



Imphal: The Turning Point

Black Cat v. White Tiger

The First Battle of Bishenpur

8th May 1944

A Scenario for *Battlefront: WWII*
By R Mark Davies

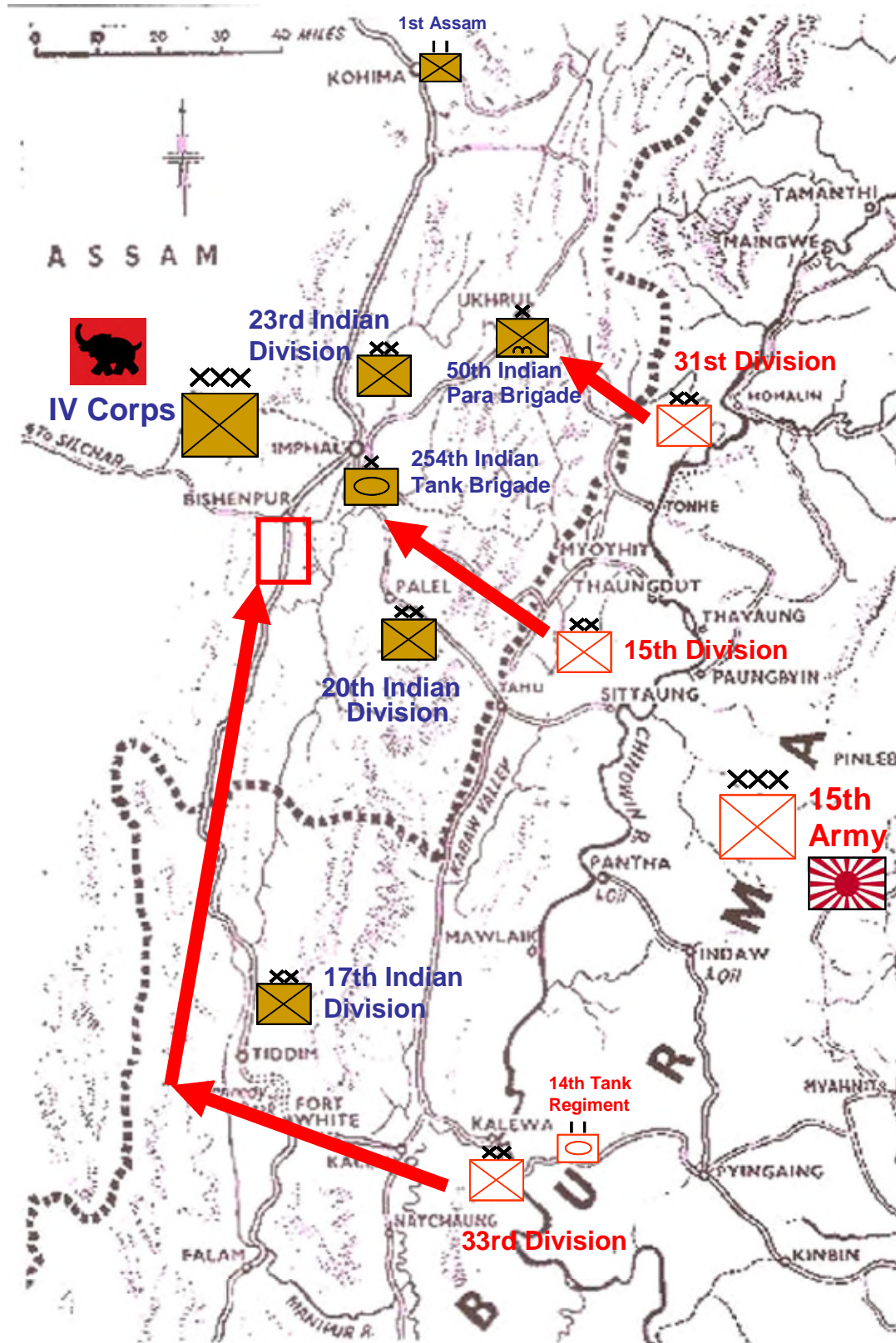


Historical Background

Following their distraction operation (Operation *Ha-Go*) in the Arakan coastal strip of Burma in the opening weeks of 1944, the Japanese opened their main offensive (Operation *U-Go*) against India in early March 1944. Their plan was to surround and destroy the Indian IV Corps at the city of Imphal while the rest of the Commonwealth 14th Army was still bogged down in the Arakan.

