situation in India and that resources went to the front more readily. If this were to occur, the Japanese in Arakan (prior to the start of this battle) could have been easily repulsed and fresh troops made available in Burma.

Although this designer is not one who typically likes to play "what if" games, one of the more compelling scenarios from this campaign is to imagine what would have happened had Chaing-Kai Shek had the units committed to Burma (the 38th and 22nd were basically the elite of the Chinese Army) available to fight Mao 18 months earlier. Would Red China have emerged? Would the Korean War have ended in 1951 with a unified Korea? Would there have been a Viet Nam War after the French left? Who knows.

4.3 15th Army Restrained

Here we assume that the Japanese adopted a strategic defense in 1943 in Burma. Make the following changes to the setup. The 12 Engineer-18 and 22 Recon-18 battalions (18th Division) are available. Modify the 18th Division's setup as being anywhere on or south of Axx.25 and east of A45.xx. The Chinese/US forces set up on or north of Axx.27 and east of A45.xx. Set up 15 SPs with the Japanese in addition to the normal setup. **Ignore** the restrictions in 2.6d. This option costs the Japanese 6 VPs.

Designer's Note. Not everyone in the Japanese high command was enthusiastic about conducting an offensive operation in Burma in 1944. Before the battles in the Arakan (February, 1944), there was a great deal of discussion between those who wanted to try to defend what they had and those who wanted to gamble on further victory. After the battles of Arakan, the Japanese should have reassessed their plans for the offensive, but didn't. In the end, the gamblers won. This alternative investigates the possibilities of a more conservative Japanese plan.

4.4 Yunnan Army Offensive

Here the Chinese forces along the Salween River take part in active offensive action against the Japanese 56 Division. If the Sa-Go Operation has never been started (see 4.5 below), the Allies can announce during their turn that the Chinese Yunnan Expeditionary Force is going on the offensive. The Japanese are given 10 VPs immediately. Also, no reinforcing units of the 56 Division arrive (hold them pending the option's final results).

Roll two dice at the start of each turn (to delay the start after the announcement). Modify the roll by +2 if the Japanese declare the Sa-Go Offensive (4.5 below) is in effect.

If the result is less than 10, the offensive continues.

If the result is 10, the offensive grinds to a halt and the situation returns to normal. Roll a die for each 56th Division unit which did not enter during the offensive. On a 5-6, they enter the next turn. On a 1-4, they are lost (but not counted as "dead" in the game).

If the result is 11, the Chinese have won a crushing victory. No units from the 56 Division are received for the rest of the game. The Allies get 5 VPs.

If the result is 12 or more, the Japanese have won a victory. All reinforcements withheld from the 56 Division during the offensive are released immediately and all future reinforcements arrive normally.

Designer's Notes: One of the more frustrating aspects of the campaign for the Allies was the lethargy of the Chinese. There were many points in the campaign where it became quite obvious that Chaing-Kai Shek was dragging his feet (and ordering his subordinates to do the same) when committing Chinese troops to combat. This was particularly true regarding the Yunnan army. The Chinese had amassed a huge army to face a single Japanese division, yet they remained relatively passive.

4.5 Operation Sa-Go

This looks at the offensive operation on the Salween River. When using this option, the Japanese cannot bring more than 2 units from the 56 Division into play. So long as this occurs, the Japanese can declare that Operation Sa-Go starts at anytime during their turn. This option is allowed only once in a game.

If the Yunnan Army offensive has started, this action modifies the operation's results. Otherwise, starting the next turn, roll two dice and the execute the results below.

If the result is less than 10, the operation continues. Check again at the beginning of the next turn.

If the result is 10, the offensive ends in stalemate. The Japanese can bring future 56 Division reinforcements on normally, but those held to date cannot enter as reinforcements.

If the result is 11, the Japanese have won a crushing victory. All reinforcements withheld can be brought onto the map normally in the next turn and all future reinforcements arrive normally. The Japanese gets 10 VPs unless the Allies move 4 Chinese units to the Ledo holding box within their next two turns. Remove them from play but they do not count as destroyed units.

If the result is a 12, the Chinese forces have won a great victory. The Allies get 10 VPs. All future reinforcements from the 56 Division are lost to the Japanese.

Designer's Note. The Japanese had planned an offensive operation for May 1944 along the Salween River. The operation was to be coordinated with the successful completion of the Imphal operation and kick off a larger offensive in China. It never happened.

4.5 Hang Tough

Provide the Allies with an additional 5 Truck Points, 5 SPs and the RE Construction Engineer Regiment at start. All this sets up anywhere within 5 hexes of Imphal. This option costs the Allies 5 VPs.

Designer's Note. Historically, the British evacuated much of their non-combat assets from the Imphal area before and during the opening of the U-Go offensive. These units are not in the game. With this option, it is assumed that a more offensive attitude remained at IV Corps. If the prospective Allied player has a desire to reach Mandalay, this options will be required.

4.6 Tank Tracks to Rangoon

In Allied attacks with attacker surprise and the attack involves Allied Armor or Mech forces, make an additional two column shifts beyond the regular Surprise Shifts. If surprise is not achieved and attacker losses are called for, the armor/mech unit must take the first loss. There is no cost for this option.

Designer's Note. Much has been written of the effect the introduction of armor (especially the arrival of outdated M3 Lee/Grants) had on this campaign.

4.7 Burma Area Army Support

This explores the unlikely event that the Japanese attack on Imphal was adequately supported. In addition to the normal setup, add the following units to the free setup: 3x Mules, 2x Wagons, 2x Trucks, 3x Sally, 1x Oscar II, 1x Oscar, 1x Tony. The transports are all loaded. This option costs the Japanese 15 VPs. If this option is used, the Allies can elect to add 2x P-51 and 2x B-24 air units to their forces at the cost of 5 VPs.

Designer's Note. Despite offering exceptional lip service to supporting the 15 Army Offensive, the Burma Area Army offered very little in the way of actual support. There is a very interesting table in the 15 Army monograph comparing requests to the actual reinforcements of support units. It is truly pitiful. However, it should be noted that the resources of the Burma Area Army were not particularly plentiful, either!

4.8 The Big Guns

Any turn after the Japanese have a unit on the Dimapur-Imphal road, the Allies can introduce the 5.5" gun counter (0-+1-0/0-0-6). This unit provides a +1 Action Rating modifier (when in Combat Mode, attack or defense). Supply this unit for the combat as any other. The unit is lost if the combat calls for step losses (treat it as if it is part of the Action Rating Unit). Award the Japanese player 1/2 VP each time the Commonwealth uses this unit to affect a combat.

Designer's Note. This rule is also known as the "Perry's 5.5 inch guns" rule. In the campaign, the Allies managed to scrounge up two of these "big guns". They proved to be one of the few weapons which could be effective against the Japanese dugouts. They also got great press in the post war accounts.

4.9 The Big Bombers

On the first July turn, the Allies can commit strategic air warfare assets to Burma. From the available B-24 and B-29 counters the Allied player selects any number desired to add to the game. They can only be based 100 hexes from the west map edge. Award the Japanese 1/2 VP for each strategic air unit committed.

Designer's Note. This rule is also known as the "Dean's B-29" rule. The boss wanted to have a game with B-29s and

when Dean says jump, I say "How high, Sir!". Although it is highly unlikely that the Burma theater commanders would even have the audacity to make such a request for strategic assets, it is even less likely that this would be approved. Nonetheless, you can start executing "Arc Light" missions if you like.

4.11 The Big Transports

This option can be used by those who insist that the C-46 transports used in this campaign turned the tide of battle in the Allies favor. Add a reduced C-46 counter to the Allied air units at start. The player can later (using the optional OCS rules), bring this unit up to full strength using an Eq Repl.

This unit cannot be used for airdrops. It is restricted to Level 1 (or better) airbases.

There is no VP cost for this option.

Designer's Note. For much of the early part of this campaign, the Allies had 20 C-46 heavy transport craft at their disposal to support combat operations. A great deal of effort was expended to get (and keep) these planes. The plane had a remarkable capacity (nearly 3 times that of the C-47), but it was nearly useless in combat drops because of the necessity to balance the load.

4.11 The Big Bluff

This option investigates the potential of a more flexible response to the Allied attacks in the east than the Japanese were willing to attempt. At any point in the game, so long as the Yunnan Army Offensive (4.4) and the Sa-Go Operation (4.5) are not in effect, the Japanese can elect to declare a withdrawal from the Salween River and bring all units (including the variant counters) of the 56 Division at Bhamo. In addition to the combat units, bring on 2x Mule, 1x Wagon and 1x Truck Point (all fully loaded). All future reinforcements (not from 56 Division) for Bhamo enter one turn earlier at Mandalay. The Japanese can no longer have units within two hexes of B62.29.

Starting the next turn, the Allies roll two dice. If the colored die is a 1 or 2, the Allies can bring in elements of the YEF as reinforcements at B62.29. The number of units which can enter is equal to or less than the number rolled on the white die. The unit selection is random (including the YEF HQ and YEF Artillery). If, after drawing units, the Allies elect to not bring any or all of the units on, the units not entering are returned to the pool of YEF units for potential entry in the future.

On the turn the first 1 or 2 is rolled for YEF reinforcements, B62.29 becomes a supply source for the Allies. One reserve marker can be used and one truck (loaded) enters at this point (these can be withheld if other YEF units are). In addition, 2T of supply arrive each turn at B62.29 after the YEF starts to arrive.

There is no cost for this option.

Designer's Note. This variant represents one of the most interesting and, when viewed in the harsh light of reality, one of the most unlikely scenarios. Had the Japanese adopted a "mobile defense" rather than blocking forces, they may have been able to emerge victorious against the US/Chinese forces. Had the Japanese withdrawn their far flung forces (the 18th and 56th Divisions), concentrated them and launched attacks from unexpected directions, it is likely that the Chinese forces would have had a difficult time holding any potential gains from a Japanese withdrawal.

5.0 Scenarios

Most scenarios list a historical hex-by-hex set-up option as well as a “free” set-up option. The free set-up option is not intended to give players infinite freedom but, rather the freedom to arrange troops within set areas.

There are three campaign games providing the players the opportunity to investigate the interactions of these far flung operations. The three scenarios provide different start times.

- Campaign Scenario 1 starts before the Chindit landings and offers an early start for the Imphal attack.

- Campaign Scenario 2 starts after the initial fly-in of the Chindits and is the historical start of major offensive operations against Imphal.

- Campaign Scenario 3 has the Japanese 15 Army heavily engaged with the 14th Army at Imphal, the Chindits engaged in a wild melee with Japanese forces along the railroad and the Chinese/US forces poised for a plunge to Myitkyina.

Also included are 5 short scenarios on various portions of the campaign. The short scenarios all use small map areas.

- Short Scenario 1 is the initial landings of the Chindits. It is intended as a solitaire scenario designed to show how to do effective air operations in support of the Chindits.

- Short Scenario 2 is limited to the initial stages of the Imphal operation, U-Go. The scenario is fairly short, but does have more units than most of the short scenarios. The “Learning Scenario” is a portion of this scenario and is recommended to all players as it will give them an opportunity to learn some of the important Japanese tactics.

Short Scenario 3 involves the operations of the Chindits and the 1st Chinese Army of India against the Japanese. It is fairly long but the number of units involved is limited.

Short Scenario 4 is one of the turning points of the campaign when General Sato disobeyed orders to send a reinforced regiment from the Kohima area to fight in the south. Many Japanese authorities blamed Sato’s insubordination for the loss of the campaign, while western analysts view his actions as reasonable because such an action would have hastened the collapse in the north and doomed the efforts south of Imphal.

Short Scenario 5 is a “what-if” scenario. It opens as the Japanese are launching their final attacks on Bishenpur and the Allied armies are clearing the Imphal-Dimapur road.

Designer’s Note. The allocation of supply and Allied air assets among the short scenarios is rather rigid. These will be dynamically allocated in the campaign scenarios based on the greatest need.

Learning Scenario— Black Cats versus White Tigers

This situation represents the action along the Tiddim Road at the start of the Imphal Campaign. In the action, aggressive columns of 33 Division swept past the 17 Division, establishing roadblocks along the improved road back to Imphal. The division fought its way out of the trap and rejoined the IV Corps on the plain.

Designer’s Note. This scenario was developed by Perry Andrus and Scott Johnstone (two of the playtesters). They felt the basic nature of combat in this theater was so different that a very quick and very small scenario should be provided so the players could experiment with different methods (other than the longer “short” scenarios). In this way players could learn the “tricks of the trade” in this very different location with a very different army.

The elements which most concerned them were the general lack of combat and the reliance on infiltration and supply line cutting at the tactical level not typical of other OCS titles. Every single counter is important and therefore, it is even easier to make game losing mistakes if one is not careful.

Map Area: 1/8 Map—Northwest corner of Map B—Area west of B15.xx and north of Bxx.18 (both inclusive)

First Turn: March 15

Last Turn: March 29

Game Length: 5

Ground Condition at start: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is Kalewa (B12.21). For this scenario, Kalewa replaces Mandalay for supply purposes. The ports on the Chindwin can be used for supply trace so long as they are connected to Kalewa. The Allied supply source is traced through contiguous road hexes from B3.35. This represents the HQ in Imphal.

2) Supply Points: The Japanese receive 2T per turn in Kalewa. The Allies receive 2 SPs per turn in B3.35.

3) The Allies set up first

4) The Japanese move first

5) Reinforcements: The Japanese receive no replacements or units as reinforcements. The Allies receive reinforcements per the scenario’s schedule.

6) The Allies can make 1 “Hump Diversion” roll.

7) The Allies cannot use the Ledo off-map Box but can use the airbases in the Silchar off-map box.

8) The Allies cannot place Reserve markers at start.

Japanese Information

Historical Set Up:

B2.23:

2x 2-4-3 Infantry Bn (1, 2-215-33)

B2.22:

2-4-3 Infantry Bn (3-215-33)

3-3-1-1 Artillery Bn (3-33-33)

1x Mule Point

1 SP

B4.21:

2-5-3 Infantry Bn (33 Eng-33)

B5.21:

2-5-3 Infantry Bn (4 Eng)

B5.27:

2-5-3 Infantry Bn (1-214-33)

B6.26:

2-5-3 Infantry Bn (2-214-33)

B7.26:

3-3-1-1 Artillery Bn (1-33-33)

B9.25:

33 Div, HQ

2x 6-2-2-1 Artillery Bn (1, 3-18H)

2-5-3 Infantry Bn (3-214-33)

2T Mule Points

5 SP

B10.27:

6-2-2-1 Artillery Bn (2-18H)

9-2-2-1 Artillery Bn (1-3H)

B12.21:

2-4-3 Infantry Bn (1-213-33)

With any unit:

1T Truck Point

Rail Capacity: none

Air Bases: none

Air Units: none

Reserve Markers: 2

Units in Dead Pile: none

Allied Information

Historical Set-up:

B3.23:

2-3-3 Infantry Bn (4-12 FF-17)

B3.24:

2-3-3 Infantry Bn (1 Wy-17)

B3.25:

24-2-2-4 Artillery Bn (17-17)
2-4-3 Infantry Bn (7-10 Ba-17)
6 SP
1x Mule Point

B3.26:

6-4-3 Infantry Bde (48-17)

B3.27:

6-4-3 Infantry Bde (63-17)

B1.30:

3-4-2 Infantry Bn (9 Ja MG)

B2.34:

4-4-8 Tank Bn (7 Cav)
2T SPs

Rail Capacity: none

Air Bases: none

Air Units:

1x Vengeance
1x Beaufighter
1x B25
5x Hurricane
2x C-47

Reserve Markers: 3 (see note 8 above)

Units in Dead Pile: none

Reinforcements

Turn 1 Movement Phase:

6-4-3 Infantry Bde (37-23) [A4.03, 1.5 MPs]
5-4-6 Tank Bn (3 Ca) [A7.12, 7 MPs]
18-2-3-4 Artillery Rgt (6) [A7.09, 5 MPs]
2-2-3 Infantry Bn (2-19 Hy-23) [A7.08, 3.5 MPs]

Each lists the hex of entry and the number of MPs **already** used. All enter in Move Mode.

Victory

The number of dead Allied units determines victory. Any Allied units that can not receive trace supply from 3.35 at the end of the scenario are “dead.” Japanese losses do not matter.

Allied Victory: 0-2 dead unit

Draw: 3 dead units

Japanese Victory: 4 or more dead units

Short Scenario 1—Operation Thursday

This scenario features the initial landing and buildup of the Chindit force through the initial attacks on Indaw and the withdrawal to White City. The intent of scenario is to provide players an opportunity to play through the “fly-in”. This operation is quite unique to the OCS and care is needed to evaluate the delicate balance between troops, supplies and support (airfield builders and SPs).

This is a very quick play scenario and is an ideal solitaire scenario.

Map Area: 1/4 Map—Area east of 31.xx, north of Bxx.25, west of 48.xx and south of Axx.18

First Turn: March 5

Last Turn: April 1

Game Length: 9

Ground Condition: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is B32.26. The Allied forces draw from on map supply points only (or forage).

2) Supply Points: The Japanese receives 2T each turn no reinforcements are scheduled to arrive, and can be placed on any road hex on the south edge or in a detrainable hex. The Allies receives 1 SP each turn at the Silchar or Ledo off-map box.

3) The Japanese set up first (they’re the only one with units on the map at the beginning).

4) The Allies move first

5) Reinforcements: The Japanese receives those reinforcements scheduled for Mandalay one turn after they are scheduled to arrive at Mandalay. The Japanese also receive the 2-146-56 Infantry Bn on turn 3. They can be placed on any detrainable hex. On those turns that reinforcements arrive, no supply points arrive.

The Allied player receives the 16 Bde (A and B columns), 1x Mule Point and 1 SP (on the mule) on turn 4 on any track hex on the north map edge.

Neither side receives any replacements .

6) The Allies can use both the Ledo and Silchar off-map area, but can use only one of the airbases in the Silchar off-map box.

7) The Allies secretly selects up to two (or optionally three) Chindit Clearings before the Japanese set up.

Japanese Information

Historical Set Up:

A49.17:

2-4-3 Infantry Bn (3-114-18)

A51.16:

2-4-3 Infantry Bn (2-114-18)

B40.34:

1-1-2 Garrison
2 SPs

B33.30:

1-1-2 Garrison
2 SPs

B42.34:

1-1-2 Garrison

A33.05:

15 Army HQ
5 SPs

With any unit:

1x Mule Point
2T Wagon Points

Free Set Up:

On any friendly RR, Airfield or City hex:

15 Army HQ
3x 1-1-2 Garrison
2x 2-4-3 Infantry Bn (3-114-18, 2-114-18)
1x Mule Point
2T Wagon Points
9 SPs

Both Set-up Options:

Rail Capacity: 0 but the railroad can be used for trace supply

Air Bases

Level 1: B40.34

Level 2: B42.34

Air Units:

Mixed Bomber (reduced)

Reserve Markers: 1

Units in Dead Pile: none

Allied Information

Set-up:

At Holding Boxes:

Silchar:

4-4-3 Columns (A-14-3, A-23-3, B-23-3, A-77-3, A-3 WA-3, B-3 WA-3)
4-5-3 Columns (B-14-3, B-77-3, A-111-3, B-111-3)
2-5-3 Infantry Bn (3-9 Gu-3 Ind)
8-3-2-1 Artillery Bn (3-2 Pun)
2x Mule Points
1 SP

Ledo:

1-2-3 Engineer Bn (823 Eng)
1 SP

Rail Capacity: none

Air Bases

Level 1: none

Level 2: none (except 3 off map)

Air Units:

1x P-40
5x C-47
9x Glider Points

Reserve Markers: 1

Units in Dead Pile: none

Victory

Determine victory by the number of VPs accumulated. For victory points awarded on a per turn basis, the assessment of the condition is made at the end of each game-turn. Victory points are awarded according to the following:

Allies:

1 per turn the Japanese do not control the entire extent of the railroad.

1 per Japanese unit destroyed

Japanese:

3 per turn the Japanese control the entire extent of the railroad

4 per Allied unit destroyed

Japanese Strategic Victory: The Japanese have at least twice as many victory points as the Allies.

Japanese Tactical Victory: The Japanese have more victory points than the Allies.

Draw: Both sides have the same number of victory points

Allied Tactical Victory: The Allies have more victory points than the Japanese.

Allied Strategic Victory: The Allies have at least twice as many victory points as the Japanese.

Short Scenario 2—U-Go

This scenario depicts the beginning of the Japanese offensive on Imphal. The British forces are widely dispersed and Japanese forces are poised to infiltrate and cut off many of the forward formations.

This scenario is relatively short but the number of counters and the active movement increase the time requirements for play.

Map Area: 3/4 Map—Area west of 33.xx and north of Bxx.18 (both inclusive)

First Turn: March 15

Last Turn: April 15

Game Length: 10

Ground Condition: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is Kalewa (B12.21). For this scenario, Kalewa replaces Mandalay for supply purposes. The ports on the Chindwin can be used for supply trace so long as they are connected to Kalewa.

2) Supply Points: The Japanese receives supplies equal to half those called for on the Supply Table. They can be placed in Kalewa or any road hex on the south or east edge of the play area. The Allies receive supply equal to 1/2 the amount rolled on the table and arrives at the Silchar off map box.

3) The Allies set up first

4) The Japanese move first

5) Reinforcements: The Japanese receive their normal replacements except 6 and 7 results on the table are treated as “none”. No reinforcements are received. The Allied reinforcements and replacements (including all EQ points) received at Silchar are the only reinforcements received.

6) The Allies can make “Hump Diversion” rolls at 2 VPs each.

7) The Allies cannot use the Ledo off-map Box.

8) No Allied units more than one hex from Imphal can be placed in reserve before play begins.

