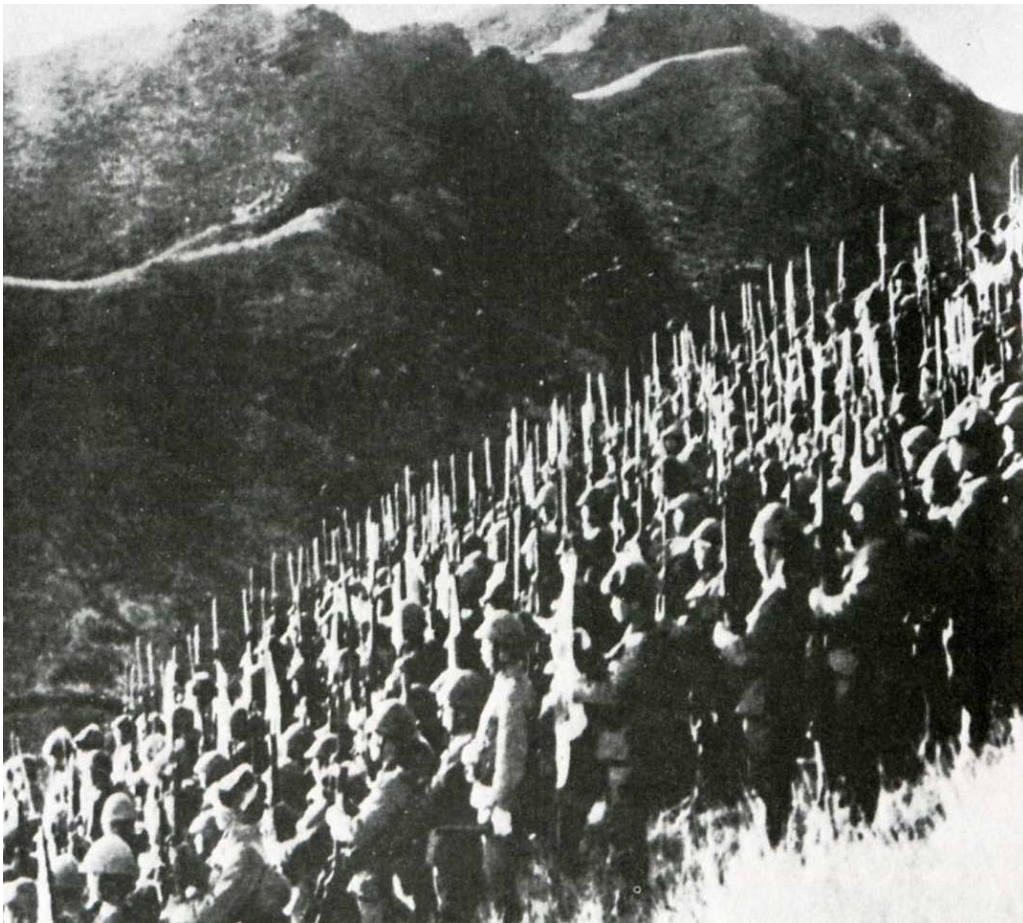


Burma Campaign 1942-45

A Bolt Action Game Supplement



Japanese forces prepare to enter Burma.

Seven Scenarios for the Battle of Burma

Scenario 1, Ambush on the Burma Road – March 1942	page 5
Scenario 2, The Battle of Nankan Station – March 6, 1943	page 7
Scenario 3, The Battle of Pagoda Hill – March 16-18, 1944	page 10
Scenario 4, The Battle of Imphal – March 1944	page 13
Scenario 5, Battle of the Tennis Court – May 10, 1944	page 15
Scenario 6, The Battle of Mogaung – June 2-12, 1944	page 19
Scenario 7, The Battle of Mandalay Hill – March 8, 1945	page 23

The Burma Campaign

Burma (Myanmar) was a British colony at the start of the war. British and Commonwealth troops, especially Indian and Gurkha, fought alongside United States and Chinese troops against the forces of Japan. Because of its geographic location, Burma was a scene of continuous fighting throughout the war. That said, each year's campaigning was destined to be cut short by the arrival of the annual monsoon rains. In addition, tropical diseases cut the through the ranks deteriorating the fighting ability of many units on both sides. The difficulty of moving supplies and wounded also slowed maneuvers. The nearest Allied base of operations, India, was wracked by famine and political unrest. But the biggest factor was that the Allies had decided to give priority of resources to the defeat of Germany.

When Rangoon (Yangon) fell in December 1941, the Japanese did not yet have intentions to capture the rest of the country. They knew holding Rangoon would protect their other gains in Malaysia and the Dutch East Indies. Thailand signed a treaty of friendship with them, and with the assistance of their army, the Japanese moved into Burma beginning on May 10, 1942. Because Rangoon was the terminus of the overland supply route to China, Chairman Chiang Kai-shek sent two divisions to defend northern Burma, alongside the British Burma Corps. They were defeated and had to give way to the advancing Japanese.

Special Rules

Terrain Special Rules

Barbed Wire – (*DitS* 54, 1 point/inch) barbed wire fences are obstacles to infantry and light vehicles, no impediment to half-tracked and tracked vehicles; remove a section when a vehicle passes through. Infantry within 2” behind wire receives soft cover when targeted, but no penalty when shooting.

Buildings – (*BA II* p120) provide various strengths and cover: these bamboo *shacks & hutches* – provide soft cover; they are destroyed on 6 HE hits.

Bunkers – may be palm log, coral, and concrete pillboxes.

Palm Log Pillboxes – 30 points each, shooting at defenders: cover -3, damage +1; shooting at bunker: destroyed on penetration of 9+ armor, or 10 HE hits.

Coral Pillboxes – 40 points each, shooting at defenders: cover -3, damage on +1; shooting at bunker: destroyed on penetration of 10+ armor, or 11 HE hits.

