

# MILLING ABOUT



## ASL SCENARIO AP86

Scenario Design: Gary Fortenberry



Near MIYAWADI, BURMA, 20 January 1942: The jockeying for position of the battle for the frontier had reached its end phase, and the Japanese onslaught was poised for launch. Meanwhile, the British defenses were in chaos. Several units had components intermingled or reassigned to other formations, leading to a general feeling of panic and anxiety. Raids on positions were daily occurrences. A platoon of D Company, 1/7th Gurkha Rifles, was particularly vulnerable, being on the leading edge with both flanks uncovered. The Japanese began the offensive by surrounding this exposed unit and cutting its communications. The last words from D Company were "Surrounded... ammunition low." A hasty relief column was cobbled together and set out that morning. After clearing the foothills bordering the approaches to Miyawadi, scouts bumped into the lead elements of an advancing Japanese battalion.

### BOARD CONFIGURATION:

#### BALANCE:

- In the Victory Conditions, change "≥ 6" to "≥ 8".
- Increase Japanese SAN to 4.



(Only hexrows B-P are playable) 187

**VICTORY CONDITIONS:** The Japanese win at game end by amassing ≥ 6 VP more than the British. CVP are awarded normally, and the Japanese also earn double Exit VP [EXC: prisoners do not count] for units (including BIA; see SSR 3) exited off the north edge.

### TURN RECORD CHART

Setup is simultaneous. Randomly determine which side Moves First (see SSR 4).	1	2	3	4	5	6	END
● BRITISH [125] ● JAPANESE [188]							



Elements of 1/7th Gurkha Rifles and 4th Burma Rifles, 2nd Burma Brigade, 1st Burma Division and 1/9th Royal Jats, 16th Indian Brigade [ELR: 3/5; see SSR 2] set up concealed on/adjacent-to road I11-H13: {SAN: 3}

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	4-4-7	9-1	8-1	8-0	dm MMG 2PP	LMG 1 2-7	dm MTR 2PP 51mm
7	2	2					2	



Elements of 1st Battalion, 112th Infantry Regiment, 55th Infantry Division [ELR: 4] set up concealed within 2 hexes of G17, with ≤ 2 MMC (including BIA) per hex: {SAN: 3}

4 <sup>1</sup> -4-7	2-2-8	9-1	9-0	dm MMG 2PP	LMG 1 BTI 2-6	dm MTR 2PP 50mm	DC 112 30-1
12	2	2			2	2	



Burmese Independence Army [ELR: 5] set up concealed within 2 hexes of G17:

3-3-7	8-0
2	

### SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain (G.1) is in effect [EXC: brush remains brush; the I1-K3-G15-G16-I20 road exists; and all buildings are huts which are ground level only]. All hedges are Cactus Hedges (B9.7). Kindling (B25.11) is NA.
2. The at-start British 4-5-8s/2-4-8s are Gurkhas (A25.43), have an underscored Morale Factor (A19.13), and an ELR of 5; all other British units have an ELR of 3. Record the ID of the Gurkha units.
3. Contrary to G1.631, the Japanese may not utilize HIP. The Partisan counters represent Burmese Independence Army (BIA) units, use Partisan rules (A25.24) and may Deploy (A1.31) freely at setup. BIA units and any Japanese unit(s) mov-

ing in a stack with them enter Jungle, Kunai, and Brush hexes at a normal cost of 1.5 MF per hex.

4. Setup is simultaneous. Place an unused board between the two forces. After setup, a dr is made to determine which side moves first. On an odd dr the British moves first. Banzai Charge (G1.5) is NA on Game Turn 1. Japanese/BIA units may not use Double Time (A4.5) on Game Turn 1 if they move first.

**AFTERMATH:** The two forces clashed violently, and as casualties mounted the commander of the colonial force made the decision to order a withdrawal as it was likely D Company had been wiped out. In fact, D Company was fighting for its life, and when it became evident that relief was not coming they abandoned their motor transport, broke out on foot, and marched their way back through the jungle to friendly lines.