When the attack came, the 17th, 20th and 23rd Indian Infantry Divisions, along with the 50th Indian Parachute Brigade and 254th Indian Tank Brigade were still widely scattered along the border hills and were taken completely by surprise. Fighting desperate rearguard actions, the three divisions fought their way back toward Imphal. The Indian Paras meanwhile, fought to the last man at Sangshak, giving the 23rd ('Fighting Cock') Division time to form a defence line north and east of the city. Most critically, the Paras' sacrifice allowed time for other units to form a defensive 'box' at the critical depot of Kohima, mid-way along the Dimapur-Imphal road.

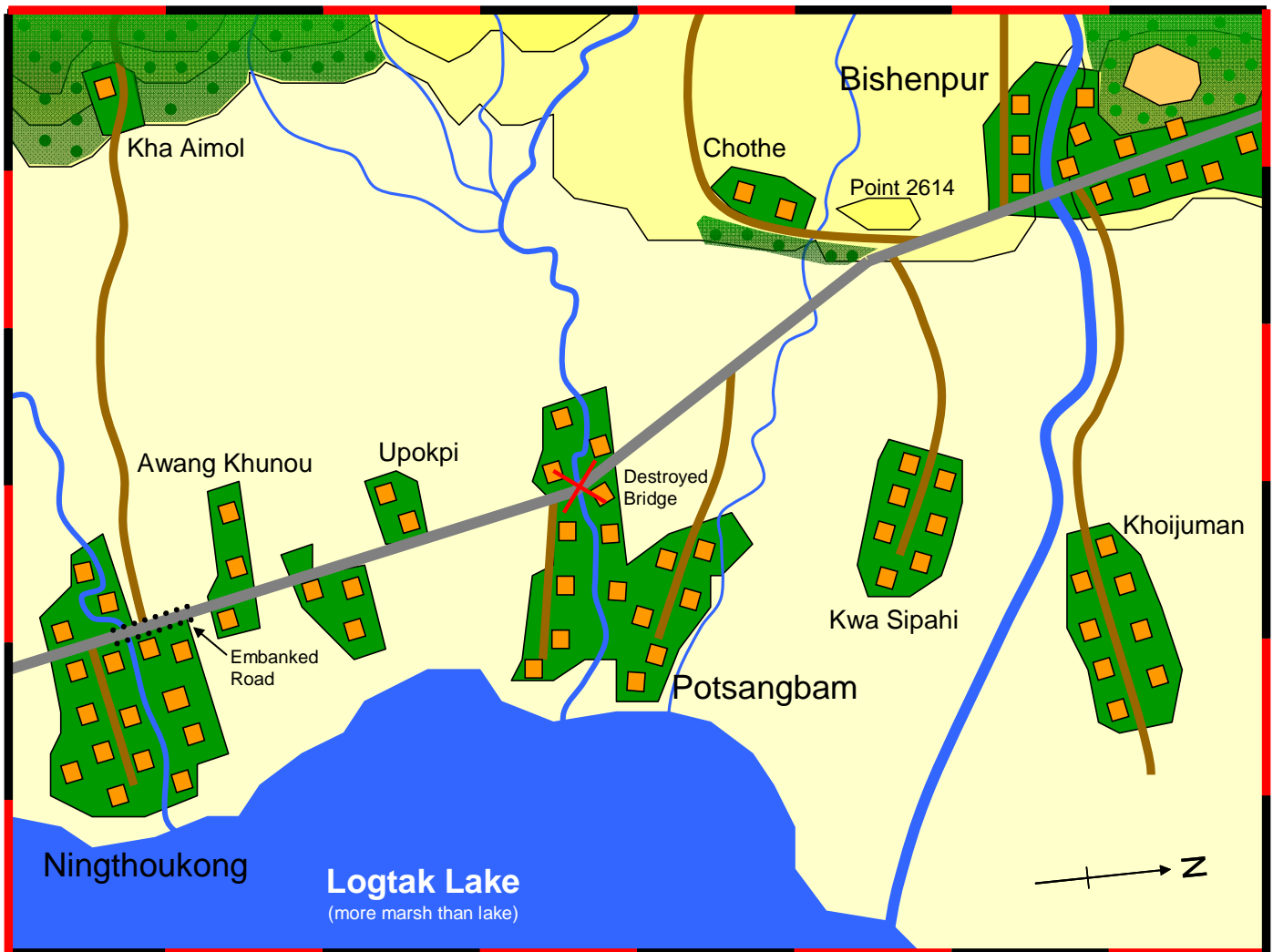
In the south, the 17th ('Black Cat') Division once again found itself fighting its old adversaries – the elite Japanese 33rd ('White Tigers') Infantry Division. Fighting grimly all the way, the 17th Division withdrew from the Chin Hills, through Tiddim, Singgel and back across the Indian border until they finally reached the high Imphal Plain. Here, in the flat, open paddy surrounding the marshy Logtak Lake, the British and Indian troops could bring their full combat power to bear on the Japanese. Each village on the plain was like a forested island, surrounded by a sea of flat, featureless dry paddy fields. If the villages were strongly held, the near-featureless plain between could be turned into a killing ground. Unfortunately however, this could work both ways.