Concrete Bunkers – (*BA II* p127) 75 points each, shooting at defenders: cover -4, damage on +1; shooting at bunker: impenetrable by AT; destroyed by 12 HE hits.

Note: at Point-Blank range within the bunker opening's 45° firing arc, units inside bunkers receive hard cover only.

Dug-in: (*EiF* p112) troops in foxholes, sandbags, sangars, trenches, berms, redoubts have the following point values: 2-3 man foxholes 20 points per each; 3-4” sangars, sandbags, and trenches 15 points per each; trenches 25 points per 3-4” section; weapons pits, berms, redoubts 30 points per each.

Cover – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles.

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS. Built-up works (barricades, berms, sangars, and sandbags) are built above ground level so they do block LOS.

Hull Down – dug-in vehicles count as having hard cover. When receiving an “Immobilized” damage result, use the “Crew Stunned” result instead.

Hidden – dug-in units can use the normal Hidden rules; they count as Down.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Land Mines – (*EiF* p115) cost 50 points/6”x6” patch; if two are purchased a third may be a dummy (free). See more rules in the *EiF* book.

Impaired Visibility – (*BA II* p220) *Flare!*, *Dawn Assault*, *Longest Day*, *Reduced Visibility*.

Jungle – provides soft cover but gives no impediment to vision or movement for infantry; for artillery and vehicles it is Rough Ground.

Dense Jungle – use the rule for Dense Terrain (*BA II* p52).

Roads – are clear but unimproved; it does not give vehicle movement x2.

Roadblocks – can be pushed aside with a tank or armored car (Advance, no Running).

Bridges – are clear but the superstructure gives soft cover if intervening in the line of sight.

Rough Ground – (*BA II* p46) is terrain that impedes any movement into, across, or out of. Moving uphill is Rough Ground, across or downhill is normal movement.

Difficult Ground – has the same restrictions as Rough Ground but units require a Run order (no shooting).

Ridges – the sides of a hill or ridge are very rough ground for infantry (Advance, no shooting; Assault, move 9”), and impassible for vehicles.

Pagoda Hill – The hillside acts as a ridge (see below); the crest of the hill provides soft cover for units within 2” of the crestline.

Waterways – rivers, streams, lakes, ponds, and swamps.

Rivers – are impassable. Smaller streams and river fords are Difficult Ground.

Swamp – is rough ground and provides soft cover.

British Special Rules

Artillery Support – (British and Commonwealth, *AoGB* p17) armies that allow it, may have one Artillery FO (free) in addition to one purchased.

Behind Enemy Lines – (Chindits, *AoGB* p25) when outflanking, Chindits ignore the -1 to the order test to enter the board.

Bombardment – (British and Commonwealth, *AoGB* p17) when attacking apply a Preparatory Bombardment (*BA II* p131), however, this may not always be available.

Fire and Maneuver – (Chindits, *AoGB* p25) ignore the -1 penalty for moving and firing.

Manpower of the Empire – (Indian, *DitS* p23) forces receive a free, regular or early war, ten-man rifle section (*AoGB* p22).

National Characteristics – (British and Commonwealth, *AoGB* p18) choose one.

Scary Blighters! – (Gurkhas, *AoGB* p25) enemy units in Close Quarters with Gurkhas must half their number of attacks (rounding up).

Tough Fighters (Gurkhas and Commandos, *AoGB* p25) in Close Quarters Gurkhas may make an additional strike (only one) after a successful kill (*BA II* p91).

Unsurpassed Bravery – (Indian, *DitS* p23) When an Indian unit fails a Morale Check and would be destroyed as a result, roll again and take the second result.

Imperial Japanese Special Rules

Ambush Tactics – (*AoIJ* p14) any unit starting the game as Hidden (*BA II* p131) may start the game already in Ambush. Place an order die next to the unit.

Banzai! – (*AIJ* p14, modified) choose a target unit and make a charge move towards it (ignore pins); continue to charge each turn until contact is made.

Death Before Dishonor – (*AoIJ* p14) every Japanese unit has the Fanatic special rule (*BE II* p90). In addition, infantry and artillery units automatically pass morale checks when assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

Forward Deployment – (*BA II* p131) when defending the Japanese player may include Infiltrator Units, Suicide AT Teams, and Suicide Sniper Teams as well as units described in the Setting Up Observers and Snipers rule.

Japanese Infiltrators – (EiF p111) in conditions of limited visibility, a squad or team that is given an Ambush order forces the closest enemy unit within 12” to make an order test. If fail, the target unit counts as having muzzle flashes. If pass, no effect. If a ‘12’ is rolled the target unit loses one figure, and if a ‘2’ is rolled the Japanese unit loses one figure.

Suicide AT Teams – (AoJ p26) these single figures may be setup in a Forward Position; they carry one explosive charge. No morale check to Assault a tank. Upon contact with a vehicle remove the figure and apply an unmodified +8 penetration.

Suicide Snipers – (Dave’s rule) point cost per experience. These single figures may be setup in a Forward Position; they may begin the game hidden and in Ambush. Not having a scope, they do not use the Sniper rule but fire as regular units. Due to excessive cover, they receive a -2 cover when targeted. Once setup they may not move.

Opposing Forces

The British and Commonwealth platoons must be chosen from the **Fall of Singapore 1942** Theater Selector in the *AoGB* book p76, or the **1942-45 – Burma** selector in the *AoGB* book p77; depending on the scenario.

The Japanese platoons must be selected from **The Fall of Singapore, 1942** Theater Selector in the *AoJ* book p43 or the **Burma, 1944** selector on page 50 of the *AoJ* book; depending on the scenario.

Each side may have up to 12 units of up to 1000 points (player’s mutual choice). A Meeting Engagement has equal forces, but in an Attacker/Defender scenario, the attacker, may have up to 30% more points, or, if the defender is Dug-in, defenses must be purchased with the player’s point allotment. Defending and Dug-in Platoons may have up to two of any type of Heavy Weapon.