Japanese Information

Historical Set Up:

B2.23:
2x 2-4-3 Infantry Bn (1, 2-215-33)

B2.22:
3-3-1-1 Artillery Bn (3-33-33)
2-4-3 Infantry Bn (3-215-33)
1x Mule Point
1 SP

B4.21:
2-5-3 Infantry Bn (33 Eng-33)

B5.21:
2-5-3 Infantry Bn (4 Eng)

B5.27:
2-5-3 Infantry Bn (1-214-33)

B6.26:
2-5-3 Infantry Bn (2-214-33)

B7.26:
3-3-1-1 Artillery Bn (1-33-33)

B9.25:

33 Div HQ
2x 6-2-2-1 Artillery Bn (1, 3-18H)
2-5-3 Infantry Bn (3-214-33)
5 SP

B11.30:

3-3-1-1 Artillery Bn (2-33 33)
2-4-3 Infantry Bn (2-213-33)
2-2-4 Tank Bn (1-14)

B10.29:

2-4-3 Infantry Bn (3-213-33)
2x 2-2-4 Tank Bn (2, 3-14)

B10.28:

2x 9-2-2-1 Artillery Bn (2, 3-3H)

B10.27:

9-2-2-1 Artillery Bn 1-3H
6-2-2-1 Artillery Bn (2-18H)

B12.21:

2-4-3 Infantry Bn (1-213-33)

A21.02:

2-5-3 Infantry Bn (15 Eng-15)

A21.03:

15 Div HQ
2x 2-4-3 Infantry Bn (2-60-15, 3-51-15)
4 SP

A20.03:

3-3-1-1 Artillery Bn (3-21-15)

A19.04:

2-4-3 Infantry Bn (1-60-15)

A20.04:

2-4-3 Infantry Bn (1-51-15)

A20.05:

2-4-3 Infantry Bn (3-60-15)

A19.06:

3-3-1-1 Artillery Bn (1-21-15)

A19.07:

3-3-1-1 Artillery Bn (2-21-15)

A20.07:

2-4-3 Infantry Bn (3-67-15)

A22.08:

2-5-3 Infantry Bn (1-58-31)
3-3-1-1 Artillery Bn (2-31-31)

A23.09:

2x 2-5-3 Infantry Bn (2, 3-58-31)

A23.10:

2-4-3 Infantry Bn (3-124-31)

A22.10:

2-4-3 Infantry Bn (2-124-31)

A22.11:

2-4-3 Infantry Bn (1-124-31)

A23.12:

2-5-3 Infantry Bn (31 Eng-31)

3-3-1-1 Artillery Bn (3-31-31)

A24.12:

2-5-3 Infantry Bn (2-138-31)

3-3-1-1 Artillery Bn (1-31-31)

A24.13:

31 Div HQ

2-5-3 Infantry Bn (1-138-31)

4 SPs

A27.16:

2-5-3 Infantry Bn (3-138-31)

With any unit of 31 or 15 Div:

3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

With any unit:

2x Mule Points

2T Truck Points

1x Wagon Point

Free Set-up:

Set up w/i 6 B11.24:

33 Div HQ

3x 2-4-3 Infantry Bn (1, 2, 3-213-33)

5x 2-5-3 Infantry Bn (1, 2, 3-214-33; 33 Eng-33; 4 Eng)

2x 3-3-1-1 Artillery Bn (1, 2-33-33)

3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)

3x 6-2-2-1 Artillery Bn (1, 2, 3-18H)

3x 2-2-4 Tank Bn (1, 2, 3-14)

5 SP

Set up w/i 3 B2.20 but not in B3.23 (max stacking 2 units):

3x 2-4-3 Infantry Bn (1, 2, 3-215-33)

3-3-1-1 Artillery Bn (3-33-33)

1x Mule Point

1 SP

Set up east of Chindwin River, north of Axx.01, south of Axx.08, and west of A34.xx:

15 Div HQ

6x 2-4-3 Infantry Bn (1, 3-51-15; 1, 2, 3-60-15; 3-67-15)

2-5-3 Infantry Bn (15 Eng-15)

3x 3-3-1-1 Artillery Bn (1, 2, 3-21-15)

4 SP

Set up east of Chindwin River, north of Axx.07, south of Axx.16, and west of A34.xx:

31 Div HQ

3x 2-4-3 Infantry Bn (1, 2, 3-124-31)

7x 2-5-3 Infantry Bn (1, 2, 3-58-31; 1, 2, 3-138-31; 31 Eng)

3x 3-3-1-1 Artillery Bn (1, 2, 3-31-31)

4 SP

With any unit of 31 or 15 Div:

3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

With any unit:

2x Mule Points

1x Wagon Point

2T Truck Points

Both Set-up Options:

Rail Capacity: none

Air Bases

Level 1: none

Level 2: none

Air Units: none

Reserve Markers: 7

Units in Dead Pile: none

Allied Information

Historical Set-up:

B3.23:

2-3-3 Infantry Bn (4-12 FF-17)

B3.24:

2-3-3 Infantry Bn (1 Wy-17)

B3.25:

24-2-2-4 Artillery Bde(17-17)

2-4-3 Infantry Bn (7-10 Ba-17)

6 SP

B3.26:

6-4-3 Infantry Bde (48-17)

B3.27:

6-4-3 Infantry Bde (63-17)

B11.32:

6-3-3 Infantry Bde (100-20)

B12.31:

6-3-3 Infantry Bde (32-20)

A15.01:

6-3-3 Infantry Bde (80-20)

A13.01:

24-2-2-4 Artillery Bde (20-20)

2-2-3 Infantry Bn (4-3 Ma-20)

6 SP

A13.02:

6-2-3 Infantry Bde (1-23)

A4.03:

6-4-3 Infantry Bde (37-23)

A8.05:

6-2-3 Infantry Bde (49-23)

A7.08:

24-2-2-4 Artillery Bde (23-23)

2-2-3 Infantry Bn (2-19 Hy-23)

1 SP

B1.30:

3-4-2 Infantry Bn (9 Ja MG)

B2.34:

4-4-8 Tank Bn (7 Cav)

A6.02:

2-2-3 Infantry Bn (Ka)

A7.09:

4 Corps HQ

2-2-3 Infantry Bn (15-11)

18-2-3-4 Artillery Rgt (6)

5 SP

Level 1 Hedgehog

A7.10:

Level 1 Hedgehog

A7.12:

5-4-6 Tank Bn (3 Ca)

w/i 1 A14.13:

2-4-3 Infantry Bn (152 Para)

2-5-3 Infantry Bn (153 Gu Para)

A10.21:

2-3-3 Infantry Bn (3 As)

2-2-3 Infantry Bn (Ch)

3 SP

w/i 2 A15.21:

4x 2-2-3 Infantry Bn (Sh, Mah, 1 As, 1 Bu)

A4.24:

(3)-1-0 LOC Bn (a-202 LOC)

5 SP

A7.30:

(3)-1-0 LOC Bn (b-202 LOC)

A13.35:

(3)-1-0 LOC Bn (c-202 LOC)

with any other Allied units:

7x Truck Points

2x Mule Points

Free Set-up:

On any road hex from B3.23 to B3.27 (all must be occupied):

- 2x 6-4-3 Infantry Bde (48-17, 63-17)
- 2x 2-3-3 Infantry Bn (1 Wy-17, 4-12 FF-17)
- 2-4-3 Infantry Bn (7-10 Ba-17)
- 24-2-2-4 Artillery Bde(17-17)
- 6 SP

w/i 3 B12.34:

- 3x 6-3-3 Infantry Bde (100-20, 32-20, 80-20)
- 2-2-3 Infantry Bn (4-3 Ma-20)
- 6-2-3 Infantry Bde (1-23)
- 24-2-2-4 Artillery Bde (20-20)
- 6 SP

w/i 5 A6.07:

- 4 Corps HQ
- 6-4-3 Infantry Bde (37-23)
- 3x 2-2-3 Infantry Bn (2-19 Hy-23, 15-11, Ka)
- 6-2-3 Infantry Bde (49-23)
- 18-2-3-4 Artillery Rgt (6)
- 24-2-2-4 Artillery Bde (23-23)
- 5-4-6 Tank Bn (3 Ca)
- 6 SP
- 2x Level 1 Hedgehogs

w/i 3 A13.23:

- 5x 2-2-3 Infantry Bn (Sh, Mah, Ch, 1 As, 1 Bu)
- 2-3-3 Infantry Bn (3 As)
- 3 SPs

w/i 1 A14.13:

- 2-4-3 Infantry Bn (152 Para)
- 2-5-3 Infantry Bn (153 Gu Para)

On any friendly rail hex:

- 3x (3)-1-0 LOC Bn (a, b, c-202 LOC)
- 5 SPs

B1.30:

- 3-4-2 Infantry Bn (9 Jat MG)

with any other Allied units:

- 7x Truck Points
- 2x Mule Points

Both Set-up Options:

At Holding Boxes:

- Silchar:**
1 SP

Rail Capacity: 6

Air Bases

- Level 1:** A9.09, A8.07, A6.08
- Level 2:** A5.24, A6.10, A8.06

Air Units:

- 5x Hurricane
- 1x Spitfire V
- 1x P-40N
- 1x Vengeance
- 1x Beaufighter
- 1x B-25
- 2x C-47

Reserve Markers: 6 (see note 8 above)

Units in Dead Pile: none

Victory

Determine victory by the number of VPs accumulated. For victory points awarded on a per turn basis, the assessment of the condition is made at the end of each game-turn. Victory points are awarded according to the following:

Allies:

2 per turn no Japanese units are on or adjacent to the Imphal-Dimapur road

Japanese:

- 4 per turn a Japanese unit is on or adjacent to the Imphal-Dimapur road
- 2 per turn a Japanese unit is on or adjacent to the Allied railroad
- 30 control either hex of Imphal at any point in the game (once per game)
- 30 control Dimapur at any point in the game (once per game)
- 50 control any hex of Imphal or Dimapur at the game's end
- 2 per Hump Diversion

Both Sides:

Control the following locations at the game's end:

- Kohima (A10.21)—20
- Ukhrul (A14.13)—10
- Bishenpur (A5.07)—10
- Palel (A8.05)—5
- Jessami (A15.21)—5
- Kharasom(A14.16)—3
- Tamu (A13.01)—3
- Shuganu (A7.03)—3

Japanese Strategic Victory: The Japanese have at least twice as many victory points as the Allies.

Japanese Tactical Victory: The Japanese have more victory points than the Allies.

Draw: Both sides have the same number of victory points

Allied Tactical Victory: The Allies have more victory points than the Japanese.

Allied Strategic Victory: The Allies have at least twice as many victory points as the Japanese.

**Short Scenario 3—
Merrill's Marauders**

This scenario examines the actions of the Chinese/US and Chindit forces operating against the Japanese 33 Army. The campaign centers around the Ledo road, whose completion by the Allies means a land supply route to China.

This is a long scenario but features a relatively small number of counters.

Map Area: 3/4 map, map A and B east of 31.xx, north of Bxx.25

First Turn: March 15

Last Turn: June 1

Game Length: 24 turns

Ground Condition: Normal

Scenario Special Rules:

- 1) Supply Source: The Japanese supply source is the RR (B32.26) and/or Bhamo. The Allied supply source is A35.35.
- 2) Supply Points: The Allies receive 1/2 (fractions dropped) of the supply from the Supply Table. The Japanese receive half those called for by the Supply Table placed on any detainable hex or in B52.26.
- 3) The Allies set up first.
- 4) Roll for initiative normally to see who moves first.
- 5) The Allies receive those reinforcements scheduled for Ledo, no equipment replacements and only those Pax allotted to Ledo. The Japanese receive all reinforcements allocated to Bhamo.
- 6) Ledo road head is in A45.33
- 7) No additional supply points or transport can be placed at start with the Chindit (3 Div) forces.
- 8) The Allies can use both the Ledo and Silchar off-map area, but can use only one of the airbases in the Silchar off-map box.
- 9) Hump Diversions are allowed at a cost of 2 VPs each.

Japanese Information

Historical Set-up:

A47.22:

- 18 Div HQ
- 4 SP

A47.24:

- 3x 3-3-1-1 Artillery Bn (1, 2, 3-18-18)

A46.25:

- 2-5-3 Infantry Bn (1-56-18)

A47.26:

- 2-5-3 Infantry Bn (2-56-18)

A48.25:

2-5-3 Infantry Bn (3-56-18)

A49.25:

2-5-3 Infantry Bn (1-55-18)

A50.25:

2-5-3 Infantry Bn (2-55-18)

A51.25:

2-5-3 Infantry Bn (3-55-18)

B33.30:

15 Army HQ

2x 2-4-3 Infantry Bn (1, 2-67-15)

1-1-2 Garrison

6 SPs

B40.34:

2-4-3 Infantry Bn (2-51-15)

1-1-2 Garrison

B42.34:

1-1-2 Garrison

A41.06:

2-4-3 Infantry Bn (3-114-18)

A46.11:

2-5-3 Infantry Bn (2-146-56)

A51.16:

2-4-3 Infantry Bn (2-114-18)

A58.17:

2-4-3 Infantry Bn (1-114-18)

4 SP

with any other units:

2x Mule Points

2T Truck Points

1x Wagon Point

Free Set-up:**Set up east of A45.xx, north of Axx.19, south of Axx.27, and west of A52.xx**

18 Div HQ

6x 2-5-3 Infantry Bn (1, 2, 3-55-18; 1, 2, 3-56-18)

3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)

4 SP

On any friendly RR or City hex:

15 Army HQ

3x 1-1-2 Garrison

2-5-3 Infantry Bn (2-146-56)

6x 2-4-3 Infantry Bn (1, 2, 3-114-18; 2-51-15; 1, 2-67-15)

10 SP

with any other units:

2x Mule Points

2T Truck Points

1x Wagon Point

Both Set-ups:**Rail Capacity:** none**Air Bases****Level 1:** B40.34**Level 2:** B42.34, A57.17**Air Units:**

Oscar

Mixed Bomber (reduced)

Reserve Markers: 2**Units in Dead Pile:** none**Allied Information****Historical Set-up:****A38.17:**

4-4-3 Column (B-16-3)

A38.18:

4-4-3 Column (A-16-3)

1x Mule

1 SP

A44.04:

4-4-3 Column (A-77-3)

A44.03:

4-5-3 Column (B-77-3)

A44.02:

4-5-3 Column (A-111-3)

A44.01:

4-5-3 Column (B-111-3)

A46.07:

2-5-3 Infantry Bn (3-9 Gu-3)

1-2-3 Engineer Bn (823 Eng)

Airstrip

1x Mule Point

2 SP

A41.35:

1 Chi Army HQ

A45.33:

2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)

2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

A47.30:

3-1-2-1 Artillery Bn (Chi)

A47.29:

6-2-3 Infantry Rgt (65-22)

A48.29:

6-2-3 Infantry Rgt (64-22)

A48.28:

6-3-3 Infantry Rgt (66-22)

3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)

A49.29:

6-2-3 Infantry Rgt (114-38)

A50.29:

6-3-3 Infantry Rgt (112-38)

A50.28:

6-3-3 Infantry Rgt (113-38)

3-5-3 Infantry Bn (1-Gal)

A53.28:

2x 3-5-3 Infantry Bn (2, 3-Gal)

with any other Chinese/US force:

1x Truck Point

3x Mule Points

4 SP

Free Set-up:**w/i 4 A48.04:**

4-4-3 Column (A-77-3)

3x 4-5-3 Column (B-77-3; A, B-111-3)

2-5-3 Infantry Bn (3-9 Gu-3)

1-2-3 Engineer Bn (823 Eng)

1x Mule Point

2 SP

Airstrip

w/i 1 A38.18:

2x 4-4-3 Column (A, B-16-3)

1x Mule Point

1 SP

Set up north of Axx.28, west of A54.xx, and east of A40.xx

1 CAI HQ

3x 6-3-3 Infantry Rgt (112-38, 113-38, 66-22)

3x 6-2-3 Infantry Rgt (64-22, 65-22, 114-38)

3x 3-5-3 Infantry Bn (1, 2, 3-Gal)

2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)

2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)

3-1-2-1 Artillery Bn (Chi)

1x Truck Point

3x Mule Points

4 SP

Both Set-up Options:**At Holding Boxes** (both historical and free set-up)**Silchar:**

3x 4-4-3 Column (A-14-3; A, B-3 WA-3)

4-5-3 Column (B-14-3)

8-3-2-1 Artillery Bn (3-2 Pun-3)

1 SP

Ledo:

1 SP

Rail Capacity: 3 on the Ledo Road**Air Bases****Level 1:** A47.30**Level 2:** A41.35 (and 3 off-map airbases)

Air Units:

- 1x P-40
- 1x B-25
- 2x P-51
- 3x C-47
- 2x Glider Points

Reserve Markers:

- 1x Commonwealth
- 1x Chinese/US

Units in Dead Pile:

none

Victory

Determine victory by the number of VPs accumulated. For victory appoints awarded on a per turn basis, the assessment of the condition is made at the end of each game-turn. Victory points are awarded according to the following:

Allies:

- 1 per turn the Japanese do not control the entire extent of the railroad.
- 5 points for completing the Ledo Road to Kamaing

Japanese:

- 3 per turn the Japanese controls the entire extent of the railroad
- 1 per hex the Ledo Road is short of Myitkyina (by shortest track/road possible)
- 2 per Hump Diversion.

Japanese Strategic Victory: The Japanese have at least twice as many victory points as the Allies.

Japanese Tactical Victory: The Japanese have more victory points than the Allies.

Draw: Both sides have the same number of victory points

Allied Tactical Victory: The Allies have more victory points than the Japanese.

Allied Strategic Victory: The Allies have at least twice as many victory points as the Japanese.

Short Scenario 4—Sato’s Dilemma

As the Imphal Offensive ground toward stalemate, General Sato (31 Div) was ordered to dispatch a third of his strength to the south. Hard pressed at Kohima, he deliberately disobeyed the order and grimly held onto his section of the Kohima-Imphal road. Japanese sources heap most of the blame on him for the failure of the offensive while British sources tend to credit his action with allowing the offensive to continue at all.

Map Area: 1/2 map, Map A west of 18.xx

First Turn: April 19

Last Turn: May 22

Game Length: 11

Ground Condition: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is A18.01 for all “ports” on the Chindwin River. The Allied supply source is A1.24.

2) Supply Points: The Japanese receives 2T supply point per turn in any road or track hex on the south map edge. The Allies receive supply equal to 1/2 the amount rolled on the table (fractions round up) which arrives at the Silchar off map box.

3) The Allies set up first.

4) The Japanese move first.

5) Allied reinforcements, Pax Repls scheduled for Silchar, and all Eq Repls are received normally.

Japanese receive variable reinforcements from the table, but results of 6 and 7 are treated as none. The pool is starts with: 1-128-53, 3-128-53, 1-151-53, 2-151-53, 3-151-53 Infantry Bns, and the 1-53-53 Artillery Bn. Starting 8 May. roll one die, if the result is 1 or 2, that many units can be drawn from the pool and placed on any road hex on the south edge.

6) The Japanese have a special off-map movement capability. Any unit can be moved off the south edge road hex. It is then held off-map for two turns and can then be moved back onto the map on either road hex. During the turn the unit(s) spends off-map, it must be placed next to the road it intends on coming back on.

7) The Allies can make Hump Diversions at 2 VPs each.

Japanese Information

Historical Set Up:

A4.06:

- 2x 2-5-3 Infantry Bn (1, 3-214-33)
- 2-4-3 Infantry Bn (3-213-33)

A4.05:

- 2x 3-3-1-1 Artillery Bn (1, 3-33-33)

A5.06:

- 3x 2-4-3 Infantry Bn (1, 2, 3-215-33)

A5.05:

- 2x 6-2-2-1 Artillery Bn (1, 3-18H)
- 9-2-2-1 Artillery Bn (1-3H)

A5.04:

- 33 Div HQ
- 2-5-3 Infantry Bn (4 Eng)
- 1x Wagon Point

A5.03:

- 2-4-3 Infantry Bn (2-213-33)

A6.01:

- 2-5-3 Infantry Bn (2-214-33)

A10.03:

- 2-5-3 Infantry Bn (33 Eng-33)
- 2-2-4 Tank Bn (3-14)

A11.03:

- 2x 2-2-4 Tank Bn (1, 2-14)

A12.02:

- 3-3-1-1 Artillery Bn (2-33-33)
- 6-2-2-1 Artillery Bn (2-18H)

A13.01:

- 2x 9-2-2-1 Artillery Bn (2, 3-3H)

With any 33 Div Unit:

4 SP

A11.05:

- 2-4-3 Infantry Bn (1-60-15)

A13.08:

- 2-5-3 Infantry Bn (15 Eng-15)

A12.11:

- 2x 2-4-3 Infantry Bn (1, 3-51-15)

A12.12:

- 3-3-1-1 Artillery Bn (3-21-15)

A13.12:

- 15 Div HQ
- 3-3-1-1 Artillery Bn (1-21-15)
- 1x Mule Point

A9.13:

- 2-4-3 Infantry Bn (2-60-15)
- 3-3-1-1 Artillery Bn (2-21-15)

A7.13:
2x 2-4-3 Infantry Bn (3-60-15; 3-67-15)

With any 15 Div Unit:
2 SP

A9.21:
2-5-3 Infantry Bn (1-58-31)

A10.20:
2x 2-5-3 Infantry Bn (2-58-31; 31 Eng-31)

A11.20:
2-5-3 Infantry Bn (3-58-31)

A12.20:
2-4-3 Infantry Bn (3-124-31)
2x 3-3-1-1 Artillery Bn (1, 3-31-31)

A13.20:
31 Div HQ
3-3-1-1 Artillery Bn (2-31-31)
1x Mule Point

A12.21:
2-4-3 Infantry Bn (2-124-31)

A11.22:
2-5-3 Infantry Bn (2-138-31)

A10.22:
2-5-3 Infantry Bn (1-138-31)

A9.23:
2-5-3 Infantry Bn (3-138-31)

A11.24:
2-4-3 Infantry Bn (1-124-31)

With any 31 Div Unit:
1 SP

With any unit:
2T Truck Points
1 Mule Point

Free Set Up:
w/i 2 A12.02 and/or w/i 2 A3.05 and/or w/i 2 A4.01:
33 Div HQ
5x 2-4-3 Infantry Bn (2, 3-213-33; 1, 2, 3-215-33)
5x 2-5-3 Infantry Bn (1, 2, 3-214-33; 33 Eng-33; 4 Eng)
3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)
3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)
3x 6-2-2-1 Artillery Bn (1, 2, 3-18H)
3x 2-2-4 Tank Bn (1, 2, 3-14)
4 SPs

Any mountain track/road hex east of A6.xx, North of Axx.04 and South of Axx.15:

15 Div HQ
6x 2-4-3 Infantry Bn (1, 3-51-15; 1, 2, 3-60-15; 3-67-15)
2-5-3 Infantry Bn (15 Eng-15)
3x 3-3-1-1 Artillery Bn (1, 2, 3-21-15)
2 SPs

w/i 3 A12.21 but not on the Dimapur-Kohima Road:

31 Div HQ
7x 2-5-3 Infantry Bn (1, 2, 3-58-31; 1, 2, 3-138-31; 31 Eng-31)
3x 2-4-3 Infantry Bn (1, 2, 3-124-31)
3x 3-3-1-1 Artillery Bn (1, 2, 3-31-31)
1 SP

With any unit:
3x Mule Points
2T Truck Points
1x Wagon Point

Both Set-ups:
Rail Capacity: none
Air Bases: none
Air Units: none

Reserve Markers: 6

Units in Dead Pile:
none

Allied Information

Rail Capacity: 6
Historical Set Up:
A5.07:
6-3-3 Infantry Bde (32-20)
4-4-8 Tank Bn (7 Cav)
2-3-3 Infantry Bn (4-12 FF-17)

A5.08:
2-5-3 Infantry Bn (153 Gu Para)

A7.08:
3-4-6 Motorized Infantry Bn (3-4 Bo)

A7.09:
4 Corps HQ
6-2-3 Infantry Bde (49-23)
18-2-3-4 Artillery Bde (6)
3 SPs
Level 2 Hedgehog

A7.10:
6-4-3 Infantry Bde (48-17)
2-4-3 Infantry Bn (7-10 Ba-17)
24-2-2-4 Artillery Bde (17-17)
3 SPs
Level 2 Hedgehog

A7.04:
6-3-3 Infantry Bde (100-20)

A8.04:
2-2-3 Infantry Bn (15-11)

A8.05:
24-2-2-4 Artillery Bde (20-20)

A9.04:
6-3-3 Infantry Bde (80-20)

A9.05:
2-2-3 Infantry Bn (Ka)

A10.05:
2-2-3 Infantry Bn (4-3 Ma-20)

A10.07:
3-4-2 Infantry Bn (9 Ja MG)

A10.08:
2-2-3 Infantry Bn (2-19 Hy-23)

A11.10:
6-2-3 Infantry Bde (1-23)

A10.10:
24-2-2-4 Artillery Bde (23-23)

A11.11:
6-4-3 Infantry Bde (37-23)
5-4-6 Tank Bn (3 Ca)

A6.11:
6-4-3 Infantry Bde (63-17)
24-2-2-4 Artillery Bde(5-5)

A7.12:
6-5-3 Infantry Bde (9-5)
5-4-6 Tank Bn (149)

A8.11:
2-5-3 Infantry Bn (3-2 Pun-5)

A9.12:
6-5-3 Infantry Bde (123-5)

A4.24:
33 Corps HQ
6-4-3 Infantry Bde (4-2)
(3)-1-0 LOC Bn (a-202 LOC)
8 SPs

A7.30:
(3)-1-0 LOC Bn (b-202 LOC)