In mid-April, Brigadier MacKenzie's 32 Indian Brigade, temporarily transferred from 20th Division, was holding the plain while 17th Division regrouped following their retreat. The villages of Potsangbam and Bishenpur were strongly held, while the flanks were covered by mountains on the right and the marshy basin of Logtak Lake on the left. The village of Bishenpur was critical to the battle, as it guarded the point at which the 'Silchar Track' (the only supply route from Imphal to the west) exited the mountains to meet the plain.

However, the Japanese were making some headway in pushing back MacKenzie's outposts in villages on the plain and on the surrounding mountain tops. In the mountains, a Japanese raid also succeeded in destroying a suspension bridge on the Silchar Track, making that route unusable. However, even though the Silchar Track had been cut, the Bishenpur position was virtually the last line of defence south of Imphal and MacKenzie was ordered to hold his ground.

On 18th April, the Japanese launched their first major assault against the Bishenpur position: while two columns moved to outflank Bishenpur via the mountains, a third Japanese column was formed under one Lieutenant Colonel Taguchi, comprising Taguchi's own 4th Independent Engineer Regiment, Major Isagoda's 2nd Battalion of the 213th Infantry Regiment (less two companies), two anti-tank gun companies and most esoterically, a company of 320mm heavy spigot mortars carried by elephants. However, Taguchi failed to take Potsangbam and Bishenpur with his first assault, but succeeded in driving the Indians out of Ningthoukong, which lay a short way to the south.



With the arrival of reinforcements on the 19th, MacKenzie decided to attempt to seize the initiative back from the Japanese; on 22nd April the 9th Battalion, 14th Punjab Regiment was ordered to mount a reconnaissance in force against Ningthoukong. However, the village was already strongly held by the Taguchi Group (*'Taguchi-Butai'*) and the Punjabis suffered 85 casualties, while the 150th RAC lost one of their tanks to a direct hit from a 320mm spigot mortar.

With the reconnaissance done and despite the casualties suffered by the Punjabis, Brigadier MacKenzie ordered 1/4th Gurkhas into the attack on the 25th. Following a heavy barrage and softening up by Vengeance dive-bombers, the Gurkhas attacked Ningthoukong from the west, successfully penetrating the village's defences. However, the supporting tanks were not so fortunate: coming under close-range fire from anti-tank guns, the squadron suffered two tanks knocked out and six more damaged. The squadron was forced to withdraw and the Gurkhas had to follow. Exploiting this success, the Japanese moved forward and occupied Potsangbam on 29th April.

Over the next week, Commonwealth and Japanese patrols contested the villages of Potsangbam, Kwa Sipahi and Khoijuman. Khoijuman was finally cleared of Japanese on 6th May and the 9/14th Punjabis even managed to capture four anti-tank guns, one of them being the Type 1 47mm gun, which had never before been seen by the Allies. The Japanese Army Air Force was also active during this week; mounting four raids on the 'Gun-Box' at Bishenpur. The Gun-Box suffered the loss of two guns and seven trucks, but few personnel. The Japanese meanwhile, lost eleven aircraft to British anti-aircraft guns.