Attrition Points: If the scenario allows for it; for each enemy unit destroyed the player receives: 0 points for a medic team, or suicide team

- 1 point for a weapon team or an Inexperienced rifle squad,
- 2 points for a command team, FO team, a Regular Rifle Squad, a Ha-Go tank, an M3 tank, an armored car, a log pillbox, or coral pillbox,
- 3 points for a Veteran rifle squad, a Chi-Ha tank, or a concrete pillbox,
- 4 points for a Grant, Lee, Sherman or Shin-Ho-To Chi-Ha tank.

Scenario 1, Ambush on the Burma Road – March 1942.

This scenario is taken from Bolt Action *Empires in Flames* book, p74, but It has been modified to make it a shorter game. Players may decide to do the original game instead.

Background

Having been forced out of Rangoon, the British and Commonwealth forces are in full retreat, heading for the relative safety of the Indian border. The inadequate dirt roads are choked with refugees and wreckage, causing even more of a slowdown. Rapidly advancing Japanese troops could easily pass them through the jungle and setup roadblocks for ambush sites. The leading British units would have to stop to remove the fallen trees and debris while their comrades fought off Japanese attacks.

Forces

The British platoons must be chosen from the **Fall of Singapore 1942** selector in the *Armies of Great Britain* book p76. The British reinforced platoon may be British or Indian troops and may have one armored car.

The Japanese platoons must be selected from the **Fall of Singapore, 1942** selector in the *Armies of Imperial Japan* book p43. The Japanese reinforced platoon may not have vehicles.

Neither side has air or artillery support.

Setup

The game is designed to be played on a 6'x4' table oriented along the long length. A six-inch wide road stretches from the southern short table edge to the northern short table edge. A roadblock is placed 18" from the British friendly edge (north edge). The rest of the table is covered by jungle with a few patches of dense jungle. The players may decide if this is a day, evening, dawn, or night time scenario.

The British player must deploy his entire force in column along the road at least 6" from the roadblock, units 2" apart, and more than 12" from the southern table edge.

One Japanese unit may be placed 12" north of the roadblock; the remaining units must deploy along either side of the road starting at least 18" from the road edge. Each unit must be placed in succession, 6" south of the previous unit.

Outflanking is not allowed.

Special Rules

Terrain:

Jungle – p2, Impaired visibility– p2, Road – p2, Roadblocks – p2.

British Special Rules:

National Characteristics – p3. Indian: Manpower of the Empire – p3, Unsurpassed Bravery – p3.

Japanese Special Rules:

Ambush Tactics – p3, Banzai! – p3, Death Before Dishonor – p4.

First Turn

Play proceeds as normal.

Objective

The British player must try to move as many units as possible off the north table edge. The Japanese player must try to stop them.

Game Duration

This game will last up to 6 turns.

Victory

The British player receives 3 points for each unit that makes it off the north edge and 1 point for each Japanese unit destroyed; the Japanese player scores 2 points for any British units that are destroyed or remain on the board.



Japanese infantry crossing a river in Burma

Scenario 2, The Battle of Nankan Station – March 6, 1943

This scenario is taken from Osprey Publishing *1943-44 Chindit versus Japanese Infantryman*.

Background

As part of Operation Longcloth, on March 6, 1943, six parties of No. 3 Column and elements of No. 7 Column moved into position around Nankan Station. One demolition party went to the rail line 3 miles southwest of the station while another moved to the line 3 miles northeast of the station. They began to lay charges along the tracks. At 1245 hours two truckloads of Japanese infantry and a Type 95 Ha-Go tank came south on the road, right into an ambush. The first truck was hit by a Boys AT rifle, killing 6 soldiers. The survivors deployed under Bren and rifle fire. Reinforcements arrive and the British ambush party is outnumbered three-to-one. British runners were sent to request reinforcements. At 1530 the demolition charges along the railway begin to explode. Six miles of railway and three bridges are demolished. The Japanese push back the Chindits and take control of the village of Nankan. At 1630 Calvert's No. 1 Party comes under fire from a tankette vehicle while trying to set the charges on one last bridge. They are able to destroy it and run for cover. Then they are joined by men from No. 7 Column. At 1715 Calvert deploys to attack the enemy with 3" mortars, and rifle, and machinegun fire. The open ground of the ambush party provided no cover but it did allow unimpeded mortar fire. One round destroyed a truck. A group of Japanese that are trying to outflank them are shot down. At 1800 hours Calvert orders all units to disengage the enemy and head for pre-arranged rendezvous.

Opposing Forces

This is a Meeting Engagement (equal points) designed for two players.

The Japanese infantry platoon should be taken from the **Burma, 1944** selector in the *Armies of Imperial Japan* book; it may include one Ha-Go tank or a tankette.

The British infantry platoon should be taken from the **1942-45 – Burma** selector in the *Armies of Great Britain* book; they may not have vehicles.

Artillery and air support are not available for either side. Outflanking is allowed.

Setup

This scenario is played on a 4x6 table with the long sides oriented N to S. Nankan Station is located in a patch of completely open ground. The village is situated in a palm grove nearby. A new road runs the long table length across the tracks just beside the station. There are patches of jungle on the east see (see map).

Special Rules

Terrain:

Jungle – (heavy jungle) – p2, Buildings, Road – p2.

British Special Rules:

Fire and Maneuver – p3, Behind Enemy Lines – p3.

Japanese Special Rules:

Banzai! – p3, *Death Before Dishonor* – p4.

Objective

The ambush team by the station must hold off the Japanese for 6 turns, long enough for all the charges to be set and detonated.

First Turn

The Japanese player must divide his forces into portions. The First Wave is two rifle squads transported in trucks led by a light tank. The remainder is in reserve. Place the vehicles as shown on the map, they must be no closer to the Ambush party than 16". The reserve may enter from the north side.