A13.35:
(3)-1-0 LOC Bn (c-202 LOC)

A10.21:
2-5-3 Infantry Bn (RWK-5)
2-3-3 Infantry Bn (3 As)

A9.22:

4-5-3 Infantry Bde (161-5)
4-4-8 Armored Car Bn (11 Cav)
6-4-3 Infantry Bde (5-2)

A8.22:

6-4-3 Infantry Bde (6-2)
4-5-6 Motorized Infantry Bn (2-2)
4-4-8 Tank Bn (45 Cav)

A7.23:

2-2-3 Infantry Bn (1 Bu)
3-4-2 Infantry Bn (2 Man MG-2)
24-2-2-4 Artillery Bde (2-2)

A11.25:

4-4-3 Column (A-23-3)

A12.25:

4-4-3 Column (B-23-3)
1x Mule Point
1 SP

A12.27:

6-3-3 Infantry Bde (Lu)

with any Allied units:

7x Truck Points
2x Mule Points

Free Set-up:

w/i 2 A8.05:

2x 6-3-3 Infantry Bde (80-20, 100-20)
3x 2-2-3 Infantry Bn (15-11, Ka, 4-3 Ma-20)
24-2-2-4 Artillery Bde (20-20)

w/i 1 A10.10 and/or w/i 1 A9.08:

3-4-2 Infantry Bn (9 Ja MG)
2-2-3 Infantry Bn (2-19 Hy-23)
6-2-3 Infantry Bde (1-23)
6-4-3 Infantry Bde (37-23)
24-2-2-4 Artillery Bde (Arty-23)
5-4-6 Tank Bn (3 Ca)

w/i 2 A7.08:

4 Corps HQ
6-2-3 Infantry Bde (49-23)
6-3-3 Infantry Bde (32-20)
6-4-3 Infantry Bde (48-17)
2-3-3 Infantry Bn (4-12 FF-17)
2-4-3 Infantry Bn (7-10 Ba-17)
2-5-3 Infantry Bn (153 Gu Para)
3-4-6 Motorized Infantry Bn (3-4 Bo)
18-2-3-4 Artillery Rgt (6)
24-2-2-4 Artillery Bde (17-17)
4-4-8 Tank Bn (7 Cav)
2x Level 2 Hedgehogs
6 SPs

w/i 1 A7.09 and/or w/i 1 A9.11:

6-4-3 Infantry Bde (63-17)
2x 6-5-3 Infantry Bde (9-5, 123-5)
2-5-3 Infantry Bn (3-2 Pun-5)
24-2-2-4 Artillery Bde (5-5)
5-4-6 Tank Bn (149)

On any road hex between Dimapur and Kohima—inclusive

3x 6-4-3 Infantry Bde (4-2, 5-2, 6-2)
4-5-6 Motorized Infantry Bn (2-2)
3-4-2 Infantry Bn (2 Man MG-2)
2-5-3 Infantry Bn (RWK-5)
4-5-3 Infantry Bde (161-5)
2-3-3 Infantry Bn (3 As)
2-2-3 Infantry Bn (1 Bu)
24-2-2-4 Artillery Bde (2-2)
4-4-8 Tank Bn (45 Cav)
4-4-8 Armored Car Bn (11 Cav)

On any friendly rail/city hex:

33 Corps HQ
3x (3)-1-0 LOC Bn (a, b, c-202 LOC)
8 SPs

w/i 2 A11.27:

2x 4-4-3 Column (A, B-23-3)
6-3-3 Infantry Bde (Lu)
1x Mule Point
1 SP

with any Allied Units:

7x Truck Points
2x Mule Points

Both Set-Ups:

At Holding Boxes:

Silchar:
3x 6-3-3 Infantry Bde (89-7, 33-7, 114-7)
2-2-3 Infantry Bn (1-11 Si-7)
24-2-2-4 Artillery Bde (7-7)
1 SP

Air Bases

Level 1: A9.09, A8.07, A6.08
Level 2: A5.24, A6.10, A8.06, A41.35

Air Units:

5x Hurricane
1x Spitfire V
1x P-40N
1x Vengeance
1x Beaufighter
1x B-25

Reserve Markers: 7

Units in Dead Pile:

4x 2-2-3 Infantry Bn (Mah, Sh, Ch, 1 As)
2-3-3 Infantry Bn (1 Wy-17)
2-4-3 Infantry Bn (152 Para)

Victory

Determine victory by the number of VPs accumulated. For victory appointments awarded on a per turn basis, the assessment of the condition is made at the end of each game-turn. Victory points are awarded according to the following:

Both Sides:

20 for control Kohima
5 for control of Palel

Allies:

10 points if there is trace supply between Dimapur and Imphal at game's end

10 points if there are no Japanese attack capable units within 2 hexes of the Dimapur-Imphal all weather road at game's end

Japanese:

1/2 per turn the Dimapur-Imphal road is closed to trace supply

50 if a Japanese unit enters Imphal at anytime in the scenario

10 points if there is a Japanese unit on or adjacent to the Dimapur-Imphal all weather road at the game's end

1 per Japanese combat capable unit within 4 hexes of Imphal or 2 hexes of Kohima not Out of Supply at game's end.
2 per Hump Diversion.

Japanese Strategic Victory: The Japanese have at least twice as many victory points as the Allies.

Japanese Tactical Victory: The Japanese have more victory points than the Allies.

Draw: Both sides have the same number of victory points

Allied Tactical Victory: The Allies have more victory points than the Japanese.

Allied Strategic Victory: The Allies have at least twice as many victory points as the Japanese.

Short Scenario 5—Imphal

This scenario opens with the Japanese attack on Imphal basically stopped. British strength has reached a point where counter attack is possible. Historically, the British forces took a very conservative approach of opening the Imphal-Dimapur road before attacking the 15 Army. This scenario allows you to examine alternatives to that approach.

Map Area: 1/2 map, Map A west of 18.xx

First Turn: May 1

Last Turn: June 26

Game Length: 17 turns

Ground Condition: Mud

Scenario Special Rules:

1) Supply Source: The Japanese supply source is A18.01 and all “ports” on the Chindwin River. The Allied supply source is A1.24.

2) Supply Points: The Japanese receive 2T SP per turn in any road or track hex on the south map edge. The Allies receive supply equal to 1/2 the amount rolled on the table (fractions round up) and arrives at the Silchar off map box.

3) The Japanese set up first.

4) Roll for initiative normally at start.

5) Allied reinforcements and Pax Repls scheduled for Silchar, and all Eq Repls are received normally.

Japanese receive replacements from the variable reinforcement table. However, a roll of 6 or 7 is treated as none. The Japanese player receives the following units on 12 May: 2x 2-4-3 Infantry Bn (1-213-33; 2-51-15) and 2x 2-3-3 Infantry Bn (2, 3-151-53). They can enter on either south edge road hex.

6) The Japanese have a special off map movement capability. Any unit can be moved off the south edge road hex. It is then held off-map for two turns and can then be moved back onto the map on either road hex. During the turn the unit(s) spends off-map, it must be placed next to the road it intends on coming back on.

7) The Allies can make one Hump Diversion every three turns.

Japanese Information

Rail Capacity: none

Historical Set Up:

A10.19:

2x 2-4-3 Infantry Bn (1, 2-124-31)

2-5-3 Infantry Bn (2-58-31)

(all low ammo)

A11.20:

2-5-3 Infantry Bn (3-58-31)

(low ammo)

A11.21:

2-5-3 Infantry Bn (1-138-31)

A11.22:

3-3-1-1 Artillery Bn (3-31-31)

2-4-3 Infantry Bn (3-124-31)

A10.22:

2-5-3 Infantry Bn (2-138-31)

A13.20:

31 Div HQ

2x 3-3-1-1 Artillery Bn (1, 2-31-31)

1x Mule Point

A6.12:

2-4-3 Infantry Bn (3-67-15)

A7.12:

2-4-3 Infantry Bn (2-60-15)

A8.12:

2-4-3 Infantry Bn (3-60-15)

A11.11:

3-3-1-1 Artillery Bn (3-21-15)

2x 2-4-3 Infantry Bn (1, 3-51-15)

A13.12:

15 Div HQ

2-5-3 Infantry Bn (15 Eng-15)

A13.08:

2-4-3 Infantry Bn (2-67-15)

A12.06:

2-4-3 Infantry Bn (1-60-15)

A21.03:

2x 3-3-1-1 Artillery Bn (1, 2-21-15)

A10.03:

2-5-3 Infantry Bn (33 Eng-31)

2-4-3 Infantry Bn (3-213-33)

A11.03:

3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)

1x 6-2-2-1 Artillery Bn (2-18H)

2x 2-2-4 Tank Bn (1, 2)

A4.06:

3x 2-5-3 Infantry Bn (1, 2, 3-214-33)

A4.05:

2-5-3 Infantry Bn (4 Eng)

2x 6-2-2-1 Artillery Bn (1, 3-18H)

3-3-1-1 Artillery Bn (1-33-33)

A3.03:

33 Div HQ

3-3-1-1 Artillery Bn (2-33-33)

4 SPs

A5.06:

4x 2-4-3 Infantry Bn (1-213-33; 1, 2, 3-215-33)

w/i 1 A6.02:

3-3-1-1 Artillery Bn (3-33-33)

2-4-3 Infantry Bn (1-67-15)

with any unit:

1 Wagon Point

2 Mule Points

2T Truck Points

Free Set Up:

w/i 2 A11.21 not on the Dimapur-Kohima Road or A10.20:

31 Div HQ

3x 2-4-3 Infantry Bn (1, 2, 3-124-31)

4x 2-5-3 Infantry Bn (2, 3-58-31; 1, 2-138-31)

3x 3-3-1-1 Artillery Bn (1, 2, 3-31-31)

1x Mule Point

Units set up on or south of Axx.20 are Low Ammo

w/i 1 A7.13

3x 2-4-3 Infantry Bn (2, 3-60-15; 3-67-15)

w/i 1 A12.11:

15 Div HQ

3-3-1-1 Artillery Bn (3-21-15)

2x 2-4-3 Infantry Bn (1, 3-51-15)

2-5-3 Infantry Bn (15 Eng-15)

on track or road hex w/i 4 A16.05 (two units must be east of the Chindwin River):

2x 2-4-3 Infantry Bn (2-67-15; 1-60-15)

2x 3-3-1-1 Artillery Bn (1, 2-21-15)

w/i 1 A11.03:

2-5-3 Infantry Bn (33 Eng-31)

2-4-3 Infantry Bn (3-213-33)

3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)

1x 6-2-2-1 Artillery Bn (2-18H)

2x 2-2-4 Tank Bn (1, 2-14)

w/i 2 A4.04:
 33 Div HQ
 4x 2-5-3 Infantry Bn (1, 2, 3-214-33; 4 Eng)
 5x 2-4-3 Infantry Bn (1, 2, 3-215-33; 1-67-15; 2-213-33)
 3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)
 2x 6-2-2-1 Artillery Bn (1, 3-18H)
 4 SPs

with any unit:
 1 Wagon Point
 2 Mule Points
 2T Truck Points

Both Set-ups
Air Bases: none
Air Units: none

Reserve Markers: 7

Units in Dead Pile:
 3x 2-5-3 Infantry Bn (3-138-31; 1-58-31; 31 Eng-31)
 2-2-4 Tank Bn (3-14)

Allied Information

Rail Capacity: 6
Historical Set-up:

A4.24:
 33 Corps HQ
 6-3-8 Motorized Infantry Bde (268)
 (3)-1-0 LOC Bn (a-202 LOC)
 10 SPs

A7.30:
 (3)-1-0 LOC Bn (b-202 LOC)

A13.35:
 (3)-1-0 LOC Bn (c-202 LOC)

A7.23:
 2-2-3 Infantry Bn (1 Bu)
 4-5-6 Motorized Infantry Bn (2-2)

A8.22:
 2-3-3 Infantry Bn (3 As)
 2-5-3 Infantry Bn (RWK-5)

A9.22:
 3-4-2 Infantry Bn (2 Man MG-2)
 4-5-3 Infantry Bde (161-5)
 6-4-3 Infantry Bde (4-2)
 24-2-2-4 Artillery Bde (2-2)

A10.21:
 4-4-8 Tank Bn (45 Cav)
 6-4-2 Infantry Bde (5-2)

A10.20:
 4-4-8 Armored Car Bn (11 Cav)
 6-4-2 Infantry Bde (6-2)

A6.11:
 6-3-3 Infantry Bde (89-7)
 5-4-6 Tank Bn (149)

A6.10:
 24-2-2-4 Artillery Bde (5-5)
 2-5-3 Infantry Bn (3-2 Pun-5)

A7.11:
 2-2-3 Infantry Bn (1-11 Si-7)

A7.10:
 6-2-3 Infantry Bde (1-23)
 Level 2 Hedgehog

A7.09:
 4 Corps HQ
 2-5-3 Infantry Bn (153 Gu Para)
 4 SPs
 Level 2 Hedgehog

A8.10:
 6-5-3 Infantry Bde (9-5)

A8.09:
 18-2-3-4 Artillery Rgt (6)

A6.08:
 4-4-8 Tank Bn (7 Cav)
 2-3-3 Infantry Bn (4-12 FF-17)
 24-2-2-4 Artillery Bde (17-17)

A4.07:
 6-3-3 Infantry Bde (32-20)
 2-4-3 Infantry Bn (7-10 Ba-17)

A5.07:
 6-4-3 Infantry Bde (63-17)
 3-4-6 Motorized Infantry Bn (3-4 Bo)

A9.10:
 6-4-3 Infantry Bde (48-17)

A10.11:
 6-5-3 Infantry Bde (123-5)

A10.10:
 6-2-3 Infantry Bde (49-23)
 6-4-3 Infantry Bde (37-23)
 5-4-6 Tank Bn (3 Ca)

A11.08:
 3-4-2 Infantry Bn (9 Jat MG)
 2-2-3 Infantry Bn (2-19 Hy-23)

A10.05:
 2-2-3 Infantry Bn (4-3 Ma-23)

A9.04:
 2-2-3 Infantry Bn (Ka)
 6-3-3 Infantry Bde (80-20)

A8.05:
 24-2-2-4 Artillery Bde (20-20)

A8.04:
 2-2-3 Infantry Bn (15-11)
 6-3-3 Infantry Bde (100-20)

A11.24:
 4-4-3 Column (B-23-3)

A11.25:
 4-4-3 Column (A-23-3)

A12.27:
 6-3-3 Infantry Bde (Lu)
 1x Mule Point
 2 SPs

with any unit:
 7x Truck Points
 2x Mule Points

Free Set-up:
on any road hex from Dimapur to Kohima and A10.20:

3x 6-4-3 Infantry Bde (4-2, 5-2, 6-2)
 6-3-8 Motorized Infantry Bde (268)
 2-2-3 Infantry Bn (1 Bu)
 2-3-3 Infantry Bn (3 As)
 2-5-3 Infantry Bn (RWK-5)
 4-5-6 Motorized Infantry Bn (2-2)
 3-4-2 Infantry Bn (2 Man MG-2)
 4-5-3 Infantry Bde (161-5)
 24-2-2-4 Artillery Bde (2-2)
 4-4-8 Tank Bn (45 Cav)
 4-4-8 Armored Car Bn (11 Cav)

On any friendly rail/city hex:
 33 Corps HQ
 10 SPs
 3x (3)-1-0 LOC Bn (a, b, c-202 LOC)

w/i 2 A6.09:
 4 Corps HQ
 6-2-3 Infantry Bde (1-23)
 6-3-3 Infantry Bde (89-7)
 6-5-3 Infantry Bde 6-5-3 (9-5)
 2x 2-5-3 Infantry Bn (3-2-Pun-5, 153 Gu Para)
 2-2-3 Infantry Bn (1-11 Si-7)
 24-2-2-4 Artillery Bde (5-5)
 18-2-3-4 Artillery Rgt (6)
 5-4-6 Tank Bn (149)
 4 SPs
 2x Level 2 Hedgehog

w/i 1 A5.07:
 Infantry Bde 6-3-3 (32-20)
 6-4-3 Infantry Bde (63-17)
 4-4-8 Tank Bn (7 Cav)
 2-3-3 Infantry Bn (4-12 FF-17)
 2-4-3 Infantry Bn (7-10 Ba-17)
 3-4-6 Motorized Infantry Bn (3-4 Bo)
 24-2-2-4 Artillery Bde (17-17)

w/i 1 A10.10 excluding A11.11:

6-2-3 Infantry Bde (49-23)
2x 6-4-3 Infantry Bde (48-17, 37-23)
6-5-3 Infantry Bde (123-5)
5-4-6 Tank Bn (3 Ca)

w/i 2 09.07 and/or w/i 2 A9.06:

6-3-3 Infantry Bde (100-20)
3-4-2 Infantry Bn (9 Jat MG)
4x 2-2-3 Infantry Bn (2-19 Hy-23, 4-3 Ma-23, Ka, 15-11)
24-2-2-4 Artillery Bde (20-20)

w/i 2 A11.26:

2x 4-4-3 Column (A, B-23-3)
6-3-3 Infantry Bde (Lu)
1x Mule Point
2 SPs

with any unit:

7x Truck Points
2x Mule Points

Both Set-up Options**Air Bases**

Level 1: A46.07, A9.09, A8.07, A6.08, A47.30, A40.03, A38.06

Level 2: A6.10, A8.06,

Air Units:

5x Hurricane
1x Spitfire V
1x P-40N
1x Vengeance
1x Beaufighter
1x B-25

Reserve Markers: 7**Units in Dead Pile:**

4x 2-2-3 Infantry Bn (Mah, Sh, Ch, 1 As)
2-3-3 Infantry Bn (1 Wy-17)
2-4-3 Infantry Bn (152 Para)

Victory

Determine victory by the number of road segments the British are able to clear. Clear is defined as not having Japanese units on or adjacent to the road in question. The end points indicated are included as part of the segment for victory purposes. The following segments are considered

Dimapur—Kohima
Imphal—Kohima
Imphal—Humine
Imphal—Tamu
Imphal—Hengtam

Allied Strategic Victory: Allies clear at least 4 roads

Allied Tactical Victory: Allies clear 3 roads

Draw: Allies clear 2 roads

Japanese Tactical Victory: Allies clear 1 roads

Japanese Strategic Victory: Allies clear no roads or the Japanese enter a hex of Imphal or Dimapur at anytime (regardless of other events)

Campaign Scenario 1

March saw the resumption of offensive action by both sides in Burma. This scenario opens with the initial landings of the Chindit forces, the build-up of Japanese forces on the Chindwin River, the forward movement of the Japanese 33 Div and the continued drive to Myitkyina by the Chinese/US forces in the north.

This is an interesting start point as it allows the Allies the option of trying different strategies with the Chindits while the Japanese have an opportunity to start the Imphal offensive early.

Map Area: Map A and B

First Turn: March 5

Last Turn: August 1

Game Length: 45 turns

Ground Condition: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is B37.01 and B39.01 The Allied supply source is A35.35 (as long Ledo is in supply) and A1.24.

2) Both sides receive supply points from the Supply Table normally. The Allies place them in either off-map Box. Japanese SPs enter at Mandalay.

3) The Allies set up first.

4) The Japanese select who has the initiative.

5) Reinforcements are received normally.

6) Ledo road head is in A43.35

7) The Allies secretly select two (optionally, three) Chindit Clearings before the Japanese set up.

8) No CW unit can be placed in reserve at start unless within one hex of Imphal.

Japanese Information

Rail Capacity: 2

Historical Set Up:

B3.17:

2-5-3 Infantry Bn (3-214-33)

w/i 1 B5.20:

2x 2-5-3 Infantry Bn (33 Eng-33, 4 Eng)

w/i 1 B9.20:

2x 2-5-3 Infantry Bn (1, 2-214-33)

3x 2-4-3 Infantry Bn (1, 2, 3-215-33)

2x 3-3-1-1 Artillery Bn (1, 3-33-33)

2x 6-2-2-1 Artillery Bn (1, 3-18H)

w/i 1 B11.21:

33 Div HQ

3x 2-4-3 Infantry Bn (1, 2, 3-213-33)

3-3-1-1 Artillery Bn (2-33-33)

3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)

6-2-2-1 Artillery Bn (2-18H)

5 SPs

w/i 1 B14.20:

3x 2-2-4 Tank Bn (1, 2, 3-14)

A30.04:

15 Div HQ

3 SPs

w/i 1 A27.02:

2x 2-4-3 Infantry Bn (1, 3-51-15)

2x 3-3-1-1 Artillery Bn (1, 3-21-15)

A21.03:

2-4-3 Infantry Bn (1-60-15)

A20.04:

2-4-3 Infantry Bn (3-60-15)

A22.04:

3-3-1-1 Artillery Bn (2-21-15)

A20.05:

2-5-3 Infantry Bn (15 Eng-15)

A19.06:

2-4-3 Infantry Bn (2-60-15)

A19.08:

2-4-3 Infantry Bn (3-67-15)

A31.05:

31 Div HQ

2-5-3 Infantry Bn (31 Eng-31)

3 SPs

w/i 1 A24.09:

3x 2-5-3 Infantry Bn (1, 2, 3-58-31)

3-3-1-1 Artillery Bn (2-31-31)

w/i 1 A23.11:

3x 2-4-3 Infantry Bn (1, 2, 3-124-31)

A24.12:

3-3-1-1 Artillery Bn (1-31-31)

A24.13:

3-3-1-1 Artillery Bn (3-31-31)

A24.14:

2-5-3 Infantry Bn (1-138-31)

A25.15:

2-5-3 Infantry Bn (2-138-31)

A27.16:

2-5-3 Infantry Bn (3-138-31)

A46.28:

2-5-3 Infantry Bn (1-56-18)

A47.24:

18 Div HQ
2-4-3 Infantry Bn (3-114-18)
3 SPs

A47.28:

2x 2-5-3 Infantry Bn (2, 3-56-18)

A47.29:

2x 2-5-3 Infantry Bn (1, 2-55-18)

A48.27:

3x 3-3-1-1 Artillery Bn (1, 2, 3-18-18)

A48.29:

2-5-3 Infantry Bn (3-55-18)

A51.16:

2-4-3 Infantry Bn (2-114-18)

A58.17:

2-4-3 Infantry Bn (1-114-18)
3 SPs

B40.34:

1-1-2 Garrison
3 SPs

B33.30:

15 Army HQ
1-1-2 Garrison
8 SPs

B42.34:

1-1-2 Garrison

B39.02:

1-1-2 Garrison
4 SPs

B39.03:

1-1-2 Garrison
4 SPs

A56.01:

2-5-3 Infantry Bn (2-146-56)

With any unit of 31 or 15 Div:

3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

With any unit:

5x Mule Points
2x Truck Points
3x Wagon Points

Free Set Up:

Set up on roads and track (max stacking 2 units) between B15.20 and B3.17:
33 Div HQ
6x 2-4-3 Infantry Bn (1, 2, 3-213-33; 1, 2, 3-215-33)
5x 2-5-3 Infantry Bn (1, 2, 3-214-33; 33 Eng-33; 4 Eng)
3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)
3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)
3x 6-2-2-1 Artillery Bn (1, 2, 3-18H)
3x 2-2-4 Tank Bn (1, 2, 3-14)
5 SPs

Set up east of Chindwin River and area bounded by A20.01, B30.30, A30.04, A19.08:

15 Div HQ
6x 2-4-3 Infantry Bn (1, 3-51-15; 1, 2, 3-60-15; 3-67-158)
2-5-3 Infantry Bn (15 Eng-15)
3x 3-3-1-1 Artillery Bn (1, 2, 3-21-15)
3 SPs