The Japanese were by now absolutely determined to take Bishenpur, which represented the last major obstacle to be overcome before reaching Imphal. While *Taguchi-Butai* fought its battle in the plain, their comrades in the 214th & 215th Infantry Regiments were fighting an increasingly bitter battle in the forested hills and ridges to the west, some 3,000 feet above the plain. The Japanese plan was for 215th Regiment to attack Bishenpur from the west, via Wireless Hill, while 214th Regiment hooked around through the hills, to assault Bishenpur from the north and cut the

Bishenpur-Imphal road. *Taguchi-Butai* meanwhile, was to continue its 'village-hopping' attack, with the intention of maintaining the pressure in the plain to the south of Bishenpur. Once Bishenpur was taken, a fresh wave of reinforcements including the remainder of 213th Infantry Regiment and the 14th Tank Regiment, as well as several fresh artillery battalions, would spearhead the final assault on Imphal. In the meantime, Taguchi was determined to preserve Potsangbam and Ningthoukong as firm-bases for the coming assault and his men fortified their positions, using their customary skill to carefully place machine-gun bunkers, mines, anti-tank guns and booby-traps.



A Japanese Type 97 Te-Ke tankette of 33rd Infantry Division advances at Bishenpur, 1944

The impending threat to Bishenpur was becoming increasingly apparent to the Allies and once again, the indefatigable Brigadier MacKenzie, now controlling seven battalions, plus a sizeable armour and artillery contingent and fighting a battle on several fronts, once again attempted to wrest the initiative from the Japanese. During the night of 7/8th May, American B-24 Liberators plastered the whole area with High Explosives, followed at first light by three squadrons of Vengeance dive-bombers. Covered by the tanks of 3rd Carabiniers, the infantry of the 9/14th Punjab regiment crept forward across the open paddy in the pre-dawn gloom.

As dawn broke, the massed British and Indian artillery opened up on Potsangbam and the Punjabis advanced...



Indian Infantry attack at Bishenpur, 1944

Briefing for Brigadier D A L MacKenzie

Situation – Chothe, near Bishenpur, Dawn, 8th May 1944

32 Indian Brigade, comprising the 1st Northamptonshires, 9/14th Punjabis and 2/8th Gurkhas, was until March, manning an outpost line in the Kabaw Valley to the east. Then came the surprise Japanese attack and the brigade was forced, with the rest of 20th Indian Division, to mount a fighting retreat back to Imphal, to concentrate with the rest of IV Corps.

Upon arrival at Imphal, 32 Brigade was ordered south, to cover the Tiddim Road and its junction with the Silchar Track at Bishenpur. The Silchar Track is only a minor Jeep track to the west, but since the Japanese cut the main Imphal-Dimapur road on 28th March, the track was IV Corps' only remaining supply route.

During early April, the battered 17th Indian Division fell back through your positions. They have had the hardest retreat of all, fighting over 100 miles from Fort White and Tiddim. Nevertheless, they have held their own and are in good spirits. However, the Japanese are hard on their heels and are working their way up through the villages of the plain in front of you and through the Watershed Mountains on your right.

On the 15th a Japanese unit succeeded in destroying a suspension bridge in the hills, thereby cutting the Silchar Track and completely cutting Imphal and IV Corps off from even that meagre source of supply. IV Corps is now totally dependent upon its own stocks and whatever supplies can be flown in by the RAF and USAAF. Nevertheless, 32 Brigade was ordered to hold its ground regardless and was reinforced with the addition of the 1/4th Gurkha Rifles and 4/12th Frontier Force Regiment from 17th Division, as well as tanks from 254th Indian Tank Brigade and a growing artillery group at Bishenpur.

This defensive line proved its worth on the 18th as the first major Japanese attack was stopped short of Bishenpur and Potsangbam (known generally as "Pots & Pans"). However, the Japs soon dug themselves in deep at Ningthoukong and on 22nd April, 9/14th Punjab were ordered to mount a reconnaissance-in-force against the village. Unfortunately, the two companies engaged suffered heavy losses for little gain. Following this reconnaissance, 1/4th Gurkhas attacked Ningthoukong on the 25th and initially made some headway, but were forced to withdraw following the loss of their tank support.