A British rifle section with an AT rifle team is the First Wave; it is placed in the deployment area with Ambush orders. The remainder of the British force is in reserve. They may enter from the south side.

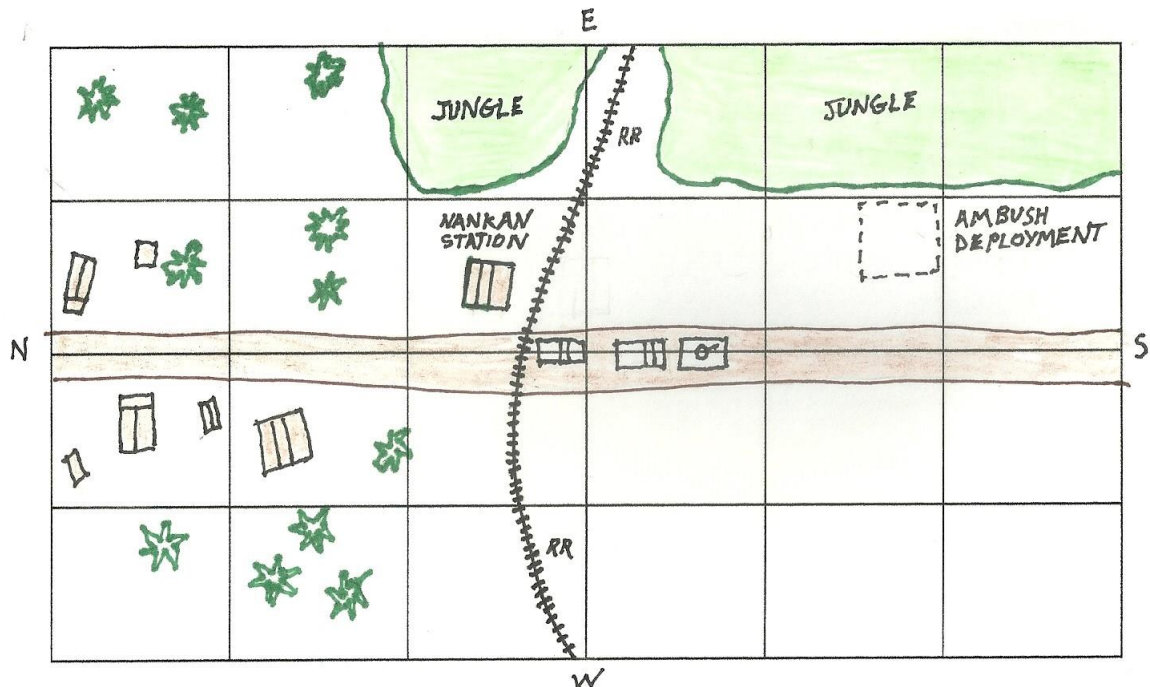
Game Duration

Six game turns.

Victory

If the ambush platoon can hold its ground for 6 turns while demolition is completed it is a clear British Victory. Otherwise the Japanese win.

Nankan Station Scenario Map





Packing supplies in on mules (notice the dozing soldier won't let go of the reins).

Scenario 3, The Battle of Pagoda Hill – March 16-18, 1944

This scenario is taken from Osprey Publishing *1943-44 Chindit versus Japanese Infantryman*.

Background

On the 5th & 6th of March 1944, Brigadier Michael Calvert's 77th Indian Infantry brigade was inserted by airlift into the Kaukkwe Valley northwest of Katha to establish a base known as Broadway. The objective was to cut off Indaw Myikyina railway and road supplying General Shinichi's 18th Division in the Hukawng and Mogaung valleys. Beginning on March 9, Calvert led his force on an arduous trek through the Kaukkwe valley. Calvert's own column consisted of British and Gurkha troops. His mission was to block the supply routes at the village of Henu. Near the village, Pagoda Hill (so-called by the British because of a temple on the top), overlooks the road close by to the east and the rail line just to the west. Controlling the hill would control both. Shinichi could draw from hundreds of troops in the area to oppose the British, but they are dispersed in several small hamlets. Calvert's forces intend to try to clear them out of the area.

When the British Staffordshire platoon arrives on March 16, the Japanese have only a few troops that have begun digging in on top of the hill. They already have built a log pillbox under one of the houses. The British begin firing at them to disrupt their work, however, they happened to have deployed in open ground while the Japanese were protected by the crest of the hill. The next day Calvert arrives leading his Indian and Gurkha platoons. After surveying the situation, he impulsively charges the enemy without preparing his men. As a result, only a few follow him. But eventually the assault gains momentum. Another Japanese platoon arrives and takes up position on Hill D. Eventually, more men join the advanced British troops, and they drive off the Japanese in fierce hand-to-hand fighting. The Gurkhas take Bare Hill and join the fight. The Japanese retreat westward through the villa with the Chindits in hot pursuit.

Opposing Forces

This is a Meeting Engagement (equal points). It plays equally well with two players per side or one.

The Japanese infantry platoons should be taken from the **Burma, 1944** selector in the *Armies of Imperial Japan* book.

The British Chindit/Gurkha platoons should be taken from the **1942-45 – Burma** selector in the *Armies of Great Britain* book. One platoon is British (Staffordshire) and one (if any) is Gurkha.

Depending on the number of players each side may have one or two platoons. Neither side may have vehicles, artillery, heavy mortars, air support, or artillery support.

Setup

The 4'x6' game board is oriented on the 6' side. Pagoda Hill is on the north corner. Bare Hill (no trees) is in the E corner and OP Hill in in the S corner. All hills

must be at least 6" from any table edge. A dirt road runs diagonally down the center of the short width of board 6" NW of the centerline to 6" SE of the center line. The rail line is just off board to the west. There is a temple and one bamboo hut with a pillbox under it on top of the hill. The entrenchments the Japanese were constructing on the hill are unfinished and therefore are of no use. There are a few houses between the hill and the road at least 12" from the hill. There is jungle and a couple of hutches on the east/SE side of the road. There is a lesser hill (Hill D) in the east corner of the table, at least 6" from the table edges. Except for sporadic clumps of foliage, the area on the west side is clear of jungle.