Set up east of Chindwin River and area bounded by A22.10, A31.05, A31.14, A27.16:

31 Div HQ
7x 2-5-3 Infantry Bn (1, 2, 3-58-31; 1, 2, 3-38-31; 31 Eng)
3x 2-4-3 Infantry Bn (1, 2, 3-124-31)
3-3-1-1 Artillery Bn (1, 2, 3-31-31)
3 SPs

Set up in the Triangle A46.28, A48.27 and A48.29 except A48.28. Each hex must have at least one unit in it:

6x 2-5-3 Infantry Bn (1, 2, 3-55-18; 1, 2, 3-56-18)
3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)

On any Road or RR hex between A47.24 and A58.17:

18 Div HQ
3x 2-4-3 Infantry Bn (1, 2, 3-114-18)
6 SPs

With any unit of 31 or 15 Div:

3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

With any unit:

5x Mule Points
2x Truck Points
3x Wagon Points

On any friendly RR or City hex (not north of Indaw):

15 Army HQ
3x 1-1-2 Garrison
11 SPs

Bhamo:

2-5-3 Infantry Bn (2-146-56)

Both Set-ups:

Air Bases
Level 1: B40.34
Level 2: B36.01, B36.03, B42.34, A57.17

Air Units:

Oscar
Mixed Bomber (reduced)

Reserve Markers: 9

Units in Dead Pile:

Mixed Fighter Unit
2-5-3 Infantry Bn (12 Eng-18)
2-5-4 Cavalry Bn (22 Recon-18)

Allied Information

Rail Capacity: 6 (3 for Ledo Road)

Historical Set Up:

w/i 1 B3.23:
2x 6-4-3 Infantry Bde (48-17, 63-17)
2-4-3 Infantry Bn (7-10 Ba-17)
2x 2-3-3 Infantry Bn (1 Wy-17, 4-12 FF-17)
24-2-2-4 Artillery Bde (17-17)
6 SPs

B11.32:

6-3-3 Infantry Bde (100-20)

B12.31:

6-3-3 Infantry Bde (32-20)

A15.01:

6-3-3 Infantry Bde (80-20)

A13.01:

24-2-2-4 Artillery Bde (20-20)
2-2-3 Infantry Bn (4-3 Ma-20)
6 SPs

A14.02:

6-2-3 Infantry Bde (1-23)

A7.08:

24-2-2-4 Artillery Bde (23-23)
2-2-3 Infantry Bn (2-19 Hy-23)
3 SPs

A11.11:

6-2-3 Infantry Bde (49-23)

A8.13:

6-4-3 Infantry Bde (37-23)
5-4-6 Tank Bn (3 Ca)
4-4-8 Tank Bn (7 Cav)

w/i 1 A7.10:

4 Corps HQ
3-4-2 Infantry Bn (9 Ja MG)
2x 2-2-3 Infantry Bn (15-11, Ka)
18-2-3-4 Artillery Rgt (6)
5 SPs

A10.21:

2-3-3 Infantry Bn (3 As)
2-2-3 Infantry Bn (Ch)
3 SPs

w/i 2 A15.21:

4x 2-2-3 Infantry Bn (Sh, Mah, 1 As, 1 Bu)

w/i 1 A12.20:

2-4-3 Infantry Bn (152 Para)
2-5-3 Infantry Bn (153 Gu Para)

A4.24:

(3)-1-0 LOC Bn (a-202 LOC)
5 SPs

A7.30:

(3)-1-0 LOC Bn (b-202 LOC)

A13.35:

(3)-1-0 LOC Bn (c-202 LOC)

A36.25:

2x 4-4-3 Columns (A, B-16-3)
1 SPs
1x Mule Point

with any other Allied units:

7x Truck Points
3x Mule Points

A48.28:

3-5-3 Infantry Bn (3-Gal)

A49.29:

2x 3-5-3 Infantry Bn (1, 2-Gal)

A50.29:

6-3-3 Infantry Rgt (113-38)
1x Mule Point
1 SP

A48.30:

6-2-3 Infantry Rgt (114-38)

A47.30:

6-3-3 Infantry Rgt (66-22)
2x 4-3-8 Tank Bn (1, 2-1 Chi)

A46.29:

6-2-3 Infantry Rgt (64-22)
4-3-8 Tank Bn (3-1 Chi)

A45.30:

6-2-3 Infantry Rgt (65-22)

A45.33:

6-3-3 Infantry Rgt (112-38)
3-3-1-1 Artillery Bn (Chi)

A41.35:

1 CAI Army HQ
4 SPs
1x Truck Point
2x Mule Points

A43.35:

2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)
2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

Free Set Up:

w/i 1 B3.23:

2x 6-4-3 Infantry Bde (48-17, 63-17)
2-4-3 Infantry Bn (7-10 Ba-17)
2x 2-3-3 Infantry Bn (1 Wy-17, 4-12 FF-17)
24-2-2-4 Artillery Bn (17-17)
6 SPs

w/i 3 B12.34:

3x 6-3-3 Infantry Bde (100-20, 32-20, 80-20)
2-2-3 Infantry Bn (4-3 Ma-20)
6-2-3 Infantry Bde (1-23)
24-2-2-4 Artillery Bde (20-20)
6 SPs

w/i 4 A7.10:

4 Corps HQ
3x 2-2-3 Infantry Bn (2-19 Hy-23, 15-11, Ka)
6-2-3 Infantry Bde (49-23)
6-4-3 Infantry Bde (37-23)
3-4-2 Infantry Bn (9 Ja MG)
5-4-6 Tank Bn (3 Ca)
4-4-8 Tank Bn (7 Cav)
24-2-2-4 Artillery Bde (23-23)
18-2-3-4 Artillery Rgt (6)
8 SPs

w/i 3 A13.21:

5x 2-2-3 Infantry Bn (Ch, Sh, Mah, 1 As, 1 Bu)
2-3-3 Infantry Bn (3 As)
2-4-3 Infantry Bn (152 Para)
2-5-3 Infantry Bn (153 Gu Para)
3 SPs

On any friendly rail/city hex:

3x (3)-1-0 LOC Bn (a, b, c-202 LOC)
5 SPs

A36.25:

2x 4-4-3 Column (A, B-16-3)
1x Mule Point
1 SP

with any other Allied units:

8x Truck Points
6x Mule Points
40 SPs

w/i 3 A48.31 excluding hexes A47.29 and A48.29:

3x 6-3-3 Infantry Rgt (112-38, 113-38, 66-22)
3x 6-2-2 Infantry Rgt (64-22, 65-22, 114-38)
3x 3-5-3 Infantry Bn (1, 2, 3-Gal)
3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)
3-3-1-1 Artillery Bn (Chi)

A41.35:

1 CAI Army HQ
4 SPs

A43.35:

2x 3-1-3 Engineer Rgt(330 Eng, 45 Eng)
2-3-3 Engineer Bn (236 Eng, 209 Eng)

with any Chinese/US units:

2 SPs

Both Set-ups:

At Holding Boxes:

Silchar:

6x 4-4-3 Column (A-14-3, A, B-23-3, A-77-3, A, B-3 WA-3)
4x 4-5-3 Column (B-14-3, B-77-3, A, B-111-3)
2-5-3 Infantry Bn (3-9 Gu-3)
8-3-2-1 Artillery Bn (3-2 Pun-3)
1 SP

Ledo:

1-2-3 Engineer Bn (823 Eng)
1 SP

Air Bases

Level 1: A9.09, A8.07, A6.08, A47.30
Level 2: A5.24, A6.10, A8.06, A41.35

Air Units:

5x Hurricane
1x Spitfire V
1x Vengeance
1x Beaufighter
2x P-40
2x B-25
2x P-51
5x C-47
9x Glider Points

Reserve Markers: 7x Commonwealth (see note 8), 1x Chinese/US

Units in Dead Pile: None

Victory

Sudden Death Japanese Victory: If at any point in the game, the Japanese control either hex of Imphal or Dimapur, they win.

Sudden Death Allied Victory: If at the end of any Japanese turn one of these conditions exist: 1) an all weather road extends from the A35.35 to the east map edge (the Ledo road is completed), or 2) the Allies control both hexes of and has trace supply to Mandalay.

Other Victory Conditions: If neither side achieves victory by the game's end (44 turns or the monsoon ends the game), determine victory by victory points. The player with the higher victory point total is the winner (-5 to +5 point spread is a draw). The following schedule is how victory points are awarded:

for both sides:

- 20—Control Myitkyina (A51.16)
- 5—Control Indaw (B40.35)
- 5—Control Kohima (A10.21)
- 5—Control Mogaung (A51.16)
- 5—Control Kalewa (B12.21)

for the Japanese:

1/2 per turn Dimapur-Imphal road is unusable for British trace supply

1 per combat unit in supply within 6 hexes of Imphal, Kohima and/or Dimapur at game's end

1 per hex the Ledo road is from Myitkyina

for the Allies:

3 per hex that the Ledo Road extends along the Bhamo-Myitkyina (exclude Myitkyina)

1/2 per turn Myitkyina-Mandalay Railroad is unusable for Japanese trace supply.

Campaign Scenario 2

The scenario opens at the beginning of the main Japanese offensive against Imphal. The 17 Div is about to be surrounded by the Japanese 33 Div. 15 and 31 Divs are ready to jump the Chindwin River. The Chindits have landed over 2 Bdes in the rear of the Japanese lines and the Marauders are poised to outflank the 18th Div.

For players interested in examining the historical battle, this is the best starting point.

Map Area: Map A and B

First Turn: March 15

Last Turn: August 1

Game Length: 41 turns

Ground Condition: Normal

Scenario Special Rules:

1) Supply Source: The Japanese supply source is B37.01 and B39.01 The Allied supply source is A35.35 (as long as Ledo is in supply) and A1.24.

2) Both sides receive supply points from the Supply Table normally. The Allies place them in either off-map Box. Japanese SPs enter at Mandalay.

3) The Allies set up first.

4) The Japanese move first.

5) Reinforcements are received normally.

6) Ledo road head is in A45.33

7) No Commonwealth unit can be placed in reserve unless they are within 1 hex of Imphal or an on-map Chindit (3 Div) unit before play begins.

Japanese Information

Rail Capacity: 2

Historical Set Up:

B2.23:

2x 2-4-3 Infantry Bn (1, 2-215-33)

B2.22:

3-3-1-1 Artillery Bn (3-33-33)

2-4-3 Infantry Bn (3-215-33)

1x Mule Point

1 SP

B4.21:

2-5-3 Infantry Bn (33 Eng-33)

B5.21:

2-5-3 Infantry Bn (4 Eng)

B5.27:

2-5-3 Infantry Bn (1-214-33)

B6.26:

2-5-3 Infantry Bn (2-214-33)

B7.26:

3-3-1-1 Artillery Bn (1-33-33)

B9.25:

33 Div HQ

2x 6-2-2-1 Artillery Bn (1, 3-18H)

2-5-3 Infantry Bn (3-214-33)

5 SPs

B11.30:

3-3-1-1 Artillery Bn (2-33-33)

2-4-3 Infantry Bn (2-213-33)

2-2-4 Tank Bn (1-14)

B10.29:

2-4-3 Infantry Bn (3-213-33)

2x 2-2-4 Tank Bn (2, 3-14)

B10.28:

2x 9-2-2-1 Artillery Bn (2, 3-3H)

B10.27:

6-2-2-1 Artillery Bn (2-18H)

9-2-2-1 Artillery Bn (1-3H)

B12.21:

2-4-3 Infantry Bn (1-213-33)

A21.02:

2-5-3 Infantry Bn (15 Eng-15)

A21.03:

15 Div HQ

2x 2-4-3 Infantry Bn (2-60-15; 3-51-15)

4 SPs

A20.03:

3-3-1-1 Artillery Bn (3-21-15)

A19.04:

2-4-3 Infantry Bn (1-60-15)

A20.04:

2-4-3 Infantry Bn (1-51-15)

A20.05:

2-4-3 Infantry Bn (3-60-15)

A19.06:

3-3-1-1 Artillery Bn (1-21-15)

A19.07:

3-3-1-1 Artillery Bn (2-21-15)

A20.07:

2-4-3 (Infantry Bn 3-67-15)

A22.08:

2-5-3 Infantry Bn (1-58-31)

3-3-1-1 Artillery Bn (2-31-31)

A23.09:

2x 2-5-3 Infantry Bn (2, 3-58-31)

A23.10:
2-4-3 Infantry Bn (3-124-31)

A22.10:
2-4-3 Infantry Bn (2-124-31)

A22.11:
2-4-3 Infantry Bn (1-124-31)

A23.12:
2-5-3 Infantry Bn (31 Eng-31)
3-3-1-1 Artillery Bn (3-31-31)

A24.12:
2-5-3 Infantry Bn (2-138-31)
3-3-1-1 Artillery Bn (1-31-31)

A24.13:
31 Div HQ
2-5-3 Infantry Bn (1-138-31)
4 SPs

A27.16:
2-5-3 Infantry Bn (3-138-31)

A47.22:
18 Div HQ
4 SPs

A47.24:
3x 3-3-1-1 Artillery Bn (1, 2, 3-18-18)

A46.25:
2-5-3 Infantry Bn (1-56-18)

A47.26:
2-5-3 Infantry Bn (2-56-18)

A48.25:
2-5-3 Infantry Bn (3-56-18)

A49.25:
2-5-3 Infantry Bn (1-55-18)

A50.25:
2-5-3 Infantry Bn (2-55-18)

A51.25:
2-5-3 Infantry Bn (3-55-18)

B39.02:
1-1-2 Garrison
4 SPs

B39.03:
1-1-2 Garrison
4 SPs

B33.30:
15 Army HQ
2x 2-4-3 Infantry Bn (1, 2-67-15)
1-1-2 Garrison
6 SPs

B40.34:
2-4-3 Infantry Bn (2-51-15)
1-1-2 Garrison

B42.34:
1-1-2 Garrison

A41.06:
2-4-3 Infantry Bn (3-114-18)

A46.11:
2-5-3 Infantry Bn (2-146-56)

A51.16:
2-4-3 Infantry Bn (2-114-18)

A58.17:
2-4-3 Infantry Bn (1-114-18)
4 SPs

with any 15 or 31 Div Unit:
3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

with any other units:
2x Truck Points
3x Wagon Points
4x Mule Points

Free Set-up:
Set up w/i 6 B11.24:
33 Div HQ
3x 2-4-3 Infantry Bn (1, 2, 3-213-33)
5x 2-5-3 Infantry Bn (1, 2, 3-214-33; 33 Eng-33; 4 Eng)
2x 3-3-1-1 Artillery Bn (1, 2-33-33)
3x 9-2-2-1 Artillery Bn (1, 2, 3-3H)
3x 6-2-2-1 Artillery Bn (1, 2, 3-18H)
3x 2-2-4 Tank Bn (1, 2, 3-14)
5 SPs

Set up w/i 3 B2.20 (excluding B3.23, max stacking 2 units):
3x 2-4-3 Infantry Bn (1, 2, 3-215-33)
3-3-1-1 Artillery Bn (3-33-33)
1 SP

Set up east of Chindwin River, north of Axx.01, south of Axx.08, and west of A34.xx:
15 Div HQ
6x 2-4-3 Infantry Bn (1, 3-51-15; 1, 2, 3-60-15; 3-67-15)
2-5-3 Infantry Bn (15 Eng-15)
3x 3-3-1-1 Artillery Bn (1, 2, 3-21-15)
4 SPs

Set up east of Chindwin River, north of Axx.07, south of Axx.16, and west of A34.xx:

31 Div HQ
7x 2-5-3 Infantry Bn (1, 2, 3-58-31; 1, 2, 3-138-31; 31 Eng)
3x 2-4-3 Infantry Bn (1, 2, 3-124-31)
3x 3-3-1-1 Artillery Bn (1, 2, 3-31-31)
4 SPs

Set up east of A50.xx, north of Axx.19, south of Axx.27, and west of A52.xx
18 Div HQ
6x 2-5-3 Infantry Bn (1, 2, 3-55-18; 1, 2, 3-56-18)
3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)
4 SPs

With any unit of 31 or 15 Div:
3x 4-0-3 Infantry Rgt (1-INA, 2-INA, 3-INA)

With any unit:
5x Mule Points
2x Truck Points
3x Wagon Points

On any friendly RR or City hex:
15 Army HQ
5x 1-1-2 Garrison
2-5-3 Infantry Bn (2-146-56)
6x 2-4-3 Infantry Bn (1, 2, 3-114-18; 2-51-15; 1, 2-67-15)
18 SPs

Both Set Ups:
Air Bases
Level 1: B40.34
Level 2: B36.01, B36.03, B42.34, A57.17

Air Units:
Oscar
Mixed Bomber (reduced)

Reserve Markers: 9

Units in Dead Pile:
Mixed Fighter Unit
2-5-3 Infantry Bn (12 Eng-18)
2-5-4 Cavalry Bn (22 Recon-18)

Allied Information

Rail Capacity: 6 (3 for Ledo Road)
Historical Set Up:

B3.23:
 2-3-3 Infantry Bn (4-12 FF-17)

B3.24:
 2-3-3 Infantry Bn (1 Wy-17)

B3.25:
 24-2-2-4 Artillery Bde (17-17)
 2-4-3 Infantry Bn (7-10 Ba-17)
 6 SPs

B3.26:
 6-4-3 Infantry Bde (48-17)

B3.27:
 6-4-3 Infantry Bde (63-17)

B11.32:
 6-3-3 Infantry Bde (100-20)

B12.31:
 6-3-3 Infantry Bde (32-20)

A15.01:
 6-3-3 Infantry Bde (80-20)

A13.01:
 24-2-2-4 Artillery Bde (20-20)
 2-2-3 Infantry Bn (4-3 Ma-20)
 6 SPs

A13.02:
 6-2-3 Infantry Bde (1-23)

A4.03:
 6-4-3 Infantry Bde (37-23)

A8.05:
 6-2-3 Infantry Bde (49-23)

A7.08:
 24-2-2-4 Artillery Bde (23-23)
 2-2-3 Infantry Bn (2-19 Hy-23)
 1 SP

A38.17:
 4-4-3 Column (B-16-3)

A38.18:
 4-4-3 Column (A-16-3)
 1x Mule Point
 1 SP

A44.04:
 4-4-3 Column (A-77-3)

A44.03:
 4-5-3 Column (B-77-3)

A44.02:
 4-5-3 Column (A-111-3)

A44.01:
 4-5-3 Column (B-111-3)

A46.07:
 2-5-3 Infantry Bn (3-9 Gu-3)
 1-2-3 Engineer Bn (823 Eng)
 1x Mule Point
 2 SPs
 Airstrip

A41.35:
 1 Chi Army HQ

A45.33:
 2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)
 2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

A47.30:
 3-1-2-1 Artillery Bn (Chi)

A47.29:
 6-2-3 Infantry Rgt (65-22)

A48.29:
 6-2-3 Infantry Rgt (64-22)

A48.28:
 6-3-3 Infantry Rgt (66-22)
 3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)

A49.29:
 6-2-3 Infantry Rgt (114-38)

A50.29:
 6-3-3 Infantry Rgt (112-38)

A50.28:
 6-3-3 Infantry Rgt (113-38)
 3-5-3 Infantry Bn (1-Gal)

A53.28:
 2x 3-5-3 Infantry Bn (2, 3-Gal)

with any other Chinese/US force:
 1x Truck Point
 3x Mule Points
 4 SPs

B1.30:
 3-4-2 Infantry Bn (9 Ja MG)

B2.34:
 4-4-8 Tank Bn (7 Cav)

A6.02:
 2-2-3 Infantry Bn (Ka)

A7.09:
 4 Corps HQ
 2-2-3 Infantry Bn (15-11)
 18-2-3-4 Artillery Rgt (6)
 5 SPs
 Level 1 Hedgehog

A7.10:
 Level 1 Hedgehog

A7.12:
 5-4-6 Tank Bn (3 Ca)

w/i 1 A14.13:
 2-4-3 Infantry Bn (152 Para)
 2-5-3 Infantry Bn (153 Gu Para)

A10.21:
 2-3-3 Infantry Bn (3 As)
 2-2-3 Infantry Bn (Ch)
 3 SPs

w/i 2 A15.21:
 4x 2-2-3 Infantry Bn (Sh, Mah, 1 As, 1 Bu)

A4.24:
 (3)-1-0 LOC Bn (a-202 LOC)
 5 SPs

A7.30:
 (3)-1-0 LOC Bn (b-202 LOC)

A13.35:
 (3)-1-0 LOC Bn (c-202 LOC)

with any other non-Chindit CW units:
 7x Truck Points
 2x Mule Points

Free Set-up:
On any road hex from B3.23 to B3.27 (all must be occupied):
 2x 6-4-3 Infantry Bde (48-17, 63-17)
 2-4-3 Infantry Bn (7-10 Ba-17)
 2x 2-3-3 Infantry Bn (1 Wy-17, 4-12 FF-17)
 24-2-2-4 Artillery Bde (17-17)
 6 SPs

w/i 3 B12.34:
 3x 6-3-3 Infantry Bde (100-20, 32-20, 80-20)
 2-2-3 Infantry Bn (4-3 Ma-20)
 6-2-3 Infantry Bde (1-23)
 24-2-2-4 Artillery Bde (20-20)
 6 SPs

w/i 4 A48.04:
 4-4-3 Column (A-77-3)
 3x 4-5-3 Column (B-77-3, A, B-111-3)
 1-2-3 Engineer Bn (823 Eng)
 2-5-3 Infantry Bn (3-9 Gu-3)
 1x Mule Point
 2 SPs
 Airstrip

B2.34:

4-4-8 Tank Bn (7 Cav)

w/i 5 A6.07:

4 Corps HQ
6-4-3 Infantry Bde (37-23)
3x 2-2-3 Infantry Bn (2-19 Hy-23, 15-11, Ka)
6-2-3 Infantry Bde (49-23)
18-2-3-4 Artillery Rgt (6)
24-2-2-4 Artillery Bde (23-23)
5-4-6 Tank Bn (3 Ca)
6 SPs
2x Level 1 Hedgehogs

w/i 3 A13.23:

2-3-3 Infantry Bn (3 As)
5x 2-2-3 Infantry Bn (Sh, Mah, Ch, 1 Bu, 1 As)
3 SPs

w/i 1 A14.13:

2-4-3 Infantry Bn (152 Para)
2-5-3 Infantry Bn (153 Gu Para)

On any friendly rail hex:

3x (3)-1-0 LOC Bn (a, b, c-202 LOC)
5 SPs

B1.30:

3-4-2 Infantry Bn (9 Jat MG)

w/i 1 A38.18:

2x 4-4-3 Column (A, B-16-3)
1x Mule Point
1 SP

with any Non-Chindit Allied units:

8x Truck Points
5x Mule Points

Set up north of Axx.28, west of A54.xx, and east of A40.xx

1 CAI HQ
3x 6-3-3 Infantry Rgt (112-38, 113-38, 66-22)
3x 6-2-3 Infantry Rgt (64-22, 65-22, 114-38)
3x 3-5-3 Infantry Bn (1, 2, 3-Gal)
2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)
2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)
3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)
3-1-2-1 Artillery Bn (Chi)
4 SPs

Both Set-ups:

At Holding Boxes

Silchar:

5x 4-4-3 Column (A-14-3, A, B-23-3, A, B-3 WA-3)
4-5-3 Column (B-14-3)
8-3-2-1 Artillery Bn (3-2 Pun-3)
1 SP

Ledo:

1 SP

Air Bases

Chindit Clearing: B44.30

Level 1: A9.09, A8.07, A6.08, A47.30

Level 2: A5.24, A6.10, A8.06, A41.35

Air Units:

5x Hurricane
1x Spitfire V
1x Vengeance
1x Beaufighter
2x P-40
2x B-25
2x P-51
5x C-47
2x Glider Points

Reserve Markers: 7x Commonwealth (see note 7), 1x Chinese/US

Units in Dead Pile: none

Victory

Sudden Death Japanese Victory: If at any point during the game, the Japanese control either hex of Imphal or Dimapur, they win.