Since the Gurkhas' repulse from Ningthoukong, the Japanese have made further gains – taking and fortifying Potsangbam and even pushing outposts into Kwa Sipahi and Khoijuman, where they have skirmished with your patrols. Other Japanese units are meanwhile making steady progress along the high ridges to the west and are threatening to outflank Bishenpur.

32 Brigade is consequently in a desperate situation and 17th Division has reinforced it with another two battalions – the 1st West Yorkshires and 7/10th Baluchs, which means that you now have seven battalions, plus supporting arms, under your command. General 'Punch' Cowan, commanding 17th Division, has stressed that it is absolutely imperative therefore, that 32 Brigade continues to make local counter-attacks to keep the enemy off-balance and to prevent them from launching a coordinated attack on Bishenpur. He assures you that he is cooking up something with 48 (All-Gurkha) Brigade, which should take the pressure off you within a few days.

Mission

- You are to assault the enemy position at Potsangbam, with the intention of preventing the village from being used as a firm-base for an attack on Bishenpur.

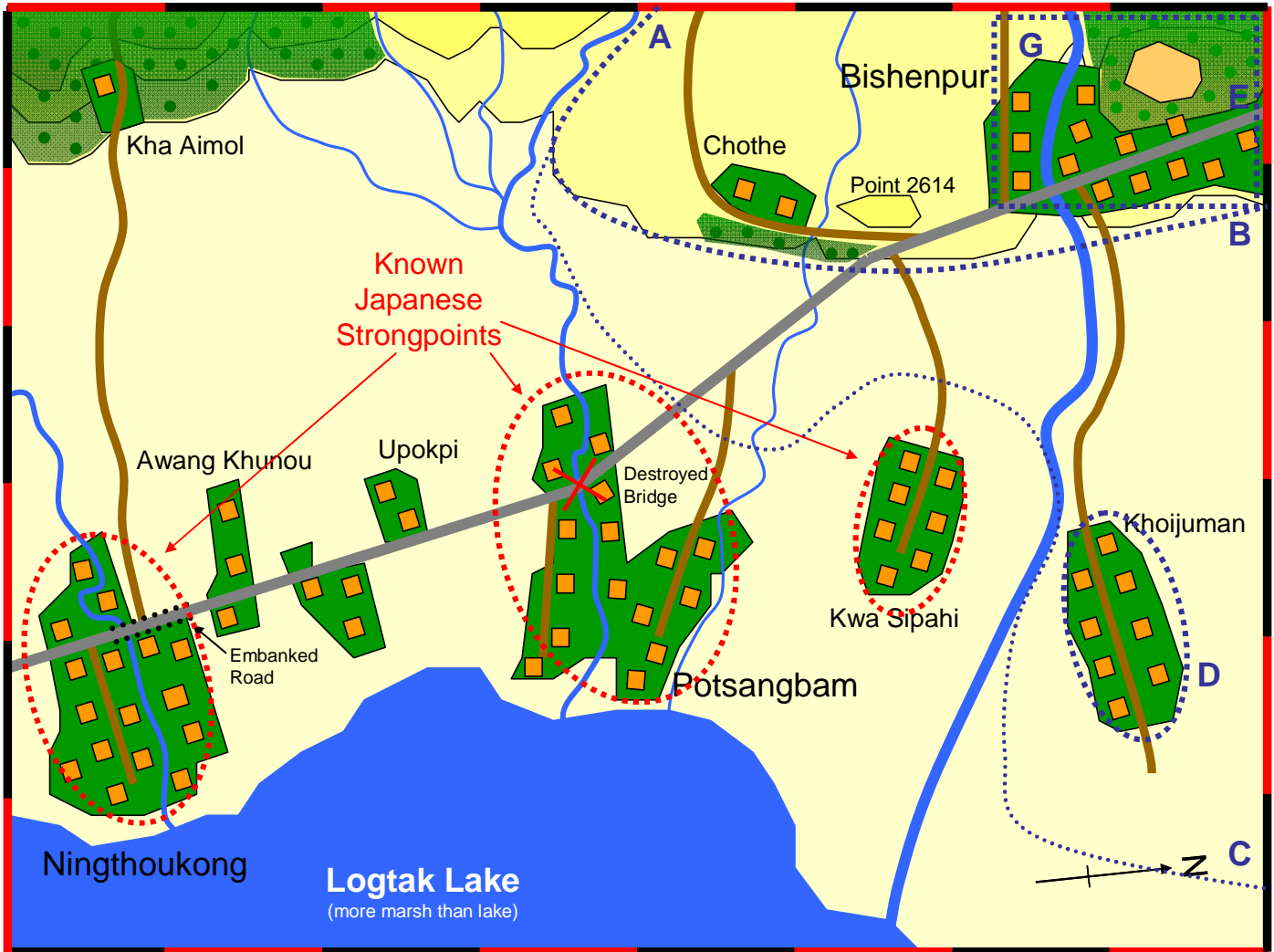
Execution

General Outline

- 4/12th Frontier Force Regiment will provide a firm base and security for the Bishenpur Box.
- 9/14th Punjab, preceded by extensive air and artillery preparation and supported by a half-squadron of tanks from 'C' Sqn, 3rd Carabiniers, are to infiltrate forward during darkness and assault Potsangbam at first light.
- The remaining half of 'C' Sqn, with 2 Independent Bridging Troop RAC and 92 Field Company, Bombay Sappers & Miners riding on the tanks, will follow up the advance at first light. The engineers will assist with breaching obstacles, destroying bunkers and with the bridging tanks, will create crossings over the nullah bisecting the village.

- Once a foothold has been gained in Potsangbam, 1st West Yorks, with a troop of 7th Light Cavalry and a detachment from 82 AA/AT Regt in support, will pass through 9/14th Punjab positions to consolidate the objective.
- Once Potsangbam is completely cleared, you may exploit using the reserve battalion (4/12th Frontier Force Regiment) as you see fit, to exploit the enemy's disarray. A company from 1/4th Gurkhas will arrive at Point E to take over their positions (this need not be included in the game).

Deployment