# FULL MOON MADNESS



Scenario Design: Gary Fortenberry

## ASL SCENARIO AP88



**North of KUZIEK, BURMA, 11 February 1942:** After the drubbing they received at Moulmein, the British made haste to cover the crossings of the Salween River in an ultimately futile attempt to forestall the Japanese advance. Meanwhile, beginning in early February, the Japanese began aggressive probes and night crossings all along the Salween River. Several attempted boat crossings aimed at Martaban—directly across from Moulmein—had been driven off. But the defenders were under constant artillery and aerial bombardment, and crossings upriver could not be prevented. Once the Japanese were across in strength, they began probing the British defenses along the western bank. Near the village of Kuziek, which guarded a river crossing at Pa'an, the defense consisted of a battalion of thinly-spread Indian troops.

### BOARD CONFIGURATION:

#### BALANCE:

- Add one 2-3-7 HS to "Company C".
- Add one 2-3-8 HS to the Japanese OB.



9a
G3
G5
G2
RP5
G4
RP3
RP4
RP2
RP1

**VICTORY CONDITIONS:** The Japanese win at game end if there are Good Order British MMC within 2 hexes of *neither* I5 nor K15.

### TURN RECORD CHART

● BRITISH Sets Up First [94]	1	2	3	4	5	6	END
● JAPANESE Moves First [224]							

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Company C, 7/10th Baluchs, 48th Infantry Brigade, 17th Infantry Division [ELR: 2] set up within 4 hexes of I16: {SAN: 3}

2 4-4-7	8-1	1 2-7	2 51 [2-11]	<b>Foxhole</b> 5 1S OVR, OBA: +4 Other: +2
5				3

Company B, 7/10th Baluchs, 48th Infantry Brigade, 17th Infantry Division set up within 5 hexes of I7:

2 4-4-7	8-0	1 2-7	2 51 [2-11]	<b>Foxhole</b> 5 1S OVR, OBA: +4 Other: +2
5				3

MMG Section set up in Foxholes, within 4 hexes of O9:

2-2-8	8-0	3 6-14	2 4-12
3			2



Elements of 2nd Battalion, 215th Infantry Regiment, 33rd Infantry Division [ELR: 4] set up on/west-of Hex Grain B0-B17-H20: {SAN: 4}

E 4 <sup>2</sup> -4-8	E 2-3-8	2-2-8	10-1	9-1	9-0	8-0	2 4-11	1 2-6	2 50*[1-16]*
11	4	2					2	2	2

### SPECIAL RULES:

- EC are Dry, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All Grain hexes are Rice Paddies (G8.), and all non-hedge hexsides of such hexes are considered Banks (G8.21). All Rice Paddies are Drained (G8.11). Place overlays as follows: **RP1** on J17; **RP2** on G17-H17; **RP3** on F13-F14; **RP4** on J12-K13; **RP5** on F9-G9; **G2** on H7-H8; **G3** on H5-H6; **G4** on I12-I13; and **G5** on D8/E8.
- Night rules (E1.) are in effect. The initial Base NVR is 2 hexes, with a Full Moon and Scattered Clouds. The Japanese are the Scenario Attacker and the British are the Scenario Defender. The Japanese may set up using Cloaking (E1.4) as if entering from offboard. The Majority Squad Type for the Japanese is Stealthy and for the British is Normal. The Japanese player may make one Recon dr (E1.23), and all British units revealed by this dr are Known to all Japanese units

for the duration of Japanese Player Turn 1 and are eligible Banzai Charge targets. Units are not subject to Straying (E1.53) on Game Turn 1, if they begin their Rally Phase ADJACENT to a friendly unit in another hex.

- During Japanese Player Turn 1, Japanese MMC may make *inherent* firepower attacks in PBF/TPBF situations only.

**AFTERMATH:** The Japanese chose to make a night assault on the defenders, who were spread out covering a large clearing covered in rice paddies. In step with their martial tradition of closing with the enemy, the Japanese infantry were ordered to blacken their bayonets and faces and attack with unloaded rifles. The attack went in when the full moon rose over the treetops. Fighting was fierce, but a foregone conclusion, and with dawn's rise the Baluchs had been overrun and routed.