Sudden Death Allied Victory: If at the end of any Japanese turn one of these conditions exist: 1) an all weather road extends from the A35.35 to the east map edge (the Ledo road is completed), or 2) the Allies control both hexes of and have trace supply to Mandalay.

Other Victory Conditions: If neither side achieves victory by the game's end (41 turns or the monsoon ends the game), determine victory by victory points. The player with the higher victory point total is the winner (ties are a draw). The following schedule is how victory points are awarded:

for both sides:

- 20—Control Myitkyina (A51.16)
- 5—Control Indaw (B40.35)
- 5—Control Kohima (A10.21)
- 5—Control Mogaung (A51.16)
- 5—Control Kalewa (B12.21)

for the Japanese:

- 1/2 per turn Dimapur-Imphal road is unusable for British trace supply
- 1 per combat unit in supply within 6 hexes of Imphal, Kohima and/or Dimapur at game's end
- 1 per hex the Ledo road is short from Myitkyina (gap between the road head and the town)

for the Allies:

- 3 per hex that the Ledo Road extends along the Myitkyina-Bhamo road east of the Irrawaddy River
- 1/2 per turn Myitkyina-Mandalay Railroad is unusable for Japanese trace supply

Campaign Scenario 3

This scenario starts at the climax of the campaign. The XXXIII Corps is driving toward Kohima while the Japanese are poised to launch major attacks at Bishenpur and Palel. The Marauders have just turned back Japanese attacks at Nhpum Ga and are poised to drive on Myitkyina. Meanwhile the Chindits are moving north to support the Chinese drive against 18 Div.

This start point is provided primarily because of the interesting situation, but also is somewhat shorter than the full campaign.

Map Area: Both Maps A and B

First Turn: April 19

Last Turn: August 1

Game Length: 31

Ground Condition: Normal

Scenario Special Rules:

- 1) Supply Source: The Japanese supply source is B37.01 and B39.01 The Allied supply source is A35.35 (as long as Ledo is in supply) and A1.24.
- 2) Both sides receive supply points from the Supply Table normally. The Allies place them in either off-map Box. Japanese SPs enter at Mandalay.
- 3) The Allies set up first.
- 4) The Japanese move first.
- 5) Reinforcements are received normally.
- 6) Ledo road head is in A48.27

Japanese Information

Rail Capacity: 2

Historical Set Up:

A4.06:

2x 2-5-3 Infantry Bn (1, 3-214-33)
2-4-3 Infantry Bn (3-213-33)

A4.05:

2x 3-3-1-1 Artillery Bn (1, 3-33-33)

A5.06:

3x 2-4-3 Infantry Bn (1, 2, 3-215-33)

A5.05:

2x 6-2-2-1 Artillery Bn (1, 3-18H)
9-2-2-1 Artillery Bn (1-3H)

A5.04:
33 Div HQ
2-5-3 Infantry Bn (4 Eng)

A5.03:
2-4-3 Infantry Bn (2-213-33)

A6.01:
2-4-3 Infantry Bn (2-214-33)

A10.03:
2-5-3 Infantry Bn (33 Eng-33)
2-2-4 Tank Bn (3-14)

A11.03:
2x 2-2-4 Tank Bn (1, 2-14)

A12.02:
3-3-1-1 Artillery Bn (2-33-33)
6-2-2-1 Artillery Bn (2-18H)

A13.01:
2x 9-2-2-1 Artillery Bn (2, 3-3H)

with any 33 Div Unit:
4 SPs

A11.05:
2-4-3 Infantry Bn (1-60-15)

A13.08:
2-5-3 Infantry Bn (15 Eng-15)

A12.11:
2x 2-4-3 Infantry Bn (1, 3-51-15)

A12.12:
3-3-1-1 Artillery Bn (3-21-15)

A13.12:
15 Div HQ
3-3-1-1 Artillery Bn (1-21-15)

A9.13:
2-4-3 Infantry Bn (2-60-15)
3-3-1-1 Artillery Bn (2-21-15)

A7.13:
2x 2-4-3 Infantry Bn (3-60-15; 3-67-15)

with any 15 Div Unit:
2 SPs

A9.21:
2-5-3 Infantry Bn (1-58-31)

A10.20:
2x 2-5-3 Infantry Bn (2-58-31, 31 Eng-31)

A11.20:
2-5-3 Infantry Bn (3-58-31)

A12.20:
2-4-3 Infantry Bn (3-124-31)
2x 3-3-1-1 Artillery Bn (1, 3-31-31)

A13.20:
31 Div HQ
3-3-1-1 Artillery Bn (2-31-31)

A12.21:
2-4-3 Infantry Bn (2-124-31)

A11.22:
2-5-3 Infantry Bn (2-138-31)

A10.22:
2-5-3 Infantry Bn (1-138-31)

A9.23:
2-5-3 Infantry Bn (3-138-31)

A11.24:
2-4-3 Infantry Bn (1-124-31)

With any 31 Div Unit:
1 SP

A36.01:
2-4-3 Infantry Bn (2-67-15)

A39.02:
2-2-3 Infantry Bn (141-24)
2x 2-3-3 Infantry Bn (1, 2-4-2)

A40.02:
2x 2-2-3 Infantry Bn (138, 139-24)
2-4-3 Infantry Bn (2-51-15)

B40.34:
1-1-2 Garrison
2 SPs

B42.34:
2-3-3 Infantry Bn (2-29-2)
1-1-2 Garrison

A58.01:
3-3-1-1 Artillery Bn (2-56-56)

A58.08:
2-5-3 Infantry Bn (2-148-56)

A58.17:
2-4-3 Infantry Bn (1-114-18)
2-5-3 Infantry Bn (1-148-56)
3 SPs

A47.13:
2-4-3 Infantry Bn (3-114-18)
2-5-3 Infantry Bn (3-113-56)

A49.18:
18 Div HQ
2x 2-5-3 Infantry Bn (2, 3-146-56)
2-4-3 Infantry Bn (2-114-18)

A51.23:
2-5-3 Infantry Bn (1-55-18)

A49.22:
2-5-3 Infantry Bn (3-55-18)

A48.22:
2-5-3 Infantry Bn (2-55-18)

A48.21:
3-3-1-1 Artillery Bn (1-18-18)

A47.22:
2x 2-5-3 Infantry Bn (1, 3-56-18)

A47.21:
2x 3-3-1-1 Artillery Bn (2, 3-18-18)

A46.21:
2-5-3 Infantry Bn (2-56-18)

With any 18 Div Unit:
4 SPs

B39.02:
1-1-2 Garrison
2 SPs

B39.03:
1-1-2 Garrison
2 SPs

B33.30:
15 Army HQ
1-1-2 Garrison
6 SPs

With any unit:
5x Mule Points
2x Truck Points
3x Wagon Points

Free Set Up:
w/i 2 A12.02 and/or w/i 2 A3.05 and/or w/i 2 A4.01:
33 Div HQ
5x 2-4-3 Infantry Bn (2, 3-213-33; 1, 2, 3-215-33)
5x 2-5-3 Infantry Bn (1, 2, 3-214-33, 33 Eng-33, 4 Eng)
3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)
3x 6-2-2-1 Artillery Bn (1, 2, 3-3H)
3x 9-2-2-1 Artillery Bn (1, 2, 3-18H)
3x 2-2-4 Tank Bn (1, 2, 3-14)
4 SPs

Any mountain track/road hex east of 06.xx, North of Axx.04 and South of Axx.15:
15 Div HQ
6x 2-4-3 Infantry Bn (1, 3-51-15; 1, 2, 3-60-15; 3-67-15)
2-5-3 Infantry Bn (15 Eng-15)
3x 3-3-1-1 Artillery Bn (1, 2, 3-21-15)
2 SPs

w/i 3 A12.21 but not on the Dimapur-Kohima Road

31 Div HQ
 7x 2-5-3 Infantry Bn (1, 2, 3-58-31; 1, 2, 3-138-31; 31 Eng-31)
 3x 2-4-3 Infantry Bn (1, 2, 3-124-31)
 3x 3-3-1-1 Artillery Bn (1, 2, 3-31-31)
 1 SP

w/i 3 B39.34:

2x 2-4-3 Infantry Bn (2-67-15, 2-51-15)
 3x 2-2-3 Infantry Bn (138, 139, 141-24)
 3x 2-3-3 Infantry Bn (1, 2-4-2, 2-29-2)
 2x 1-1-2 Garrison
 2 SPs

On the Bhamo-Myitkyina road, 1 unit per hex, separated by at least 3 hexes:

3x 2-5-6 Infantry Bn (1, 2-148-56, 1-114-18)
 3-3-1-1 Artillery Bn (2-56-56)
 3 SPs

w/i 4 A50.14:

18 Div HQ
 2x 2-4-3 Infantry Bn (2, 3-114-18)
 3x 2-5-3 Infantry Bn (3-113-56; 2, 3-146-56)

w/i 2 A48.20 and/or w/i 1 A51.22:

6x 2-5-3 Infantry Bn (1, 2, 3-55-18; 1, 2, 3-56-18)
 3x 3-3-1-1 Artillery Bn (1, 2, 3-33-33)

with any 18 Div Unit:

4 SPs

With any unit:

5x Mule Points
 2x Truck Point
 3x Wagon Points

Any Railroad or Mandalay hex between Indaw and the south edge:

15 Army HQ
 3x 1-1-2 Garrison
 10 SPs

Air Bases

Level 1: B40.34
Level 2: B36.01, B36.03, B42.34, A57.17

Air Units:

Oscar (reduced)
 Mixed Bomber (reduced)

Reserve Markers: 9**Units in Dead Pile:**

Mixed Fighter Unit
 2-5-3 Infantry Bn (12 Eng-18)
 2-5-4 Cavalry Bn (22 Rec-18)
 2x 2-4-3 Infantry Bn (1-67-15; 1-213-33)
 2-2-4 Infantry Bn (140-24)

Allied Information

Rail Capacity: 6 (3 for Ledo Road)
Historical Set Up:

A5.07:
 6-3-3 Infantry Bde (32-20)
 4-4-8 Tank Bn (7 Cav)
 2-3-3 Infantry Bn (4-12 FF-17)

A5.08:
 2-5-3 Infantry Bn (153 Gu Para)

A7.08:
 3-4-6 Motorized Infantry Bn (3-4 Bo)

A7.09:
 4 Corps HQ
 6-2-3 Infantry Bde (49-23)
 18-2-3-4 Artillery Rgt (6)
 3 SPs
 Level 2 Hedgehog

A7.10:
 6-4-3 Infantry Bde (48-17)
 2-4-3 Infantry Bn (7-10 Ba-17)
 24-2-2-4 Artillery Bde (17-17)
 3 SPs
 Level 2 Hedgehog

A7.04:
 6-3-3 Infantry Bde (100-20)

A8.04:
 2-2-3 Infantry Bn (15-11)

A8.05:
 24-2-2-4 Artillery Bde (20-20)

A9.04:
 6-3-3 Infantry Bde (80-20)

A9.05:
 2-2-3 Infantry Bn (Ka)

A10.05:
 2-2-3 Infantry Bn (4-3 Ma-20)

A10.07:
 3-4-2 Infantry Bn (9 Ja MG)

A10.08:
 2-2-3 Infantry Bn (2-19 Hy-23)

A11.10:
 6-2-3 Infantry Bde (1-23)

A10.10:
 24-2-2-4 Artillery Bde (23-23)

A11.11:
 6-4-3 Infantry Bde (37-23)
 5-4-6 Tank Bn (3 Ca)

A6.11:
 6-5-3 Infantry Bde (63-17)
 24-2-2-4 Artillery Bde (5-5)

A7.12:
 6-5-3 Infantry Bde (9-5)
 5-4-6 Tank Bn (149)

A8.11:
 2-5-3 Infantry Bn (3-2 Pun-5)

A9.12:
 6-5-3 Infantry Bde (123-5)

A4.24:
 33 Corps HQ
 6-4-3 Infantry Bde (4-2)
 (3)-1-0 LOC Battalion (a-202 LOC)
 8 SPs

A7.30:
 (3)-1-0 LOC Bn (b-202 LOC)

A13.35:
 (3)-1-0 LOC Bn (c-202 LOC)

A10.21:
 2-5-3 Infantry Bn (RWK-5)
 2-3-3 Infantry Bn (3 As)

A9.22:
 4-5-3 Infantry Bde (161-5)
 4-4-8 Armored Car Bn (11 Cav)
 6-4-3 Infantry Bde (5-2)

A8.22:
 6-4-3 Infantry Bde (6-2)
 2-5-6 Motorized Infantry Bn (2-2)
 4-4-8 Tank Bn (45 Cav)

A7.23:
 2-2-3 Infantry Bn (1 Bu)
 3-4-2 Infantry Bn (2 Man MG-2)
 24-2-2-4 Artillery Bde (2-2)

A11.25:
 4-4-3 Column (A-23-3)

A12.25:
 4-4-3 Column (B-23-3)
 1x Mule Point
 1 SP

A12.27:
 6-3-3 Infantry Bde (Lu)

A36.02:
 4-5-3 Column (B-111-3)

A37.03:
 4-5-3 Column (A-111-3)

A38.03:

4-4-3 Column (A-14-3)

A39.04:

4-5-3 Column (B-14-3)

A40.03:

2x 4-4-3 Column (A-77-3, A-3 WA-3)

1 SP

A37.07:

2x 4-4-3 Column (A-16-3, B-3 WA-3)

1 SP

A41.06:

2-5-3 Infantry Bn (3-9 Gu-3)

8-3-2-1 Artillery Bn (3-2 Pun-3)

2x Mule Points

2 SPs

A46.12:

4-5-3 Column (B-77-3)

with any other Allied units:

7x Truck Points

1x Mule Point

A48.28:

1 CAI Army HQ

3x 5-1-3 Infantry Rgts (88-30, 89-30, 90-30)

A48.27:

2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)

2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

A46.23:

6-2-3 Infantry Rgt (64-22)

A47.24:

6-3-3 Infantry Rgt (66-22)

3-1-2-1 Artillery Bn (Chi)

4-3-8 Tank Bn (1-1 Chi)

A47.23:

6-2-3 Infantry Rgt (65-22)

2x 4-3-8 Tank Bn (2, 3-1 Chi)

A48.23:

6-3-3 Infantry Rgt (113-38)

6-2-3 Infantry Rgt (114-38)

A49.24:

6-3-3 Infantry Rgt (112-38)

3-5-3 Infantry Bn (1-Gal)

2-4-3 Infantry Bn (3-Gal) (Repl)

A50.24:

2-4-3 Infantry Bn (2-Gal) (Repl)

with any other Chinese/US force:

1x Truck Point

3x Mule Points

3 SPs

Free Set-up:

w/i 2 A8.05:

2x 6-3-3 Infantry Bde (100-20, 80-20)

3x 2-2-3 Infantry Bn (15-11, Ka, 4-3 Ma-20)

24-2-2-4 Artillery Bde (20-20)

w/i 1 A10.10 and/or w/i 1 A9.08:

3-4-2 Infantry Bn (9 Ja MG)

2-2-3 Infantry Bn (2-19 Hy-23)

6-2-3 Infantry Bde (1-23)

6-4-2 Infantry Bde (37-23)

24-2-2-4 Artillery Bde (23-23)

5-4-6 Tank Bn (3 Ca)

w/i 2 A7.08:

4 Corps HQ

6-3-3 Infantry Bde (32-20)

2-3-3 Infantry Bn (4-12 FF-17)

2-5-3 Infantry Bn (153 Gu Para)

3-4-6 Motorized Infantry Bn (3-4 Bo)

6-2-3 Infantry Bde (49-23)

6-4-3 Infantry Bde (48-17)

2-4-3 Infantry Bn (7-10 Ba-17)

18-2-3-4 Artillery Rgt (6)

24-2-2-4 Artillery Bde (17-17)

4-4-8 Tank Bn (7 Cav)

2x Level 2 Hedgehogs

6 SPs

w/i 1 A7.11 and/or w/i 1 A9.11:

6-4-3 Infantry Bde (63-17)

2x 6-5-3 Infantry Bde (9-5, 123-5)

2-5-3 Infantry Bn (3-2 Pun-5)

24-2-2-4 Artillery Bde (5-5)

5-4-6 Tank Bn (149)

On any road hex between Dimapur and Kohima (max stacking 3 units):

33 Corps HQ

3x 6-4-3 Infantry Bde (4-2, 5-2, 6-2)

4-5-6 Motorized Infantry Bn (2-2)

3-4-2 Infantry Bn (2 Man MG-2)

2-5-3 Infantry Bn (RWK-5)

4-5-3 Infantry Bde (161-5)

2-3-3 Infantry Bn (3 As)

2-2-3 Infantry Bn (1 Bu)

24-2-2-4 Artillery Bde (2-2)

4-4-8 Tank Bn (45 Cav)

4-4-8 Armored Car Bn (11 Cav)

On any friendly rail/city hex:

3x (3)-1-0 (a, b, c-202 LOC)

8 SPs

w/i 2 A11.27:

2x 4-4-3 Column (A, B-23-3)

6-3-3 Infantry Bde (Lu)

1x Mule Point

1 SP

w/i 2 A36.04 and/or w/i 2 A40.05 and/or

w/i 2 A45.11:

4x 4-5-3 Column (A, B-111-3; B-14-3; A, B-77-3)

5x 4-5-3 Column (A-14-3; A-77-3; A, B-3 WA-3; A-16-3)

2-5-3 Infantry Bn (3-9 Gu-3)

8-3-2-1 Artillery Bn (3-2 Pun-3)

2x Mule Points

4 SPs

with any Allied Units:

8x Truck Points

4x Mule Points

Setup on the Ledo Road and/or w/i 2

A48.25 and/or w/i 1 A46.24

1 CAI Army HQ

3x 5-1-3 Infantry Rgt (88-30, 89-30, 90-30)

3x 6-2-3 Infantry Rgt (64-22, 65-22, 114-38)

3x 6-3-3 Infantry Rgt (112-38, 113-38, 66-22)

3-5-3 Infantry Bn (1-Gal)

2x 2-4-3 Infantry Bn (2, 3-Gal) (Repl)

2x 3-1-3 Engineer Rgt (330 Eng, 45 Eng)

2x 2-3-3 Engineer Bn (236 Eng, 209 Eng)

3-1-2-1 Artillery Bn (Chi)

3x 4-3-8 Tank Bn (1, 2, 3-1 Chi)

3 SPs

Both Set-Ups:

At Holding Boxes:

Silchar:

3x 6-3-3 Infantry Bde (33-7, 89-7, 114-7)

2-2-3 Infantry Bn (1-11 Si-7)

24-2-2-1 Artillery Bde (7-7)

1 SP

Ledo:

1-2-3 Engineer Bn (823 Eng)

4x 5-1-3 Infantry Rgt (42-14, 41-14, 150-50, 149-50)

1 SP

Air Bases

Chindit Clearing: B44.30

Level 1: A46.07, A9.09, A8.07, A6.08, A47.30, A40.04, A37.07

Level 2: A5.24, A6.10, A8.06, A41.35

Air Units:

5x Hurricane

1x Spitfire V

1x Vengeance

1x Beaufighter

2x P-40

2x B-25

2x P-51

5x C-47

Reserve Markers: 7 Commonwealth, 1

Chinese/US

Units in Dead Pile:

4x 2-2-3 Infantry Bn (Mah, Sh, Ch, 1 As)
2-3-3 Infantry Bn (1 Wy-17)

Victory

Sudden Death Japanese Victory: If at any point during the game the Japanese control either hex of Imphal or Dimapur, they win.

Sudden Death Allied Victory: If at the end of any Japanese turn one of these conditions exist: 1) an all weather road extends from the A35.35 to the east map edge (the Ledo road is completed), or 2) the Allies control both hexes of and has trace supply to Mandalay.

Other Victory Conditions: If neither side achieves victory by the end game's (44 turns or the monsoon ends the game), determine victory by victory points. The player with the higher victory point total is the winner (-5 to +5 point spread is a draw). The following schedule is how victory points are awarded:

for both sides:

- 20—Control Myitkyina (A51.16)
- 10—Control Indaw (B40.35)
- 5—Control Kohima (A10.21)
- 10—Control Mogaung (A51.16)
- 5—Control Kalewa (B12.21)

for the Japanese:

1/2 per turn Dimapur-Imphal road is unusable for British trace supply

1 per combat unit in supply within 6 hexes of Imphal, Kohima and/or Dimapur at game's end

1 per hex the Ledo road is short of Myitkyina (the gap between the roadhead and the town)

for the Allies:

1/2 per turn that the Mandalay-Myitkyina railroad is not open for trace supply

Counter Manifest**Japanese Armies****Japanese Independent Units:**

- 15 Army HQ
- 33 Army HQ
- 1-14 Tank Bn
- 2-14 Tank Bn
- 3-14 Tank Bn
- 4 Eng Inf Bn
- 1-3H Arty Bn
- 2-3H Arty Bn
- 3-3H Arty Bn
- 1-18H Arty Bn
- 2-18H Arty Bn
- 3-18H Arty Bn
- 5x Garrison Bn

Indian National Army:

- 1 Inf Rgt
- 2 Inf Rgt
- 3 Inf Rgt

2 Infantry Division (part):

- 1-4 Inf Bn
- 2-4 Inf Bn
- 2-29 Inf Bn
- 2-2 Arty Bn

15 Infantry Division:

- 15 Div HQ
- 1-51 Inf Bn
- 2-51 Inf Bn
- 3-51 Inf Bn
- 1-60 Inf Bn
- 2-60 Inf Bn
- 3-60 Inf Bn
- 1-67 Inf Bn
- 2-67 Inf Bn
- 3-67 Inf Bn
- 15 Eng Inf Bn
- 1-21 Arty Bn
- 2-21 Arty Bn
- 3-21 Arty Bn

18 Infantry Division:

- 18 Div HQ
- 1-55 Inf Bn
- 2-55 Inf Bn
- 3-55 Inf Bn
- 1-56 Inf Bn
- 2-56 Inf Bn
- 3-56 Inf Bn
- 1-114 Inf Bn
- 2-114 Inf Bn
- 3-114 Inf Bn
- 22 Rec Cav Bn
- 12 Eng Inf Bn
- 1-18 Arty Bn
- 2-18 Arty Bn
- 3-18 Arty Bn

24 Infantry Brigade:

- 138 Inf Bn
- 139 Inf Bn
- 140 Inf Bn
- 141 Inf Bn

31 Infantry Division:

- 31 Div HQ
- 1-58 Inf Bn
- 2-58 Inf Bn
- 3-58 Inf Bn
- 1-124 Inf Bn
- 2-124 Inf Bn
- 3-124 Inf Bn
- 1-138 Inf Bn
- 2-138 Inf Bn
- 3-138 Inf Bn
- 31 Eng Inf Bn
- 1-31 Arty Bn
- 2-31 Arty Bn
- 3-31 Arty Bn

33 Infantry Division:

- 33 Div HQ
- 1-213 Inf Bn
- 2-213 Inf Bn
- 3-213 Inf Bn
- 1-214 Inf Bn
- 2-214 Inf Bn
- 3-214 Inf Bn
- 1-215 Inf Bn
- 2-215 Inf Bn
- 3-215 Inf Bn
- 33 Eng Inf Bn
- 1-33 Arty Bn
- 2-33 Arty Bn
- 3-33 Arty Bn