Special Rules

Terrain:

Buildings – p2, *Pagoda Hill* – p2, *Jungle* – p2, *Dirt Road* – p2,.

British Special Rules:

Behind Enemy Lines – p3, *Fire and Maneuver* – p3, *Scary Blighters* – p3, *Tough Fighters* – p3.

Japanese Special Rules:

Death Before Dishonor – p3, *Banzai!* – p3.

Objective

The British objective is to disrupt railway and road traffic supplying the Japanese 18th Division. The Japanese want to protect their lines of communication. Both lines run close to Pagoda Hill at the village of Henu, so the side that controls Pagoda Hill controls the Japanese supply routes.

First Turn

The British Staffordshire platoon (first wave) may enter from the SW side of the table on game turn 1 within 3' of the S corner. The Gurkha troops are in reserve and start the game 12" in from the SE side on game turn 2.

The Japanese first platoon begins with one rifle squad and one MMG team on Pagoda Hill; the remainder of the platoon is in Reserve and may enter from the NW side of the table within 2' of the N corner. The Japanese second platoon enters as reserves from the NE side of the table up to 3' from the N corner.

Units must enter more than 12" away from any enemy unit; outflanking allowed.

Game Duration

The game will last 6 turns. On game turn 6 roll a die; on a 4+ there will be one more turn.

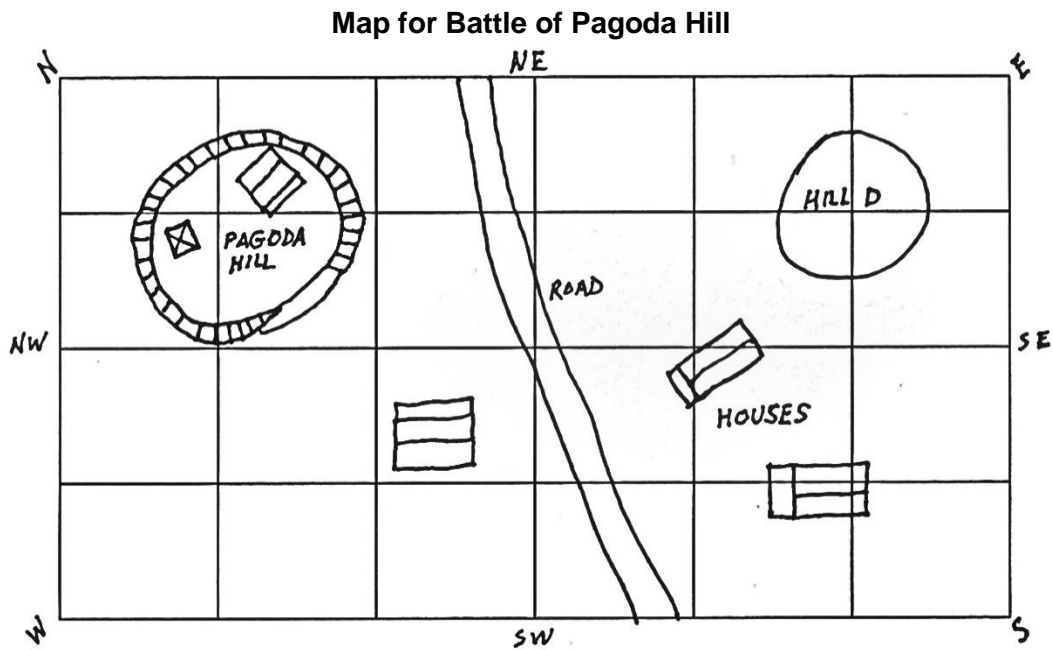
Victory

If the British are in undisputed possession of the hill with no Japanese troops within 3" of it, it is a clear British Victory. If the Japanese are in undisputed possession of the hill with no British troops within 3" of the hill, it is a clear Japanese victory.

Otherwise the winner will be decided by attrition points (p4). One player must score at least two points more than the opponent to win; otherwise, the game is a draw.

Aftermath

The Japanese attack on the next night, the 17-18, the British drive them off in savage hand-to-hand fighting using star shells to light the night. A few days later on the 21st Japanese reinforcements are repulsed again with heavy loss. General Mutaguchi, overall commander of the 19th Army is too preoccupied with the impending assault on Imphal to take any notice of events in Henu, leaving the village firmly in Allied hands.



Scenario 4, The Battle of Imphal – March 1944

This scenario is taken from the *Tank War* book, *Battle of Imphal*, page 63. The Tank War rules on pages 11-13 are used in conjunction with the selectors below.

Background

In the spring of 1944 the war was turning against the Japanese. They needed a victory. The British had already secured several airbases and supply depots and this gave them a critical advantage. One major supply station was located near the village of Imphal. It had several airstrips, fuel depots, and encampments from which the Allies could stage their offensive. On the 20th of March, during the opening shots of the battle British M3 Lee tanks would clash with Japanese Type 95s in one of the few tank-to-tank battles the Japanese fought during the war.

Opposing Forces

This scenario is a meeting engagement (equal points), to be played with 4-6 players.

The Japanese armored and infantry platoons should be taken from the **Burma, 1944** selector in the *AoIJ* book p50. Japanese platoons may have one Artillery Forward Observer (barrage x1).

The British armored and infantry platoons should be taken from the **1942-45 – Burma** selector in the *AoGB* book p77. They may be British, Gurkha, or Indian. British platoons may have one Artillery or Air Forward Observer (barrage or strike x1).