# SMASHING THE HOOK



## ASL SCENARIO AP90

Scenario Design: Gary Fortenberry

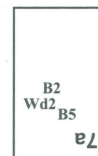


North of DANYINGON, BURMA, 18 February 1942: The British were desperate to cover the Salween River crossings; the Japanese were just as anxious to secure them. Aggressive moves by both sides led to a particularly active fight for control of the Yinon crossing. Having beaten back an attack on the two previous days, men of 1/7th Gurkha Rifles were exhausted. Patrols by the King's Own Yorkshire Light Infantry had bumped into several strong enemy positions in and around the village of Danyingon, where attacks on the 17th were repulsed with light losses on both sides. On the 18th the weary Gurkhas and King's Own Yorkshire Light Infantry were sent to clear a roadblock which had been discovered to the north of Danyingon.

### BOARD CONFIGURATION:

#### BALANCE:

- Exchange the MMG with a HMG.
- Add one 2-4-8 HS to the British OB.



**VICTORY CONDITIONS:** The British win immediately if all Roadblocks are eliminated, or at game end if there are Good Order Japanese MMC within 1 hex of *neither* I10 *nor* G16.

### TURN RECORD CHART

● JAPANESE Sets Up First	○	1	2	3	4	5	6	END
○ BRITISH Moves First [141]								

215

7th Company (reinforced), 2nd Battalion, 214th Infantry Regiment, 33rd Infantry Division [ELR: 4] set up in hexes numbered  $\geq 5$ : {SAN: 4}

1 4 <sup>1</sup> -4-7	1 2-3-7	2 2-2-8	9-1	9-0	2 4-11	1 2-6	2 50*[1-16]*	?	1 75*	5 OVR, OBA: +4 Other: +2	2 (see SSR 2)
7	2	2			2		7			4	

Elements of 2nd King's Own Yorkshire Light Infantry, 1st Burma Brigade, and 1/7th Gurkha Rifles, 2nd Burma Brigade, 1st Burma Division [ELR: 4/5; see SSR 3] enter on Turn 1 along the south edge: {SAN: 2}

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	2 2-2-8	9-1	8-1	8-0	1 2-7	2 51mm	2 30-1	1 -/-4	16 0 0	1 4PP T10 <sup>4+</sup> 2/-/*	1 4PP BMG 2/-
5	6	2				2		2	2			2

### SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: brush remains brush; the I1-K3-G15-G16-I20 road exists]. Place overlays as follows: **B2** on J8-K9; **B5** on I6-J6; and **Wd2** on K7-L7. Kindling (B25.11) is NA.
2. Set up one Roadblock in I9 facing I10, and one in G16 facing G17. In Japanese Player Turn 4, before all non-Berserk movement, all still-hidden Japanese Infantry unit(s) must conduct a Banzai Charge(s) (G1.5) [EXC: normal leader requirements are NA] with the target(s) being the nearest (in hexes) in-LOS enemy unit(s). If no enemy units are in LOS, then the "target" becomes the nearest (in hexes) roadblock hex.
3. The at-start British 4-5-8s/2-4-8s and the Carrier inherent crews (which are 2-4-8 HS) are Gurkhas (A25.43), have an underscored Morale Factor (A19.13), and an

ELR of 5; all other British units have an ELR of 4. Record the ID of the Gurkha units. The British 2-2-8 crews are Sappers (B28.8).

**AFTERMATH:** The infantry were reinforced by several armored cars and a few carriers. Facing them were the dug-in defenders supported by a 75mm gun. The British attack impressed the Japanese defenders as their account details: "7 Company immobilized a tank when it stopped at the barricade by throwing a grenade through a loop-hole. However two tanks came shooting continuously into our positions and while we were coping with this another tank came and towed the first one away." "Around Bilin we received strong and firm resistance by troops from British mainland, King's Own Yorkshire, who fought fiercely." But, for all the elan, the attack was repulsed, and the British defenses were unhinged by the Japanese "hook"—a situation that would become increasingly familiar to the Allies as they were pushed out of Burma.

## **Action Pack 9: To The Bridge!**

Errata, March 7, 2014:

**ASL90 Smashing The Hook:** In SSR 3, at the end of last sentence add “and are eligible for the Sapper Clearance DRM (B24.7) when attempting to clear a roadblock (B24.76). A DC Placed/Set by a Sapper receives an extra -1 IFT DRM vs a roadblock (B29.5).”.