53 Infantry Division:

- 53 Div HQ
- 1-119 Inf Bn
- 2-119 Inf Bn
- 1-128 Inf Bn
- 2-128 Inf Bn
- 3-128 Inf Bn
- 1-151 Inf Bn
- 2-151 Inf Bn
- 3-151 Inf Bn
- 1-53 Arty Bn
- 2-53 Arty Bn
- 3-53 Arty Bn

56 Infantry Division:

- 56 Div HQ
- 1-113 Inf Bn *
- 2-113 Inf Bn *
- 3-113 Inf Bn
- 1-146 Inf Bn *
- 2-146 Inf Bn
- 3-146 Inf Bn
- 1-148 Inf Bn
- 2-148 Inf Bn
- 3-148 Inf Bn *
- 56 Rec Cav Bn
- 56 Eng Inf Bn *
- 1-56 Arty Bn *
- 2-56 Arty Bn
- 3-56 Arty Bn *

**Commonwealth Forces
Commonwealth Independent
Units:**

- 4 Corps HQ
- 33 Corps HQ
- 3 Ca Arm Bn
- 7 Cav Arm Bn
- 11 Cav Arm Car Bn
- 45 Cav Arm Bn
- 149 Arm Bn
- 3-4 Bo Inf Bn
- 268 Inf Bde
- 6 Arty Rgt
- RE Eng Rgt (Road) *
- 5.5inch Arty Section *

Indian Independent Units:

- 152 Abn Bn
- 153 Gu Abn Bn
- 1 As Inf Bn
- 3 As Inf Bn
- 15-11 Inf Bn
- 9 Ja MG Bn
- 202a LOC Bde
- 202b LOC Bde
- 202c LOC Bde

Nepalese Independent Units:

- Ka Inf Bn
- Mah Inf Bn

Burmese Independant Units:

- 1 Bu Inf Bn
- Ch Inf Bn
- Lu Inf Bde
- Sh Inf Bn

2 Infantry Division:

- 2 Inf Bn
- 4 Inf Bde
- 5 Inf Bde
- 6 Inf Bde
- 2 Man MG Bn
- Arty Bde

**3 Indian Division (actually CW
Division, Chindits):**

- A-14 Inf Col
- B-14 Inf Col
- A-16 Inf Col
- B-16 Inf Col
- A-23 Inf Col
- B-23 Inf Col
- A-77 Inf Col
- B-77 Inf Col
- A-111 Inf Col
- B-111 Inf Col
- A-3 WA Inf Col
- B-3 WA Inf Col
- 3-9 Gu Inf Bn
- 3-2 Pun Arty Bn

5 Indian Division:

- 9 Inf Bde
- 123 Inf Bde
- 161 Inf Bde
- 3-2 Pun Inf Bn
- RWK Inf Bn
- Arty Bde

7 Indian Division:

- 33 Inf Bde
- 89 Inf Bde
- 114 Inf Bde
- 1-11 Si Inf Bn
- Arty Bde

17 Indian Division:

- 48 Inf Bde
- 63 Inf Bde
- 7-10 Ba Inf Bn
- 4-12FF Inf Bn
- 1 Wy Inf Bn
- Arty Bde

20 Indian Division:

- 32 Inf Bde
- 80 Inf Bde
- 100 Inf Bde
- 4-3 Ma Inf Bn
- Arty Bde

23 Indian Division:

- 1 Inf Bde
- 37 Inf Bde
- 49 Inf Bde
- 2-19 Hy Inf Bn
- Arty Bde

36 Indian Division:

- 29 Inf Bde
- 72 Inf Bde
- Arty Bde

US Forces

US Independent Units:

- 45 Eng Rgt (Road)
- 209 Eng Bn
- 236 Eng Bn
- 330 Eng Rgt (Road)
- 823 Eng Bn

**5307 Composite Unit
Provisional (Galahad,
Merrill's Marauders):**

- 1-Gal Inf Bn (two versions)
- 2-Gal Inf Bn (two versions)
- 3-Gal Inf Bn (two versions)

Chinese Forces

Chinese Independent Units:

- 1 CAI Army HQ
- YEF Army HQ *
- Arty Bn (no designation)
- 1-1 Arm Bn
- 2-1 Arm Bn
- 3-1 Arm Bn
- YEF Arty Rgt *

14 Infantry Division:

- 41 Inf Rgt
- 42 Inf Rgt

22 Infantry Division:

- 64 Inf Rgt
- 65 Inf Rgt
- 66 Inf Rgt

30 Infantry Division:

- 88 Inf Rgt
- 89 Inf Rgt
- 90 Inf Rgt

38 Infantry Division:

- 112 Inf Rgt
- 113 Inf Rgt
- 114 Inf Rgt

50 Infantry Division:

- 149 Inf Rgt
- 150 Inf Rgt

Yunnan Infantry Divisions:

- 1 Inf Div *
- 2 Inf Div *
- 9 Inf Div *
- 28 Inf Div *
- 36 Inf Div *
- 39 Inf Div *
- 76 Inf Div *
- 82 Inf Div *
- 87 Inf Div *
- 88 Inf Div *
- 103 Inf Div *
- 116 Inf Div *
- 130 Inf Div *
- 198 Inf Div *
- 200 Inf Div *

* indicates units are not part of the normal Order of Battle and included with minor variants

Abbreviations

Arm—Armored
 As—Assam
 Ba—Baluch
 Bde—Brigade
 Bn—Battalion
 Bo—Bombay Grenadiers
 Bu—Burma Rgt
 CAI—Chinese Army of India
 Ca—Carabiniers
 Cav—Cavalry
 Ch—Chin Hill Bn
 Chi—Chinese
 Div—Division
 Eng—Engineer
 FF—Frontier Force
 Gal—Galahad or Merrill's Marauders
 Gar—Garrison
 Gu—Gurka
 H—Heavy
 Hy—Hyderabad
 Inf—Infantry
 Ja—Jat
 Ka—Kalibahadur (Nepal)
 LOC—Line of Communication
 Lu—Lushai Bde
 Ma—Madras
 Mah—Mahindra Dal Rgt (Nepal)
 Man—Manchester
 MG—Machine Gun
 Para—Parachute
 Pun—Punjab
 Rgt—Regiment
 RWK—Royal West Kents
 Sh—Shere Rgt (Nepal)
 Si—Sikh
 WA—West African
 Wy—West Yorkshire

Further Reading

The number of excellent sources on this battle are quite remarkable. Quite a few of the commanders and soldiers in this campaign wrote (some quite well done) memoirs of their experience in the jungles of Burma. The following is a very limited list of materials that will provide more information on the campaign in Burma.

The Longest War by Louis Allen: This is the classic single volume source on the war in Burma and India. Despite its breath, it is a well written and detailed account of the campaign. The maps provided are many and excellent.

Stilwell's Command Problems by Romanus and Sunderland. This is the official record of the US Army for this campaign. The narrative concentrates on the operations of the 1st Chinese Army, Merrill's Marauders and the relationship (or lack there of) between Stilwell and his fellow leaders. The volume has many excellent maps.

Official History of the Indian Armed Forces in WWII, 1939-45: Reconquest of Burma by Prasad Bisheshwar. This is an exceptionally good book, especially for an official record. It concentrates on the operations around Imphal and has many excellent maps.

The War Against Japan, vol 3: The Decisive Battles by Kirby Woodburn. This is the British official history covering this campaign. It has very detailed accounts of the actions, excellent maps and OB information. The book is an excellent work but suffers somewhat because of its rather heavy handed dealing with Wingate and the lingering bitterness in the British Army regarding his maverick attitudes.

Monograph 148: Burma Operations Record—33 Army Operations by US Army. This volume was prepared after the war by Japanese survivors of the campaign working at the behest of the US Army. It provides highly detailed OB information, good maps (if not somewhat confusing) and an insight not available, in general, through western sources.

Monograph 134: Burma Operations Record—15 Army Operations by US Army. This volume was prepared after the war by Japanese survivors of the campaign working at the behest of the US Army. This volume does suffer somewhat in that the

author is in the anti-Sato camp and takes some time to blame him for the debacle at Imphal.

The Unforgettable Army, Slim's 14th Army in Burma by Michael Hickey. This is a fairly recent work which concentrates on the battles of 14 Army. It covers the entire Burma campaign, but covers the Imphal campaign in detail. Although lacking in maps, it has an excellent narrative of the initial contacts between the Allied forces and 31 Division at the start of the Imphal campaign.

Not Ordinary Men: The Battle of Kohima Reassessed by John Colvin. This is a highly detailed account of the battle, siege and relief of Kohima. The book is a recent work and suffers from a lack of maps, but is an accurate and detailed account of the battle.

Merrill's Marauders by Edward Hoyt. This work covers the campaigns of the Marauders. It is a highly detailed, if not somewhat grim, work on the subject.

Galahad by Hunter. This is an autobiographical account written by one of the Battalion commanders (and regimental commander when Merrill went down).

The Chindit War by Shelford Bidwell. This is a highly detailed account of the operations of the Chindits during this campaign. The volume has many maps and is an excellent narrative.

Defeat Into Victory by William Slim. This is General Slim's autobiography. Unlike many works by generals, this one is exceptionally well written, even handed, and an accurate account of the campaign.

Designer's Notes

Shortly after I turned in the *Hube's Pocket* project to Dean, I asked him if there were any projects he was eager to do in the future. At the time I was just starting to dig into *Army Group North* and wasn't really relishing the idea of returning to the archive records on the eastern front. He suggested I look at the situation in Burma in 1944. My initial reaction was something like "Burma??? What the hell happened in Burma?" After spending a weekend reading about the campaign, I was convinced. This was one bunch of truly unique and interesting operations that had to be done.

There were two basic problems from the outset. As fortune (and the rigorous

design of the OCS) would have it, both had the same solution.

The first problem was the Japanese Division. The amount of punishment that this unit could take, and still function, was unbelievable. In OCS terms, I'd have to have divisions with 10+ steps in order to simulate this.

Second the Japanese and Chindit forces (and to a lesser extent the US and Commonwealth troops) were expected to operate over vast areas and use infiltration tactics rather than stand up fights. In game terms this meant a lot of units. The solution became obvious, the basic maneuver element would be the regiment/brigade and battalion. The deciding factor on how far to break the divisions down would be the level at which the parent unit was able to absorb losses. In the end, this allowed for historically accurate tactics to be played out and added a great deal of color and flavor to the order of battle.

The next major problem was the Japanese division offensive combat ability. When fighting in small units there were few troops in the world that were as good as these guys. However, when asked to operate in larger formation, especially on the attack, they fell apart. The solution to this was the rule regarding degradation of the action rating (which in its original incarnation was much more severe).

The Japanese player is offered many options for using the division. It can operate as it did historically, using infiltration rather than combat power, or it can concentrate, gaining power, but losing ability. For example, an elite Japanese division when fighting as it was intended would be basically 10 maneuver elements which could sustain infiltration tactics (with their 4 and 5 action ratings). However when they fought as a division, they degraded into a 22-4-3 division (although they could still sustain losses far beyond anything the Allies could sustain).

Research for this game was relatively (compared to the eastern front) easy. There are dozens of excellent books on the subject, many unit histories, scores of memoirs, a few scholarly works, and some excellent post war monographs. Despite this, there were many areas where inconsistencies existed. Because of this, judgments on what really was true was often left to me. Because of this any errors of commission or omission rest on my shoulders.

Order of Battle: The order of battle for this situation was relatively easy to develop. The usual conflicts between

sources were present, but confirmation was simplified due to the extensive and diverse sources available.

The only major complicating factor was the number of "un-brigaded" battalions operating with the Commonwealth forces. There were a multitude of units spread out in the area around Kohima/Jessami and in the rear areas. These show up in units like the 202 LOC, the Assam regiment and so forth.

Several units were excluded from the order of battle, mainly due to their nature. Several large formations of troops operated basically as guerrilla forces. These forces included formations such as V-force, the Chin Levees, Dah Force and Morris Force. There were times when these forces were asked to operate as normal infantry and in each case, it was disastrous. Although their contribution to the Allied victory can not be overstated, their role of scouting, screening, intelligence gathering and sabotage are not appropriate for a game at this level. At one point I toyed with the idea of allowing the Allies to investigate stacks in areas where these fellows operated but decided to exclude this option.

Several formations were arriving in the battle area just as the season's campaigning was coming to a close, most notably, the 11 East African Division. Because of their late arrival, I have excluded them from the game.

Finally, there are a number of amalgamated units. This expedient was done to "clean up" the OB. There are a number of motorized infantry battalions noted as mechanized. These formations had a small detachment of armor (usually tanks) attached on a semi-permanent basis. Rather than having companies running about, I decided to incorporate their strength and characteristics into the battalions they operated with. The other major departure from a truly accurate OB is the combining of Commonwealth divisional artillery into a single unit. This of course is not how they were organized, but the expedient was needed because of the restrictive nature of the battle area for deploying artillery (flexibility was difficult at best) and a desire to keep the "extra steps" out of the game.

Bizarre unit values: There are a number of strange unit values on the counters that players should be careful to note. The majority were done to better simulate the effects of the difficult terrain and its impact on operations.

First, there are a number of units which, in the past, used leg movement. They are now motorized. These include the

larger artillery units and wagons. This was done in order to hinder movement in the mountains.

Second, some eyes may be raised as to the limited range of artillery (particularly the Japanese artillery). This was intentional. The terrain greatly restricted the flexibility in use. Furthermore, most of the Japanese artillery and the divisional artillery in particular was used in a direct fire role. Japanese indirect fire methods were at best crude. This is reflected in none of the Japanese artillery having a range greater than 1 when in move mode. However, these units have generally good action ratings and the defense strength of 1 is nothing to ignore at this level. They hold ground well and can stiffen a defense nicely.

The other major oddity in the ratings are the exceptionally high ratings for Allied armored units. The various narratives from the various battles continually and consistently indicate the positive impact these units had on Allied combat abilities. The nearly complete lack of effective Japanese anti-tank weapons emboldened the Allied tankers. This is reflected in the high action ratings.

Map: The one area of this project which was surprisingly difficult was generating the map. The basic map was created using 1:500,000 scale TPC maps. These, of course are modern maps and locations and important features had to be drawn from period maps and the various narratives available. The difficulty entered in when attempting to confirm location names, spellings and dealing with different languages. To put it nicely it was a nightmare. But, as usual, the extensive *Gamer's* network came through again. Stephen Graham, the *Gamer's* web and mailing list administrator has some sort of advanced degree in Burma studies. He graciously reviewed the place names and locations, correcting my faulty spelling and colloquial conventions. While this was going on, I asked Steve if there were any "really good maps" of Burma. He indicated that the real problem is that every time a survey crew heads into the Assam Province, most don't return as there is still to this day active participation in headhunting by the locals.

Multi-player Game: This game is remarkably well suited for a four player game. Much of the tension of the real campaign can be developed by splitting the commands in the following manner:

Allied Player 1—14 Army (Imphal area)
 Allied Player 2—Air Force, Chindits,
 Marauders and Chinese.
 Japanese Player 1—33 and 15 Divs
 Japanese Player 2—31 and 18 Divs and 24
 Bde.

The dynamic set up for the Allies is a constant battle for the air assets, supply, and the give and take of the Chindit mission and assignments. The split for the Japanese player is even more dynamic in that the demands of the non-Imphal operations can be effected directly by Sato's 31 Div (a bit of a wildcard in reality). Just to create further strife, divide up the victory conditions and make the different players responsible for some agreed upon number of points.

Player Notes

This game is a substantial departure from the OCS games of the past. Even *Tunisia* had large areas where wild fluid action occurred. This battle has the potential for dramatic marches, but they are not lighting drives by panzers in the desert, but quick marches down mountain passes. The player who keeps his eye on the passes and jungle tracks and appreciates where he can go and where he can not go in a hurry will come out the better.

The tracks through the jungles and mountains restrict movement in such a way that stealing a march on your enemy is actually quite easy. If one is able to "jump" a mountain and get set on a parallel path, the enemy will be hard pressed to catch them. One tactic to achieve this end is the judicious use of Reserve markers. Foot units can be placed in reserve and moved into a trackless mountain. During exploit, they can be activated and moved again. At first blush, this appears to be a gamey trick, but this effect was recreated numerous times during the battle. The watch word for both sides in this battle is "watch the paths". They are daggers pointed at the heart of your army.

Japanese Player Notes: The Imperial Japanese Army presented in this game is an accurate representation of the army's TO&E but nothing in the OCS is provided to model the incredible schism in mindset and in-fighting between the commanders in the field. In the actual assault on Imphal all three division commanders were replaced during the campaign. This unprecedented command shake-up is but one example of the level of division in the Imperial Japanese Army.

Historically, there was little chance for the Japanese to win this battle. In modern warfare, reliance on will and spirit suffer badly against barbed wire, tanks and machine guns. Sato and to a lesser extent Tanaka and Yanagida realized this. By the simple fact that the players are individuals, a more unified and sane course can be set for the Japanese. This in and of itself gives the Japanese more capabilities than it had historically. In addition to this, a number of rules to severely hamper the Japanese army on the tactical level were not included. These rules centered around the incredibly destructive (to themselves) nature of stand-up fighting executed by the lesser quality Japanese formations. Because of this, the Japanese player should consider their actions carefully. There is no need to blindly travel down the same path as 1944. By using the advantages and added flexibility offered, a challenging, and potentially successful, campaign can be run.

Another point to keep in mind is that the players will find it difficult to do as poorly as the Japanese did historically, especially at Imphal. The historical results would have about a dozen Japanese combat units on the map at the end of the campaign. If you go into the battle with the idea that everyone on your side is going to die a glorious death, new vistas of opportunity are opened to you.

Operationally, the Japanese own the mountains and jungles. This is their greatest advantage over the greater firepower and size of the Allied armies. The ability to use leg movement for supply draw and trace, the dependence on mule transports coupled with the forage rules make this possible. This advantage must be pressed to its fullest.

The basic tactic on the attack is to infiltrate through the enemy lines. Once behind the enemy lines, the Japanese player should not hesitate to drive deep into the unprotected rear of the enemy. There is little more pleasing than establishing a long line of battalion size roadblocks in the mountains behind the enemy. They may be able to dig you out, but they'll burn themselves out in the process.

On the defense, depth is the key. Don't let the enemy behind you. Although it is not important for trace supply purposes, it could be critical for combat supply. The last thing the Japanese player needs is to lose combat formations retreating through zones of control. It may seem like there are a lot of Japanese units and they may seem to come back fast, but the Japanese player can ill afford to lose units unnecessarily. Guard roads and passes in depth.

The power of the Japanese army in this game rests in its aggressive nature. Every opportunity should be taken to surround and block the movement of the Allied player. Direct confrontation and set piece combat should be avoided. The Allied brigades are very difficult to attack. However, when confronted by lower action rating individual units, the Japanese should not hesitate to attack them using the Banzai attack option.

Strategically, the Japanese situation is fairly set. Imphal is the key as most of the combat power of the army is arrayed around that location and victory conditions don't allow one to ignore the area. Historically, the only reason the Burma Area Army provided the "lavish" resources to the battle, was the promise offered in the capture of Imphal. It is arguably very difficult to take the town. However, it is not impossible. The Japanese player should not ignore the Dimapur option. Historically, the greatest fear of the 14th Army was that the 31 Division would ignore Kohima and move on to Dimapur.

The wildcard in Japanese planning is the 15 Division. Historically, it had a very passive role. However, it could be used on any of three axis to great effect. First, it could be used to reinforce the drive of the 31 Division, possibly being used to block Kohima while 31 Division continues on to Dimapur. Second, it can be used to reinforce 33 Division, whereby the 15 Division could advance along the Tamu road while 33 Division concentrates on the Tiddim road. Finally, the division could be withdrawn and used to attack the Chindits, reinforce the 18 Division and crush the Chinese Army. This option should be seriously considered.

On a final note, dealing with the Chindits can be frustrating at best. If there is something the Japanese player doesn't want those chaps to land on, they had better garrison it. The airmobile aspect of this force makes them very flexible in deployment. However, once on the ground, they have no more advantage in movement than the Japanese forces. Containment is probably a more tenable course of action than annihilation. However, if willing to withdraw some forces from the Imphal offensive, the latter option becomes a viable alternative.

Allied Player Notes: The Allied army is big and powerful. Dominance of the air has been achieved and massive firepower can be applied at just about any location desired. With the Chindits, there is huge potential for deep raids into enemy

territory. However, these armies are generally road bound. This is the Allied "Achilles Heal". It is exceptionally difficult (except for the Chindits) to operate more than 1 hex off a road and as such, the Japanese have a large degree of freedom of action.

Tactically, small formations can be maintained in the mountains. Mules are used to shuttle supplies to them as they will be unable to trace to other sources (Allied supply is road based). Regrettably for the Allied player, there are very few of these units available. Care should be taken to make sure that these important units are not squandered. One item that the Allied player should seriously consider is retaining a Chindit Bde for use by 14th Army. Historically, 23 Bde operated northeast of Kohima with great effect. Their forage ability allows them the similar advantages in the mountains as the Japanese.

Another tactic that should not be forgotten is the use of air interdiction. Although this is greatly restricted by the spotting rules for this game, it is perfectly reasonable to use aircraft to block paths adjacent to but not connected with the hex occupied by a friendly unit. In this way, the Allied player can influence movement into areas two hexes away from a supply road.

Strategically, the situation for the Allies is fairly straightforward. IV Corps at Imphal starts out in a terrible situation being grossly over extended and dispersed. The first job for them is to withdraw in good order by extracting, using, or destroying all the forward supplies and not allowing the Japanese to penetrate onto the Imphal plain until sufficient troops arrive to safeguard the area. Initially, the operations of the Chinese forces are also fairly simple. They lack the strength to take on the 18 Division directly. Until reinforcements arrive, indirect approaches are the most effective.

The Chindits are the wildcard for the Allied player. Historically, they were somewhat wasted in that there was minimal reliance by the Japanese on a rear area supply system. However, they can be used to great effect in destroying the 18 Division. The initial goal is to get established, secure a base for operations (probably away from the central corridor). When ready, use this force to advantage.

In the later part of the game, the main goal is two-fold. Of primary importance is opening the Dimapur-Imphal road. When the weather turns bad, supply delivery will become tenuous. Allied players should not rely on air transport starting in July. Second, the Ledo Road

needs to proceed. Every action should be geared to those efforts. With the arrival of reinforcements, especially on the Chinese front, the Japanese player will be hard pressed to stop this.

Historical Notes

One of the more difficult tasks encountered in this project was the rather manic nature of the action. There are basically three separate, but related actions packed into one OCS size map area. Both sides are attacking and defending. It gets very confusing, very quickly. Rather than attempt to write a standard narrative of this campaign, I have chosen to use the diary format. The advantage of this is that it is much easier to describe the historical actions in relation to each other and to translate that into the game components.

Japanese Units are in *Italic*.

Burma Diary

Turn March 5

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: *1-215-33* and *2-215-33* begins moving across the Manipur River in preparation of encircling 17 Division. Other elements start north to pin the division. Allied reactions are slow despite prior planning for the attack.

Center Axis: The Chindits (77 and 111 Brigade) begin landing operations at "Broadway" and "Chowringhee". A third landing site at "Piccalilly" was abandoned when hours before the takeoff, it was discovered that the site had been obstructed with felled trees.

Shadzup-Myitkyina Axis: 2-Marauders enters Walawbum cutting off elements of 18 Division north of the Hambyu River. 55 and 56-18 counterattack at Walawbum The attack was successful in pushing the 2-Marauders off the road and new lines were established to the south. The 38 Chinese Division was slow in follow-up.