Setup

This scenario is played on a 8'x6' table oriented along the 6' width. Both sides have a 18" start zone on their opposing side of the table. Each side must nominate half their force or at least one platoon to be the First Wave. This may be their whole force if desired. The remainder, if any, become the Reserve. The British also must setup a supply dump anywhere within their start zone. The terrain is light jungle, that does not restrict movement, with a few patches of dense jungle, except the British startup zone which is clear of trees. A dirt road runs down the center of the board from the Japanese to the British side.

Special Rules

Terrain Special Rules:

Jungle – p2, Dense Jungle – p2, Dawn Assault – p2, Road – p2.

British Special Rules:

British National Characteristics – (British) p3, Manpower of the Empire – (Indians) p3, Scary Blighters – (Gurkhas) p3, Tough Fighters (Gurkhas) p3, Unsurpassed Bravery – (Indians) p3.

Japanese Special Rules:

Banzai! – p3, Death before Dishonor – p3, Suicide AT Team – p4.

Objective

The Japanese player must seize the much-needed British supplies. The British must stop them.

Game Duration

At the end of turn 7 roll a die; on a result of 4+ play one more turn.

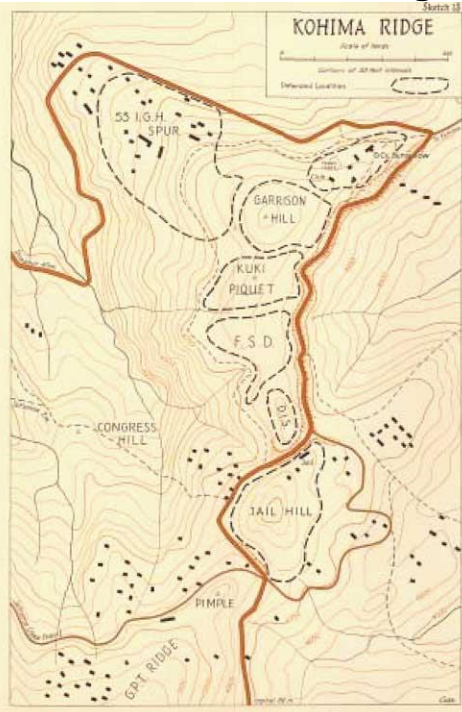
Victory

Players receive attrition points enemy unit destroyed (p4). If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw, but if the Japanese capture the supply dump they win outright, regardless of points. The dump is captured if any Japanese unit ends the game within 3" of it, and no British units are within 3" of the dump.



Gurkhas on Scraggy Hill during the Battle of Imphal

Scenario 5, Kohima Ridge – Battle of the Tennis Court – May 10, 1944.



The siege began on 6 April. The garrison was continually shelled and mortared, in many instances by Japanese using weapons and ammunition captured at Sangshak and from other depots, and was slowly driven into a small perimeter on *Garrison Hill*. They had artillery support from the main body of 161st Brigade, who were themselves cut off 2 miles (3.2 km) away at Jotsoma, but, as at Sangshak, they were very short of drinking water. The water supply point was on *GPT Ridge*, which was captured by the Japanese on the first day of the siege. Some of its defenders were unable to retreat to other positions on the ridge and instead withdrew towards Dimapur to the north.

On April 13, the troops defending near the DC's bungalow and the tennis court came under increasingly heavy artillery and mortar fire, and had to repel frequent infantry assaults. This area was the scene of some of the hardest, closest and grimmest fighting, with grenades being hurled across the

tennis court at point-blank range. But on April 14 the Japanese did not launch an attack and on the 15th the British and Indian troops on Kohima ridge heard that the British 2nd Infantry Division was attacking along the Dimapur-Kohima road and had broken through Japanese roadblocks.

On April 17, the Japanese tried one last time to take the ridge. They successfully captured Field Supply Depot (FSD) Hill and Kuki Piquet. But on the morning of April 18, British artillery opened up from the west against the Japanese positions, which stopped the Japanese attacks. Elements of the British 2nd Division, the 161st Indian Brigade and tanks from XXXIII Corps pushed into the area north-west of Garrison Hill and forced the Japanese from their positions. The road between Dimapur and Kohima had been opened, and the siege was lifted.

The Japanese who had been fighting to capture Kohima did not retreat at once, many of them stayed in the positions which they had captured and fought tenaciously for several more weeks. Tanks operating from the road supported an infantry attack that captured the Tennis Court area on 10 May 1944. By the morning of May 13, most of the positions on the Kohima ridge had been re-taken by the British and Indian forces. On that day, the DC's bungalow was finally recaptured by the 2nd Battalion, Dorset Regiment supported by Grant tanks firing from the Tennis Court. The lead tank was driven by Sergeant Waterhouse of 149th Regiment Royal Armoured Corps (149 RAC), firing his 75mm main armament into Japanese bunkers at no more than 20 yards range. This tank was supported by two platoons of the Dorsets commanded by Sergeants Given and Cook. This Allied breakthrough that ended the Battle of the Tennis Court is depicted in a 1982 painting by Terence Cuneo which is displayed in the Kohima Museum in Imphal Barracks, York. *Map: The tennis court is at the spur on the top right.*

Opposing Forces

This is an Attacker/Defender scenario.

The Japanese Rifle Platoon must be taken from the **Burma, 1944** Selector on page 50 of the *Armies of Imperial Japan* book. The Japanese are dug-in; they must purchase defenses from their point allotment.

The British 14th Army Platoon (Dorset Regiment) must be taken from the **1942-45 Burma** Selector on page 77 of the *Armies of Great Britain* book. Each platoon may have one M3 Grant tank.

Setup

The game is played on a 6'x4' table and is played across the short width. This ground has been fought over several times before so the terrain is very a beat-up jungle with sparse vegetation debris, still enough to give soft cover. The Japanese are dug-in with foxholes and pillboxes within 12" from their friendly board edge. The British set-up within 12" of their friendly edge. The entire board is rough ground with a few rocky patches of Dense Jungle.