March 8

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Elements of *215-33* advance north along the east bank of the Manipur River. Elements of *214-33* advance through the mountains east of the Tiddim road. Other elements of *33 Division* advanced toward Tamu (*Yamamoto Force*) capturing Malu. 17 Division belatedly starts to withdraw.

Center Axis: *15 Army* is informed of the Chindit landing operations, but no information is available regarding the size of the operation. Initial landing operations are complete as 9,250 Chindits begin operations. The bulk of 77 Brigade leaves "Broadway" for Indaw. "Chowringhee" is abandoned by 111 Brigade.

Shadzup-Myitkyina Axis: 18 Division successfully enters defensive positions at Jambu Bum (5 miles north of Shadzup).

March 12

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: 33 Division cuts off the 17 Division (located near Tonzang south of the Manipur River a) by establishing roadblocks between MS100 and 109 (elements *215-33*) and at Tuitum (elements *214-33*).

Center Axis: Initial fly-in completed. 77 and 111 Brigade landed without incident. Japanese air attacks begin on "Broadway". 16 Brigade, after marching from Ledo, is ordered to establish a base at "Aberdeen" north of Indaw.

Shadzup-Myitkyina Axis: Marauder flanking marches start in the Shadzup area.

March 15

Kohima-Imphal Axis: The 15 and 31 Divisions begins crossing the Chindwin River. 20 Division (32, 80 and 100 Brigade) begin to withdraw to the Tamu area.

Imphal-Tiddim Axis: Imphal-Tiddim Axis: 37 Brigade and 7 Cavalry engage enemy roadblocks from the north. 63-

17 clears the roadblocks between Tiddim and the Manipur crossing in heavy fighting. 48-17 is committed to clearing the remainder of the road.

Center Axis: 24 Brigade is ordered to coordinate operations against the Chindits and begins redeployment to the Indaw area. Local troops probe Mawlu ("White City"). 16 Brigade arrives in Indaw area after long march from India.

Shadzup-Myitkyina Axis: 22 Chinese Division, with tank support, attacks Jambu Bum. Heavy fighting cleared the ridge but demolition delayed the advance until March 21.

March 19

Kohima-Imphal Axis: Elements of 15 Division enter Mintha. Heavy fighting breaks out at Sheldon's Corner with 152-50 Para. 31 Division's left flank reaches Ukhrul and attacks elements of the 50 Para Brigade. The right flank group approaches the Jessami area.

Imphal-Tiddim Axis: 33 Division continues infiltration (to MS 82), forcing the 37-23 and 49-23 to withdraw. 33 Division (*Yamamoto Force*) closes on Tamu. 5 Division begins arriving in the battle zone from the Aarakan.

Center Axis: 3-114-18 Battalion makes an unsuccessful attack on "White City". The IJA abandons air attacks on Chindit base camps as losses mount.

Shadzup-Myitkyina Axis: 1- Marauders, supported by 113-38 Chinese, after unsuccessful attempts at avoidance, end up fighting in hills east of Shadzup.

March 22

Kohima-Imphal Axis: The 31 Division's left flank and 15 Division's right attack 50 Para Brigade at Shangshak. Heavy fighting ensues.

Imphal-Tiddim Axis: After hard fighting, 17 Division reestablishes communications with Imphal and escapes the 33 Division trap. The 33 Division attacks rearwards south of

Tamu (32-20) and at the Tiddim saddle (1-10 Gurka-17).

Center Axis: The 3-114-38 Battalion continues probes at "White City". 14 Brigade begins fly-in at "Aberdeen". 24 Brigade begins arriving in force at Indaw. Gen. Wingate is killed in a plane crash, throwing the plans of the Chindits into disarray.

Shadzup-Myitkyina Axis: 2-Marauders emerges from the mountains at Inkongohawng (15 miles south of Shadzup). Elements of 114-18 counterattack. The 2 and 3-Marauders withdraw to the Manpin area.

March 26

Kohima-Imphal Axis: 50 Para Brigade withdraws from Shangshak in some confusion. 138-31 engages the Assam Regiment in the Jessami area forcing the latter to withdraw on Kohima in disorder. 161 Brigade is committed on the Dimapur-Kohima road. The remainder of 5 Division completes deployment to the Imphal plain. 2 Division prepares to move to the Dimapur area.

Imphal-Tiddim Axis: 33 Division attacks Moreh. Fighting continues on the Imphal-Tiddim road as 17 Division continues to withdraw.

Center Axis: Broadway is attacked. It holds, but air operations are not possible for 3 days. 111 Brigade at White City captures Mawlu. 77 Brigade controls 30 miles of the Myitkyina-Mandalay railroad between Kadu and Pinwe (10 miles north of Indaw).

Shadzup-Myitkyina Axis: Heavy fighting between 114-18 and the Marauders (less 1 battalion) erupts at Nhpum Ga (10 miles NNE of Manpin). Japanese encircle the garrison. A relief force is sent to assist the Marauders. 65-22 Chinese begins flank march around Japanese left toward Shadzup.

March 29

Kohima-Imphal Axis: 161 Brigade arrives at Kohima but only its lead element (4 Royal West Kents) arrives

before the garrison is surrounded. 33 Division (1-58) cuts the Kohima-Imphal road at Tuphema (just south of Kohima).

Imphal-Tiddim Axis: 17 Division is still heavily engaged on the Tiddim-Imphal road. Heavy fighting breaks out at Tegnoupal as elements of 20 Division attempts to clear roadblocks. 32-20 abandons Moreh and moves to Palel.

Center Axis: 16 Brigade attacks Indaw as Japanese garrison reaches 2000 men.

Shadzup-Myitkyina Axis: Shadzup is captured by 65-22 Chinese. Forces are sent to assist Nhpum Ga begin attacks to raise the siege. Heavy fighting ensues.

April 1

Kohima-Imphal Axis: Kohima-Dimapur road is cut by elements of 31 Division, as 161 Brigade is cut off.

Imphal-Tiddim Axis: 80-20 abandons Sibong and joins 100-20 in the Shenam-Tegnoupal area. 123-5 Brigade is committed on the Imphal-Ukhrul road and defends against attacks SW of Yaingangpokpi.

Center Axis: Lentaigne (the new Chindit commander) decides to reinforce "White City" changing it from a blocking position to a stronghold.

Shadzup-Myitkyina Axis: Heavy fighting continues in the hills around Nhpum Ga.

April 5

Kohima-Imphal Axis: Elements of 15 Division (2-60) reach Kanglatongbi (Sengmai area). 51 Regiment attacks in the Kamenu area. The center of the division reaches Chingdai area where it will defend for the next month. 31 Division continues its attacks at Kohima reducing the garrison to a small perimeter.

Imphal-Tiddim Axis: *Yamamoto Group (33 Div)* begins attacks on Tengnoupal-Shenam Pass. The location would not be cleared for a month. The rest of the division arrives south of Churachandpur.

Center Axis: Organized attacks on "White City" begin as 1-4-2, 2-29-2 and 139-24 Battalions make aggressive attacks on the position.

Shadzup-Myitkyina Axis: Nhpum Ga is relieved and the Japanese forces withdraw. The Marauders are seriously depleted in morale and manpower after the action.

April 8

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: *33 Division* enters Torbung (15 miles south of Bishenpur) after 48-17 troops withdraw. British forces counter attack in the Shenham pass area.

Center Axis: West African Brigade arrives at "White City" from "Aberdeen"

Shadzup-Myitkyina Axis: 38 Chinese Division starts flank march around the *18 Division's* right (east) flank. Progress is slow.

April 12

Kohima-Imphal Axis: Attacks at Kohima reduce in intensity as *31 Division* regroups. *2 Division* succeeds in making contact with 161 Brigade along the Dimapur-Kohima road. *51 Regiment* withdraws from exposed positions on the Ukhrul-Imphal road. as elements of 2 and 5 Divisions attempt to surround it. *2-60-15* attacks Sengmai and fails to carry the position.

Imphal-Tiddim Axis: Infiltration parties blow up a bridge on the Silchar-Bishenpur track. 32-20 (attached to 17 Division) moves to Bishenpur and 48-17 withdraws to Imphal. *33 Division* discontinues attacks in Bishenpur area to regroup. *213-33* makes strong attacks near Tengnoup

Center Axis: *24 Brigade* launches serious attacks against "White City".

Shadzup-Myitkyina Axis: 149-50 and 150-50 Chinese Regiments are flown into Maingkwan to operate in conjunction with 22 Chinese Division.

April 15

Kohima-Imphal Axis: *15 Division's* center is ordered to defend the Chingdai area. *31 Division* makes strong attacks against the Kohima garrison nearly overwhelming the defenders. Kohima is relieved by 2 Division.

Imphal-Tiddim Axis: *33 Division* sends *214 Regiment* north of Bishenpur in an attempt to break the lines of the 17 Division. 32-20 counter attacks and cuts the unit off. 89-7 arrives in Imphal.

Center Axis: Japanese forces attacking at "White City" withdraw after heavy losses.

Shadzup-Myitkyina Axis: No major activity.

April 19

Kohima-Imphal Axis: 5 and 23 Divisions launch attacks on the north end of the Imphal plain against 15 Division. The latter is ordered to stop its attacks toward Imphal as losses mount. Sato (*31 Division*) is ordered to release a reinforced regiment from his division. 23 Brigade makes contact with *124 Regiment* north of Kohima, successfully flanking the *31 Division*. Sato begins to withdraw the regiment to comply with the *15 Army* orders

Imphal-Tiddim Axis: 63-17 joins 32-20 in containing and reducing the infiltration of the *214 Regiment*. Heavy fighting erupts in the Palel area between 20 Division and *33 Division (Yamamoto Group)* as the latter attempts to clear the passes to the Imphal plain.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: Stilwell orders "End Run", a lighting strike for

Myitkyina. Three task forces are formed. They were 'H' (150-50 Chinese and 1-Marauders), 'K' (88-30, 3-Marauders) and M (2-Marauders). The Marauders were at 50% strength by this time.

April 22

Kohima-Imphal Axis: The struggle for Kohima continues as heavy fighting occurs between 2 Division and *31 Division*. Sato decides to ignore orders and retain the *124 Regiment* in hopes of containing the Allied advance.

Imphal-Tiddim Axis: *33 Division* launches strong attacks against 17 Division at Bishenpur.

Center Axis: *24 Brigade* attacks 77 Brigade rearguards at Tonlon. 111 Brigade begins move north to establish a new base ("Blackpool") at Hopin.

Shadzup-Myitkyina Axis: 22 Chinese Division is ordered to flank *18 Division* to the west. A lethargic march ensues.

April 26

Kohima-Imphal Axis: 60-15 enters Langgol.

Imphal-Tiddim Axis: *33 Division* continues its attacks in the Bishenpur area.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: End Run begins as the reinforced Marauders head for Myitkyina. 22 Chinese Division in the Chishidu area (12 miles WNW Kamaing). 114-38 Chinese succeeds in turning *18 Division's* flank while 112-38 and 113-38 Chinese hold the front.

April 29

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: No major activity.

Center Axis: *33 Army* is established and takes command of *24 Brigade, 18,*

53 and 56 Divisions. 16 Brigade begins withdrawal to India

Shadzip-Myitkyina Axis: Heavy fighting between 18 Division and the Chinese takes place. The Japanese positions steadily deteriorate.

May 1

Kohima-Imphal Axis: Heavy fighting is still continuing at Kohima as 31 Division begins to give ground.

Imphal-Tiddim Axis: 33 Division again attacks toward Bishenpur with little progress made.

Center Axis: 53 Division begins arriving in the Indaw area. "Aberdeen" is abandoned and operations move to the "Blackpool" area.

Shadzip-Myitkyina Axis: 2-114 makes contact with 'K' Force at Ritong (45 miles NNW Myitkyina). A 4-day battle ensued. 22 Chinese Division enters Inkangahtawng.

May 5

Kohima-Imphal Axis: 23 Brigade, after making a wide flank march, cuts 31 Division's line of communications with the Chindwin at Jessami. 60 Regiment withdraws from Langgol. Other division elements withdraw from Chingdai area.

Imphal-Tiddim Axis: Yamamoto Group (33 Div) captures the Tegnoupal-Shenam Pass after a month of fighting. 33 Division is reinforced by the 2-51-15 Battalion.

Center Axis: "Blackpool" becomes operational. "White City" is abandoned. 128-53 Regiment meets 77 Brigade outside Mawlu. After a sharp fight, 77 Brigade withdraws.

Shadzip-Myitkyina Axis: 2-114-18 withdraws to Tingkrukawng.

May 8

Kohima-Imphal Axis: 2 Division starts renewed attacks at Kohima designed to clear the Kohima-Imphal road. After

heavy fighting the ridges around Kohima are cleared and 31 Division breaks and routs.

Imphal-Tiddim Axis: The bulk of 7 Division begins arriving at Silchar. 20 Division withdraws to IV Corps reserve and is replaced by 23 Division in Palel area.

Center Axis: 53 Division, planning a set piece battle at "White City", attacks. Finding the position abandoned, they pursue the Chindits along the railroad. "Broadway" is abandoned as Chindit forces move north.

Shadzip-Myitkyina Axis: Yunnan Army begins tentative offensive operations east of Bhamo. 'K' Force moves to Tingkrukawng and engages 2-114 in a two-day pitched battle. 'H' force continues south and reaches Hkumchet (25 miles NNW of Myitkyina).

May 12

Kohima-Imphal Axis: 15 Division positions are attacked as 5 Division starts its drive north along the Imphal-Kohima road and 20 Division attacks toward Ukhrul.

Imphal-Tiddim Axis: 48 Brigade infiltrates from Palel to Tiddim Road at Torbung, establishing a roadblock behind 33 Division. 63-17 begins advances south of Bishenpur.

Center Axis: Blackpool is attacked by 2-146-56 and 3-114-18 Battalions.

Shadzip-Myitkyina Axis: No major activity.

May 15

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Elements of the 33 Division, 1-67-15 and 2-151-53 Battalions attack the roadblock at Torbung. Both sides suffer heavy losses. The roadblock remains in place. Meanwhile, other elements of the 33 Division (1-213, 2-213, 2-214)

infiltrate north of Bishenpur, cut off the bulk of 17 Division from Imphal and attack the town. 63-17 meets stiff resistance in attacks south of Bishenpur. 123 Brigade captures Kanglatongbi.

Center Axis: 77 Brigade moves out of "Blackpool" en route to Mogaung to support the Chinese attacks in that area. 3-114-18 and 2-146-56 attack 111 Brigade at Namkwin. 53 Division moves up to support the attack. Chindits come under Stilwell's command. Problems start immediately as he sees them as regular, albeit elite, infantry.

Shadzip-Myitkyina Axis: 'H' Force of the Marauders capture the airfield at Myitkyina. Chinese reinforcements are flown into the area. Japanese forces are ordered to march to the town. Chinese forces launch tentative attacks (unsuccessfully) into the town. 'M' Force engages elements of 114 Regiment at Arang (35 miles NNW Myitkyina). 113-38 Chinese captures Warong.

May 19

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: 50 Para Brigade is dispatched to prevent a breakthrough north of Bishenpur. Elements of 17 Division counter attack the infiltrators and tie them down in the hills north of the town. 33 Division continues attacks on the roadblock at Torbung.

Center Axis: 53 Division arrives in the Hopin area and begins engaging Chindit forces based out of "Blackpool". British outposts are driven in and the base perimeter is penetrated. The Japanese are forced out by counterattacks.

Shadzip-Myitkyina Axis: Myitkyina is under constant attacks by Chinese and Marauders.

May 22

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Low on supplies, taking heavy losses and not realizing that their position was putting a severe strain on *33 Division*, 48 Brigade withdraws toward Bishenpur. This reopens the line of communications for the *33 Division*. Heavy fighting north of Bishenpur continues as Japanese forces drive on the town while 32-20 attacks along the Silchar track.

Center Axis: "Blackpool" begins to run short of ammunition, Japanese forces penetrated the perimeter, counter attacks failed to restore the situation and the base is abandoned.

Shadzup-Myitkyina Axis: Major attacks occur at Myitkyina. 88-30 and 89-30 Chinese Regiments make largest effort. No appreciable gains were made. Casualties and logistic difficulties mount. More Chinese formations arrive and the positions are consolidated.

May 26

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Remnants of the 3 Japanese battalions attempting to infiltrate at Bishenpur are withdrawn. The units are functionally destroyed. 48-17 from the south and elements of 32-20 from the north attack Ngangkhalowai where *4 Engineer Battalion* holds against strong attacks.

Center Axis: *53 Division* arrives in force at Mogaung.

Shadzup-Myitkyina Axis: 112 Chinese Division completes a flank march around *18 Division* and establish a roadblock at Seton (5 miles south of Kamaing), cutting off the division. 2-146-56 counterattacks but is unsuccessful. Engineers from the Ledo Road are rushed to Myitkyina as the Marauders are exhausted and decimated. Reinforcements from *56 Division* arrive at Myitkyina.

May 29

Kohima-Imphal Axis: Sato orders, on his own initiative, the withdrawal of *31*

Division. 7 Division, deployed against *31 Division*, launches attacks which meet slight resistance. 161 and 114 Brigades contact enemy rearguards at Kezoma.

Imphal-Tiddim Axis: 32-20 and 48-17 withdraw to Bishenpur.

Center Axis: Stilwell requests that the Chindits be removed from his command as he feels they have been ignoring his orders. 77 Brigade at Lakum begins march to Mogaung. 3-128-53 is ordered to hold Mogaung as the remainder of *53 Division* is recalled from its attack to relieve Myitkyina.

Shadzup-Myitkyina Axis: 3-114-18 and 1-148-56 break through the Chinese cordon and enter Myitkyina. Actions in the Yunnan come to a close as Japanese counterattacks stabilize the situation. The bloody affair cost many losses but basically came to nothing.

June 1

Kohima-Imphal Axis: 20 Division begins attacks toward Ukhrul.

Imphal-Tiddim Axis: Elements of *33 Division* attack 63-17 south of Bishenpur, bringing that brigade's attacks to a halt.

Center Axis: 77 Brigade engages enemy forces in the Mogaung area.

Shadzup-Myitkyina Axis: 55-18 and 56-18, holding in the Nanyaseik area, are forced to withdraw. Only 3-56-18 withdraws as planned. The rest are forced to bypass enemy positions with a march to the east toward Pakhrensakan.

June 5

Kohima-Imphal Axis: 100-20 becomes bogged down in heavy fighting in the "saddle" northeast of Yainganapokpi. 80-20 makes good progress against demoralized rearguards in advance up the Iril valley

Imphal-Tiddim Axis: Heavy fighting in Ningthoukong (5 miles south of Bishenpur) where *4 Engineer Battalion* holds against strong attacks by 48-17

Division. 63-17 withdraws to Bishenpur *Yamamoto Group* finally clears the Shenam Pass and attempts to move on Palel. His advance is roughly rebuffed.

Center Axis: 77 Brigade attacks Pinhmi (east of Mogaung) and ultimately crosses the Wetthauk Chaung River, establishing a bridgehead.

Shadzup-Myitkyina Axis: Attacks continue on the Seton roadblock but the allied forces remain intact. The attacking units (except 1-151-53) now withdraw to Mogaung.

June 8

Kohima-Imphal Axis: Heavy rains reduce activities

Imphal-Tiddim Axis: Heavy rains reduce activities

Center Axis: 111 Brigade reaches Lakhren after a difficult march. 2-128-53 and 1-51-15 reinforce Mogaung.

Shadzup-Myitkyina Axis: Allied forces, heavily supported by airstrikes launch a set piece attack into Myitkyina. The attack falters and makes little gain for heavy losses. Minor attacks continue. 3-56-18 and some stragglers of the *18 Division* arrives at Kamaing.

June 12

Kohima-Imphal Axis: Heavy rains reduce activities

Imphal-Tiddim Axis: Heavy rains reduce activities

Center Axis: No major activity.

Shadzup-Myitkyina Axis: Kamaing is abandoned. 149-50 Chinese enters the town.

June 15

Kohima-Imphal Axis: Steady progress is made in attacks by 2 and 5 Divisions on the Imphal-Kohima road.

Imphal-Tiddim Axis: *33 Division* is reinforced by elements of *151-53*. These forces are thrown into the attack at Mouyantek.

Center Axis: 114-38 Chinese makes contact with 77 Brigade.

Shadzup-Myitkyina Axis: Allied forces continue attacks at Myitkyina. The former Kamaing garrison and the "lost" elements of the *55-18* and *56-18* meet up outside Kamaing.

June 19

Kohima-Imphal Axis: Imphal-Dimapur road is cleared of enemy resistance. The overland line of communications is restored to IV Corp. The siege of Imphal ends.

Imphal-Tiddim Axis: *151 Regiment* attacks west of Bishenpur reaching the remnants of *214 Regiment* and cutting the track to Silchar. Serious counter attacks are repelled.

Center Axis: Heavy fighting at Mogaung breaks out as 77 Brigade leads the attack into the town. Serious losses are taken in the 3 day fight.

Shadzup-Myitkyina Axis: Attacks at Myitkyina lessen as the Allied forces prepare for a long siege.

June 22

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Mutaguchi makes his first request to suspend offensive operations of *15 Army*. Heavy rain limits combat operations.

Center Axis: Japanese forces abandon Mogaung. 77 Brigade is reduced to 300 men fit for action after the battle.

Shadzup-Myitkyina Axis: *18 Division* is ordered to withdraw to Taungni sector.

June 26

Kohima-Imphal Axis: 33 Corps starts offensive to encircle Ukhrul as 23 Brigade drives for Layshi.

Imphal-Tiddim Axis: 48 Brigade counter attacks and drives off enemy forces blocking the Silchar track.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: No major activity.

July 1

Kohima-Imphal Axis: The retreating remnants of *15* and *31 Division* fall back on Ukhrul

Imphal-Tiddim Axis: No major activity.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: *18 Division* begins the withdraw to Taungni sector.

July 5

Kohima-Imphal Axis: Elements *15* and *31 Divisions* hold fast at Ukhrul so that their comrades can withdraw unmolested.

Imphal-Tiddim Axis: *Burma Area Army* orders *15 Army* to suspend offensive operations at Imphal. Remnants of *214 Regiment* withdraw from their positions north of Bishenpur.

Center Axis: *53 Division* withdraws from Mogaung to the Sahmaw River line (*128-53* at Sahmaw, *119-53* at Nawngghin, *1-151-53* at Nampadaung) This line would hold until August 6.

Shadzup-Myitkyina Axis: 18 Division arrives in Taungni sector. The formation is basically wrecked after 10 months of continuous action.

July 8

Kohima-Imphal Axis: Resistance at Ukhrul collapses. 23, 33, and 89 Brigades begin pursuing the routed enemy toward the Chindwin.

Imphal-Tiddim Axis: *15 Army* orders withdrawal of northern units but Mutaguchi continues probes toward Imphal from the south.

Center Axis: 111 Brigade is involved in heavy fighting at Pt 2171. 3WA Brigade reaches Pinbaw.

Shadzup-Myitkyina Axis: No major activity.

July 12

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: 17 Division opens its attacks in the Bishenpur area. Heavy fighting ensues.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: Major attack on Myitkyina fails to gain the town. However, the Japanese garrison is showing signs of weakening.

July 15

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: Ningthoukhkhong falls to the advancing 17 Division. *15 Army* discontinues attacks in the Imphal area. The offensive is over.

Center Axis: 72 Brigade (36 Division) begins arriving at Myitkinia. 77 Brigade begins to withdraw.

Shadzup-Myitkyina Axis: No major activity.

July 19

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: 5 Division passes through 17 Division to continue to drive down the Tiddim Road. 23 Division engages *Yamamoto Group* in the Shenam Pass making good progress in heavy fighting.

Center Axis: 14 Brigade arrives at Pt 2171 relieving 111 Brigade.

Shadzup-Myitkyina Axis: No major activity.

July 22

No major activity.

July 26

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: After a flank march, 49 Brigade establishes a blocking force behind Shenam Pass. However, heavy rains wash out roads allowing Japanese forces to withdraw before pursuit could follow.

Center Axis: 36 Division arrives at Mogaung

July 29

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: 5 Brigade reaches Tegnoupal. 123 Brigade captures Churachandpur (MS 42)

Center Axis: 111 Brigade is evacuated. 14 Brigade and 3WA would leave Burma in Mid-August

August 1

Kohima-Imphal Axis: No major activity.

Imphal-Tiddim Axis: No major activity.

Center Axis: No major activity.

Shadzup-Myitkyina Axis: Japanese garrison at Myitkyina runs out of time, food, and manpower. They withdraw. Allied forces enter the town.

The Gamers

Consolidated OCS Optional Rules (March, 1999)

This is a consolidated listing of the current optional rules. Some of these were originally posted in the v2.0i rulebook, others were in **DAK**. Some have been changed, added, or deleted as additional experience has shown best. Many have asked for a comprehensive listing of official options, most (if not all) of which will form the basis of the v3.0 rules slated for release in 2000 with **Sicily**. While still optional, these rules form the basis of what will become the official changes to the standard rules. Some rules have been removed from this list which you, personally, might still want to use. Feel free to do so, anyway. This list contains those rules edging their way toward standard rule status and are recommended for all normal play. Other older rules are still out there and can be used if desired, but did not make this cut. Enjoy!

Opt.0 Changes to the Series Rules themselves

Some of the rules below (especially the air rules) override the material in the regular v2.0i rulebook. In addition to that, delete the following rules:

9.10a: Nobody is free from his option, even if the other side is destroyed.

6.5: There is no more Recon by Force. Also, delete the reference to Recon by Force in 5.7f

Opt.1 Combined Arms

Negated x2 in the Open. Armor and Mech units are usually x2 in Open Terrain according to Special Modifiers; in the following cases, they are x1.5 instead:

- For these rules, “Armor” is defined as Yellow-coded units or Red-coded units with a Tank Symbol (such as a Soviet Tank Brigade). “Mech” is defined as those Red-coded units which **do not** have a Tank Symbol (such as Panzergrenadiers). “Other” type units are those which are neither Red- nor Yellow-coded. “Antitank” units are only those with the Antitank symbol on their counter.

1) Attacking *Armor* is x2 **only** if the target hex **does not** contain **any** *Armor* or *Antitank* units.

2) Attacking *Mech* is x2 **only** if the target hex **does not** contain **any** *Armor*, *Mech*, or *Antitank* units.

Design Note: Each of these two rules shows the reduction in the offensive power of mechanized units when confronted by defenses prepared for their threat. As a side benefit, the definitions and units involved in each brings out the “hard-yet-soft” character of most Red-Mech units.

Opt.2 Hedgehogs

1) To destroy a Hedgehog, a unit must begin the Movement Phase in the Hedgehog’s hex and the unit can only destroy one level per turn (engineer-capable units can destroy two levels per turn).

2) Hogs negate the armor effects as if they add a nominal anti-tank unit to the stack (as per OCS Opt. 1).

...but at a price:

3) Each level of Hedgehog built costs 2 SPs, not 1 SP

4) If any defender option results must be taken, half (rounded up) of all option combat results **must** be taken as step losses, remaining Option results are normal. If the attacker takes his option, ignore all defender options as you would normally—if the defender decides to apply his options anyway, he must take these losses.

5) Only Artillery-type units can be in Reserve in a hedgehog hex. Other unit types cannot be inside such a hex and be in Reserve at the same time.

Opt.3 The Optional Air Rules (*modified from that in v2.0i*)

*This is the most elaborate section of the Optional Rules package. It changes the air system quite a bit to suit players who are looking for a more explicit (and **not** implicit) air model. I think these rules are for the good and use them myself. Give them a try. They are, however, an integrated package—you should take all of them, or none of them. I will not try to imagine the bizarre results you might get by picking or choosing among them.*

When counting air units for these rules, count all air units (full strength or reduced) as one.

Opt.3a Put Up or Shut Up. Do not use the Put Up or Shut Up rule when applying this package.

Opt.3b Air Unit Stacking. Only four **Active** air units can be stacked in a single hex at the end of any phase. Ignore **Inactive** air units for stacking purposes—any number of them can be in a hex in addition to the maximum allowed number of Active air

units. **Exception:** Excess stacking of one Active air unit per level is allowed at friendly air bases (therefore a Level 3 air base would have a maximum allowed stacking of seven Active air units). Should a hex found to be overstacked beyond the allowance given here, make the excess air units Inactive (owning player's choice of air units).

Opt.3c Air Unit Movement. Instead of 2 air units, 3 air units can move together. Also, if a stack of air units contains any F-type air units, it **must** have an F-type air unit on top.

Opt.3d Air to Air Combat Table. Revise the Air to Air Combat Table as follows:

Mod. Dice	Result
3 or less	Attacker Abort and loses one step
4-5	Attacker Abort
6-8	Both Attacker and Defender Abort
9-10	Defender Abort
11 or more	Defender Abort and loses one step

Opt.3e "DG" Air Units. Air units can become DG. Air units become DG when the air unit flies half or more of its range from the base at which it last refitted **OR** if the air unit is involved in an air to air combat not in a friendly airbase hex (in the second case, the DG comes into effect after **all** combats in the hex are resolved and only applies to those air units which "rolled dice").

Mark DG air units with the same DG markers as used on Ground units.

1) Effects of DG on Air Units. A DG air unit has its **A** air to air rating modified by -1 (a zero would become -1), and **B** GS rating is x1/2. There is no additional effect of multiple DG results on air units.

2) Removal of DG. Remove DG from air units the instant they become Inactive.

Opt.3f Interception Limitations. Only **one** air unit can intercept a moving enemy air stack at any one time. Only active F-type air units which are the **only** air unit in their hex (a station hex **not** on a friendly airbase) can intercept. (The restriction on being alone in the hex does **not** apply to fighters over a friendly airbase.)

Opt.3g Refusal of Combat. A **single** air unit on station (but not over a friendly airbase), can refuse an air to air combat when an enemy air stack enters the hex. Such an air unit has the option of either accepting the combat, or refusing it. Should it refuse, shift the refusing air unit one hex in any direction and DG it. No stack of air units or air units over a friendly airbase can apply this rule.

Opt.3h Interception of Interceptions.

When an enemy air unit declares an interception, the moving player has the option of attempting to intercept the interceptor before that air unit makes it to the original target hex. This interception can occur in any hex of that player's choosing along the route the original interceptor chose to its target. This includes the final target hex. The interceptor of the interceptor **cannot** be intercepted. (whew!) If the selected hex is the target hex, resolve the fight between the two interceptors first, before working in any of the original target aircraft.

Opt.3i Air Base Attacks. Unlike regular hexes containing Active air units, if enemy air units enter a hex containing a friendly air base, **before** air to air combat ensues, apply the following: All but a maximum of **three** Active air units at the base must become inactive **at that** base. If any of these air units abort during air to air combat, then they must become inactive **at that base**. The moving player is the attacker if he has F type air units, the non-moving player is the attacker if he does not.

Also, in changes from the usual rules, enemy air units which do not have an F-type traveling with them **are** able to enter an enemy air base hex containing active enemy air units. Air units are **prohibited** from entering permanent station on an enemy air base hex—they can enter station only to participate in a later Barrage Segment, but any still atop an enemy air base at the **end** of the Exploitation Phase must return to base and become inactive.

Opt.3j Protected Air Units. Up to one **Inactive** air unit *per air base level* can be considered "Protected" at each friendly air base. Protected air units are treated like any other Inactive air unit except that they can ignore any potential of loss from an air or artillery attack against their hex (handle ground attacks normally). Identify the Protected air units at each base on the Air Base Card. Air units can become Protected at the instant they become Inactive at the base (they can displace previously Protected air units, if the base's Protected air unit limit has been filled, by simply replacing themselves with whatever air unit which will no longer be Protected). Protected status is lost the instant the air unit becomes Active and no Active air unit can ever be Protected. Airbase step losses do not change the base's protected air unit numbers for the current barrage.

Opt.3k Air Unit Replacements and Reinforcements. When the player rolls for Variable Reinforcements, he can choose to use any number of the Eq Repls he garners as Air Unit Replacements. If he chooses to do so, do not bring the Eq Repl in question

into play, but instead either flip one reduced air unit (any type) to its full strength side, **OR** bring one air unit back from the Dead Pile as a reduced strength reinforcement. This can be done regardless of actual flight conditions. The decision to use Eq Repls as Air Unit Replacements **must** be done at the **instant** of the roll and the choice cannot be changed later.

New air units show up at any air base (as they always have), but they do so **Inactive**, not active.

Opt.3l Serious Interdiction (SI). In addition to the current interdiction rule (14.15), add the following: For both 14.15 and the following, the additional MP costs for movement have no effect on the MP costs associated with supply draw, throw, and tracing.

SI occurs whenever there are Air Units with a *modified* (don't forget the effects of Opt.3e) total GS rating of **3 or more** in a hex. The terrain cost of such a hex has an additional **+3 MP** cost for units entering the hex that do not belong to the same side as the Air Units. There is no effect on hexes **adjacent** to either regular interdiction or SI hexes.

Units that **retreat** into such an SI stack are automatically DG at that moment in addition to all other effects.

Important: If a stack retreats into an SI hex that is already DG, the stack takes one step loss (just like DG retreat into an EZOC and the effect can be cumulative with the EZOC loss).

SI and regular interdiction **cannot** be used to make hexes immune to Overrun attacks, only terrain can impose the restriction of 7.1a.

Serious Interdiction has no additional effect on Rail interdiction (which remains as explained in 14.15b).

Opt.3m Air Unit Refit. Dispense with the current die roll system of refit. An air unit is an air unit for this purpose—no distinction is made between Full Strength or Reduced air units for refit purposes. Any airbase that is paid for according to the below can refit up to two air units per level. To turn on an airbase, pay 1T for it (regardless of the number of levels the base contains).

The ramifications of this are simple: spread out to lots of small airbases and enjoy the protection (at a cost in inefficiency), or consolidate into larger bases and be logistically more effective.

Air Base Supply: Because of this rule, ignore 15.0f regarding the supply of air bases. If the token are there to pay for refits, then the base is supplied, otherwise, it is not. For purpose of 14.5 (air units exempt from Return requirements), the air

base is supplied (allowing active air units to remain active) if a token (or more) is available which would allow refit.

Opt.3n Long Range Stations. No air unit can go on station at 1/2 range or more. This does not affect the ability to go on station **after** an intercept or the ability to enter a temporary station to participate in a GS attack.

Opt.3o Air Unit Movement: Additional Restrictions:

A) All air units that fly together as a stack must fly the entire mission as a stack. They may not voluntarily break up or leave units behind as CAP.

B) In order to go on station to establish an interception-capable station hex, a fighter must fly there as a single unit.

C) A GS Barrage can only involve air units that flew to the target as a stack.

***Design Note:** These elaborate air optional rules provide for a few features of air warfare the regular system glosses over for the sake of simplicity. Many of the above rules change the previously solid nature of CAP positions into something more permeable—bringing out the fishnet-like character of protective air cover, which allows attack into covered zones albeit at a loss of performance. Protected air units encourages dispersal and represents the difficulty enemy air units have in hunting down and killing enemy aircraft which refuse to come out to fight. Air Replacements mitigates against some of the “slippery slope” effect and allows players to (slowly) rebuild a credible air force after taking losses. The new Air to Air Table allows quality-challenged, but numerically superior, air units the ability to wear down enemy CAP by taking advantage of the “Both Abort” result. Also, the raw expected losses to air units from the table has been lessened to encourage more air to air combat by making the risks not as great. Put Up or Shut Up is not used as the stacking rule here eliminates its purpose (the ability to build big take-down stacks) and because the rule had an unrealistic side effect of generating massive, apocalyptic, air battles.*

Opt.4 Internal Stocks Replenishment

Change the Internal Stocks replenishment costs from “2T per RE” to “2T per unit or RE whichever is more.”

***Design Note:** This little rule keeps battalions from expending internal stocks for the same cost (when replenished) in attacks as when they pay normally. I can take or leave this one. It is here because it drives Rod Miller nuts to see the battalions “get off easy...”*

Opt.5 Anti-Ship Barrage

Use the regular Barrage Table on ships with either air, artillery, or other ship attacks. Each ship will have a set of Hit Boxes to check off, each hit from the Barrage Table marks off one such box (ignore DG results applied to ships). Apply the damage effects as they occur from the listing with the Hit Boxes. When a ship runs out of boxes, it sinks.

***Design Note:** This one adds an item left out of the original rules. Thanks to Dave Demko for bringing it up.*

Opt.6 Complex Attack Coordination and Flexibility Issues...

If a hex is attacked from any two non-adjacent hexsides **OR** three or more hexsides, all Exploit results from the combat are negated and no Exploit awards are made.

Opt.7 Barrage Density Mods

REs in Hex (don't round)	Shifts
1 or less	left 1
Greater than 1, up to 3	none
Greater than 3, up to 4	right 1
Greater than 4, up to 5	right 2
Greater than 5, up to 6	right 3
Greater than 6	right 4

Opt.8 Artillery Barrage Supply

Determine the initial (before shifts) table Column to be used in the barrage (by totaling the firing barrage points available). Pay according to that table column. Payment is made based on the column used **before** any shifts are made. All supply needed to fire a consolidated barrage must come from either the same Corps HQ or same direct draw point (if no HQ is used). Note that now that aircraft must make separate barrages, there is no reason to worry about air points mixed with artillery points—aircraft barrages are free (except for refit, below). Mark the Charts and Tables with the following:

Barrage Table:

1 or Less, 2, 3-4, 5-7, 8-11: 1T
12-16: 2T
17-24: 3T
25-40: 4T
41-68: 6T
69-116: 8T
117+: 12T

GS & Barrage vs Facility Table:

1-4, 5-10: 1T
11-20: 2T
21-40: 4T
41-80: 6T
81+: 8T

GS & Barrage vs. Dump/Truck Table:

1, 2-4, 5-8: 1T
9-12: 2T
13-24: 3T
25-48: 4T
49-62: 6T
63+: 8T

Notes:

1) DG Units fire 1/2 their fire strength and yes, they might end up on a lower, cheaper, table than usual because of it. In effect, the unit spent a lot more time than usual **not** firing.

2) No unit can “split” its fires or fire less than the full strength it has available. A unit either fires or it doesn't.

3) Do not double the cost of Rocket Artillery as was done before...it is already taken care of by the new rates.

Opt.9 Coordination of Air and Artillery Barrages

Artillery and air are not allowed to Barrage together in one attack. They can hit the same target in succession (different phases), but they cannot add their points together to make a single larger barrage attack. (Exceptions to this rule will be made in games with late-war US units involved...where air and artillery coordination was brought into full form.)

Opt.10 Additional Spotter Requirements

In order to avoid Modifier #4 (no spotter shift) on the Barrage Table the proposed spotter **must** be Attack Capable **and** not in Reserve, DG, or Strat Move Modes.

Furthermore, if artillery assigned to a division (or Soviet Corps) fires in a barrage, the spotter must also be from that division (corps) to count. A given barrage might legally have numerous spotters so that each set of divisional (corps) guns has its own organic spotter. If any divisional guns are involved in a barrage and an appropriate observer is not available, the No Spotter shift applies, but regardless of the number of such units not properly spotted, the modifier only applies once.

Artillery belonging to an actual artillery division (rare) are handled as:
Soviet—Can be spotted by any friendly unit.
Other—Can **only** be spotted by a divisional unit.

Reinforcement Schedule

Japanese Reinforcements

Turn	Units
March 12	Mandalay—3x 2-4-3 Infantry Bn (1, 2-67-15, 2-51-15)
March 19	Bhamo—2-5-3 Infantry Bn (3-113-56)
March 22	Mandalay—2-2-3 Infantry Bn (138-24), 2x 2-3-3 Infantry Bn (1, 2-4-2)
March 26	Mandalay—3x 2-2-3 Infantry Bn (139, 140, 141-24), 2-3-3 Infantry Bn (2-29-2)
April 1	Bhamo—2-5-3 Infantry Bn (3-146-56)
April 8	Bhamo—2-5-3 Infantry Bn (1-148-56)
April 12	Bhamo—2-5-3 Infantry Bn(2-148-56)
April 15	Bhamo—3-3-1-1 Artillery Bn (2-56-56)
April 26	Mandalay—3-2-1-1 Artillery Bn (2-2-2); 33 Army HQ
April 29	Mandalay—2x 2-3-3 Infantry Bn (1,3-128-53), 3-2-1-1 (1-53-53)
May 1	Mandalay—3x 2-3-3 Infantry Bn (1, 2, 3-151-53), 53 Div HQ
May 5	Bhamo—2-3-3 Infantry Bn (2-128-53)
May 12	Mandalay—2x 3-2-1-1 Artillery Bn(2,3-53-53)
July 1	Mandalay—2-3-3 Infantry Bn (2-119-53) Bhamo—2-2-3 Infantry Bn (1-119-53)

Allied Reinforcements

Turn	Units
March 15	Ledo—5-1-3 Infantry Rgt (88-30)
March 19	Ledo—5-1-3 Infantry Rgt (89-30) Silchar—33 Corps HQ
March 22	Ledo—5-1-3 Infantry Rgt (90-30) Silchar—4-5-3 Infantry Bde* (161-5), 2-5-3 Infantry Bn* (RWK-5)
March 26	Silchar—6-3-3 Infantry Bde (Lu), 2x 6-5-3 Infantry Bde* (9-5, 123-5), 2-5-3 Infantry Bn* (3-2 Pun-5), 24-2-2-4 Artillery Bde* (5-5)
April 1	Silchar—4-4-8 Tank Bn (45 Cav)
April 5	Ledo—5-1-3 Infantry Rgt (149-50) Silchar—6-4-3 Infantry Bde (4-2), 3-4-6 Motorized Infantry Bn (3-4 Bo), 24-2-2-4 Artillery Bde (2-2), 5-4-6 Tank Bn (149 RTR)
April 8	Ledo—5-1-3 Infantry Rgt (150-50) Silchar—3x 6-3-3 Infantry Bde* (33-7, 89-7, 114-7), 2-2-3 Infantry Bn* (1-11 Si-7), 6-4-3 (5-2), 3-4-2 (2 Man-2), 24-2-2-4 Artillery Bde (7 -7)*
April 12	Ledo—5-1-3 Infantry Rgt (41-14) Silchar—6-4-3 Infantry Bde (6-2), 4-5-6 (2-2), 4-4-8 Armored Car Bn (11 Cav)
April 15	Ledo—5-1-3 Infantry Rgt (42-14)
April 29	Silchar—6-3-8 Motorized Infantry Bde (268)
June 26	Silchar—2x 6-4-3 Infantry Bde (29-36, 72-36), 16-2-2-1 Artillery Bde (36-36)

*Arakan airlift units

Forage Effects Table

Attrition Table Result →	Current Status			
	Not Marked Out of Supply		Marked Out of Supply	
	No Loss	Step Loss	No Loss	Step Loss
Japanese	Do Not Mark OOS	Mark OOS, but do not take Step Loss ...OR... Take Step Loss, but do not mark OOS	Remove OOS Marker	Take step losses, retain OOS Marker
Chindit (Optional: Galahad)	Do Not Mark OOS	Mark OOS, but do not take Step Loss ...OR... Take Step Loss, but do not mark OOS	Retain OOS Marker	Take step losses, retain OOS Marker

Air Transport Success Table

Hex Status	Terrain Type	Drop Method	Failure	Success
Friendly Hex	Clear	Glider	1	2-6
		Paradrop	1	2-6
	Closed	Glider	1-3	4-6
		Paradrop	1-2	3-6
Enemy Hex	Clear	Glider	1	2-6
		Paradrop	1-2	3-6
	Closed	Glider	1-4	5-6
		Paradrop	1-3	4-6

Ledo Road Building Table

Required roll (two dice):

- open terrain 2+
- close terrain 3+
- very close 5+
- extremely close 6+

2T supply expenditure and at least one
“Road” engineer regiment present

Modifiers:

- +1 per engineer unit involved
- 2 if ground conditions are quagmire
or flood
- 2 if building on a track hex

Replacement Cost Table

(Allied Only)

- Infantry Bde or Rgt—2 Pax
- Infantry or MG Bn—1 Pax
- Tank, Arm Car or Cavalry Bn—1 Eq
- Air Unit step—1 Eq
- Glider point—1 Eq
- Artillery Bde or Rgt—2 Eq, 1 Pax
- Artillery Bn—1 Eq, 1 Pax
- Engineer Rgt—1 Pax, 1 Eq

Weather Determination

Step 1: Weather Table

Use column for current game turn, roll two dice as an 11..66 roll and mark result from left column on the Weather Track (north edge, Map A),

Weather	Turn		
	Mar 5-June 1	June 5-June 26	July 1-end
Clear	11..53	11..36	11..23
Light Rain	54..62	41..53	24..36
Rain	63..65	54..63	41..53
Heavy rain	66	64..66	54..66

Step 2: Ground Condition Table

Cross index new Weather Result with last turn's Ground Condition.

Old Ground	Weather this Turn			
	Clear	Lt. Rain	Rain	Heavy Rain
Normal	Normal	Normal	Mud	Mud
Mud	Normal	Mud	Mud	Quagmire
Quagmire	Mud	Mud	Quagmire	Flood
Flood	Quagmire	Quagmire	Flood	Monsoon

Step 3—Air Operations Conditions

Air OPS Result	Weather this Turn			
	Clear	Lt. Rain	Rain	Heavy Rain
Unrestricted	1-6	1-3	1	-
Restricted	-	4-6	2-5	1-3
Prohibited	-	-	6	4-6

Effects of Ground

Conditions:

Normal—Apply normal Terrain Effects on movement.

Mud—Modify normal Terrain Effects on movement by the value associated under Mud on the Weather Effects portion of the Terrain Effects Chart (if no modifier exists, use the normal Terrain Effect value). Note that these adjusted values do not affect Supply draw/throw/trace values and costs.

Quagmire—Same as Mud, except that the Quagmire column is used instead and more terrain types are modified.

Flood—Same as Mud, except that the Flood column is used instead. Note that Minor Rivers now give normal Major River effects and Crossings assume normal Minor River Effects.

Monsoon—Game ends instantly.

Effects of Air Conditions:

Unrestricted—All air ops are normal, including refit.

Restricted—Only flights from friendly airbase to friendly airbase are allowed (including air transport) and handled normally. Air units on station and not on a friendly airbase must return to base immediately and become inactive. Air units refit normally.

Prohibited—No air operations allowed, all units not on an airbase must return and become inactive. Air units remaining on their bases can refit.

Supply Tables

Roll	Allied	Japanese
2-3	2	0
4-5	3	1
6-7	4	1
8	5	2
9	6	2
10	7	3
11	8	4
12	9	5

Variable Reinforcement Table

Roll	Allied	Japanese
2-5	none	none
6-7	none	1/2 Bn
8	Sil	Bn
9	Ledo	Bn
10	Sil, Eq	2x Bn
11	Ledo, Eq	Other
12	Sil, Ledo, Eq	Other & Bn

Sil—Pax at Silchar; Ledo—Pax at Ledo; Eq—equipment Point (either location for Allied)
 1/2 Bn—Roll one die. On a 4-6, Japanese Battalion Dead Pile unit returned, otherwise no effect.
 Bn—Japanese Battalion Dead Pile unit returned. Other—Japanese Other Pile unit returned or flip reduced air unit.