Special Rules

Terrain Special Rules:

Coral pillboxes – p3, Dense Jungle – p2, Dug-in – p2, Palm Log Pillboxes – p2, Rough Ground – p2.

British Special Rules:

British National Characteristics – p3.

Japanese Special Rules

Ambush Tactics – p3, Banzai! – p3, Death Before Dishonor – p3, Suicide AT Teams – p4, Suicide Snipers – p4.

First Turn

Both sides are setup with 12" of their friendly board edge. The game begins by drawing order dice as normal.

Objectives

The British are determined to drive the Japanese away from their main supply line, the Imphal-Kohima Road. The Japanese have tried to take it and now are just trying to hang on.

Game Duration

The game will last 6 game turns. If everyone agrees, players can do one more turn.

Victory Conditions

Players receive attrition points for each enemy unit destroyed (p5). The pillboxes are worth two points. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise, the game is a draw.



British 14th army, supported by Grant tanks advances towards the Japanese lines.



The Japanese are dug-in and await the attack.



Gurkhas advancing with tanks to clear the Imphal-Kohima Road.



Japanese Troops move out while a machinegun crew sets up to support them.

Scenario 6, The Battle of Mogaung (Pinhmi Bridge) – June 2-12, 1944

This scenario is taken from Osprey Publishing *1943-44 Chindit versus Japanese Infantryman*.

Background

After Wingate died in a plane crash on March 24th, 1944, Major-General Lentaigne assumed command a few days later. He decided to create a new blocking point in the Japanese lines of communication at Mogaung. This new block would replace White City, Aberdeen, and Blackpool areas, which would be abandoned. He believed these locations would become untenable during the monsoon season anyway, and he hoped Mogaung would block the Japanese routes at least until June 1. The new location would be maintained by the 77th Indian Infantry Brigade.

Operations began on June 2nd, when the 1st Lancashire Fusiliers and the 1st South Staffordshire captured Lakum Village, located about 2 miles from Mogaung. They built an airstrip for L-5 aircraft to bring in supplies and evacuate wounded. On the next day, the 1st Lancashire Fusiliers captured Loihinche Village and established the 77th Indian Brigade's HQ there. On the same day the Gurkhas captured 'Gurkha Village' and build an airstrip nearby. Meanwhile, two commando platoons of the 1st Lancashire Fusiliers captured Tapaw Ferry, east of Lakum. Then the Chindits consolidated their positions until the 8th when the 1st Lancashire Fusiliers destroyed Japanese ammo dumps at Pinhmi Village, less than a quarter mile from the bridge over the Wettauk Chaung River. In the late afternoon, they advanced to the bridge.

At 1800 hours they lay down a mortar barrage on the Japanese entrenchments protecting the bridge, which had no effect. Then they rushed the bridge with losses, but fell back, losing more men in the process. On the 10th of June, using a ford downriver, a Gurkha force advanced through the marshland, was beaten back, attacked again, and was successful.

Opposing Forces

This is an Attacker/Defender scenario with the Japanese Dug-in with foxhole, trench, sandbag, palm log pillbox, or coral pillbox emplacements; they must purchase these from their point allotment. The game can be played by two players representing the Chindit attack on June 8, or as a 4-player game on the 10th representing the Gurkha flank assault assisted by Chindits.

The Japanese infantry platoon(s) should be taken from the **Burma, 1944** selector in the *Armies of Imperial Japan* book. No Hidden Setup.

The British infantry platoons should be taken from the **1942-45 – Burma** selector in the *Armies of Great Britain* book. One platoon is Chindit, and the other is Gurkha; they are both veteran.

Neither side has air or artillery support.

Setup

The 4x6 game board is oriented with the long sides running north-south. An 8" wide river runs down the center of the short width. A dirt road runs up the center of the long side and across the bridge. It turns to go around the hill that dominates the bridge. The Japanese are dug-in on top of a hill with defensive works and pillboxes. There is light jungle covering the rest of the board on the Chindit side, while the Japanese side is swamp, except for the road, running from the river to the Japanese friendly board edge.

First Turn

The Chindit platoon begins the game within 12" of their start edge on the south road on the first turn. The Gurkha platoon is outflanking and is in reserve. They enter the board up to one foot from the river on the Japanese side, along either the west or east side. A single Japanese platoon is dug-in on the hill to oppose the river crossing. They are setup on the board before the game starts. A reinforcement platoon is in reserve.

Objective

The British objective is to capture the Pinhmi Bridge hill defenses, which opens the way for them to assault the town of Mogaung, a great blocking point for Japanese lines of communication. The Japanese want to protect their lines (road and railroad) that run through this valley by stopping the British at the bridge.

Special Rules

Terrain:

Bridge – p2, Coral Pillbox – p3, Dug-In p2, Jungle – p2, Palm Log Pillbox – p3. River – p2, Ridges – p2, Road – p2, Swamp – p2.

British Special Rules:

Fire and Maneuver – (Chindits) p3, Scary Blighters – (Gurkhas) p3, Tough Fighters – (Gurkhas) p3.

Japanese Special Rules:

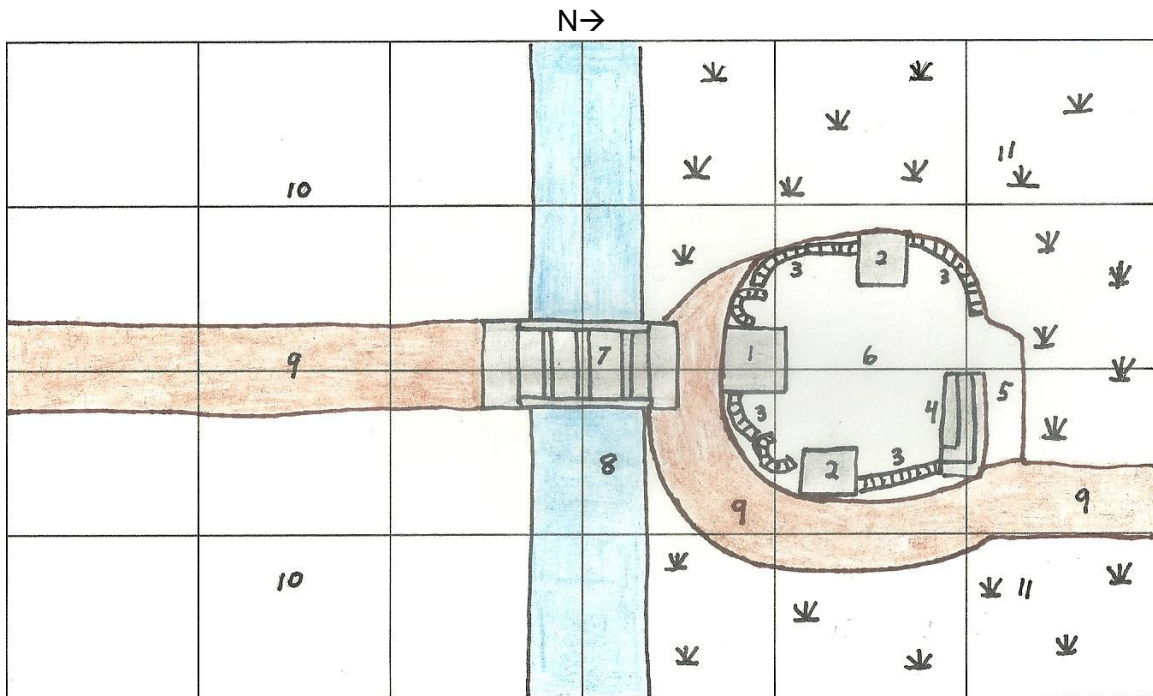
Banzai! – p3, Death Before Dishonor – p3.

Game Duration

The game will last 6 turns.

Victory

If the British are in undisputed possession of the bridge and hill with no Japanese troops within 3" of either, it is a clear British Victory. If the Japanese are in undisputed possession of the bridge and hill with no British troops within 3" of either, it is a clear Japanese victory. Otherwise, the winner will be decided by attrition points (p4). The side with 2 or more points than the opposition wins.



Map for Battle of Mogaung: 1) coral/rock pillbox, 2) log pillboxes, 3) sandbag walls, 4) trenches, 5) Ramp, 6) hill, 7) bridge, 8) river, 9) road, 10) jungle, 11) swamp.



Our game board. With the help of a Chindit mortar the Gurkhas took the hill.



The 11th East African Division on the road to Kalewa, Burma



Chindits fording a stream.

Scenario 7, The Battle of Mandalay Hill – March 8, 1945.

By late January, the Indian 19th Division had cleared the west bank of the Irrawaddy River. The entire division was now on the east bank. Beginning in mid-February General Rees launched an attack southward towards Mandalay City. The Japanese garrison was comparatively weak then, however, Lt. General Seiei Yamamoto, IJA 15th Division, had orders to hold the area, at all costs. His commander, Lt. General Kimura was worried about the loss of prestige if the city were to be captured.

The 4/4th Gurkha Rifles assault the hill on the night of March 8. The Japanese were dug-in in tunnels and bunkers mostly beneath the temples. They were slowly reduced over the next few days. Many of the buildings were still intact. But the Gurkhas literally came up against the proverbial “brick Wall’ when they advanced to Fort Dufferin, as the British called the ancient citadel. They tried attacking through tunnels and dropping large bombs, but nothing worked. They were about to try an assault through the sewers when the Japanese suddenly abandoned the city through the same sewer system. Many ancient landmarks perished including King Thibaw Min’s teak palace.

Forces

This is an Attacker/Defender scenario; the Japanese are dug-in and must purchase emplacement points.

The British platoon must be Gurkha chosen from the **1942-45 – Burma** selector in the *Armies of Great Britain* book p77. The Gurkha reinforced platoon may have one armored car. The Gurkhas may have a Preliminary Bombardment and Artillery support (barrage x1).

The Japanese platoons must be selected from the **Burma, 1944** selector in the *Armies of Imperial Japan* book p50. The Japanese reinforced platoon may not have vehicles. The Japanese may have artillery support.

No outflanking.

Setup

The game is designed to be played on a 6’x4’ table oriented along the 6’ length. The entire game board is open fields with a stepped ridge, 24” wide, along on the Japanese side; a narrower ridge rises above it within 12” of the same table edge. The players may decide the time of day. The Japanese unit may be placed dug-in up to 24” from their friendly board edge. The Gurkhas are setup within 12” of theirs.

Special Rules

Terrain:

Dug-In – p2, Impaired Visibility – p2, Palm Log Pillbox – p3.

British Special Rules:

Artillery Support – (Barrage x1) p3, Bombardment – p3, Scary Blighters – p3, Tough Fighters – p3.

Japanese Special Rules:

Ambush Tactics – p3, Banzai! – p3, Death Before Dishonor – p3, Forward Deployment – p4, Suicide Snipers – p4.

First Turn

Before starting, a Preliminary Bombardment is carried out on the Japanese positions. Then play proceeds as normal.

Objective

The British player must try to move as many units as possible off the north table edge. The Japanese player must try to stop them.

Game Duration

This game will last up to 6 turns.

Victory

The British player receives 3 points for each unit that makes it off the north edge and 1 point for each Japanese unit destroyed; the Japanese player scores 2 points for any Gurkha units that are destroyed or remain on the board at the end of the game.



Gurkhas view Mandalay Hill, crowned with many pagodas and temples.



Indian Troops during the advance to Rangoon, April 1945.



Rangoon fell on May 3, 1945