- The 4/12th Frontier Force Regiment is holding the high ground west of Line A-B, including the Bishenpur 'Gun-Box' (marked 'G'). All elements are dug-in.
- HQ 32 Indian Brigade and the Bishenpur Gun Box forces marked in your order of battle (minus a section each of Bofors LAA Guns and 2pdr AT Guns, which will arrive as reinforcements) are dug-in within the Gun Box (Area G).
- Up to one company of 4/12th Frontier Force Regiment, plus battalion attachments, may be deployed in Khoijuman (Area D), in Improved Positions.
- The 9/14th Punjab Regiment has infiltrated forward under cover of darkness and may therefore be deployed anywhere north of Line A-C. Sub-units of 9/14th Punjab may be deployed as close as six inches to enemy positions in Potsangbam and Kwa Sipahi, but no closer. They not be deployed in improved positions, but heavy weapons may be emplaced and ready to fire.
- One Half-Squadron of 'C' Squadron, 3rd Carabiniers is deployed in support of 9/14th Punjab, west of Line A-B.
- The other half-squadron of 'C' Squadron, 3rd Carabiniers is deployed in column on the main road in Bishenpur (Area G). Half of 92 Field Squadron, Bombay Sappers & Miners, Indian Engineers, is mounted as tank-riders, while the remainder may be mounted in soft-skinned transport at the rear of the column.

- Forward Air Controllers and Forward Observers may be attached to any Allied Manoeuvre Element and may be deployed anywhere north of Line A-C.
- 36 inches of barbed wire and/or punjis (the same thing in game terms) may be deployed anywhere west of Line A-B or within Area D.
- 12 inches of mixed minefield, plus 12 inches of dummy minefield may be deployed anywhere west of Line A-B or within Area D. These may not be deployed on roads

Reinforcements

- Turn 6: The 1st West Yorkshire Regiment, with a section each of 40mm Bofors LAA Guns and 2pdr AT Guns attached, will arrive on the road at Point E.
- Turn 8: A troop of 'B' Squadron, 7th Indian Light Cavalry, will arrive on the road at Point E.
- 4/12th Frontier Force Regiment must remain in place until Potsangbam and Kwa Sipahi have both been completely cleared of the enemy. It will then be released to the British player.

Friendly Forces

- Your Brigade order of battle is detailed at Annex A below. Essentially, 32 Indian Brigade has been temporarily transferred from 20th Indian Division to 17th Indian Division.
- There are no friendly forces on your left, as your left flank is covered by the swampy and impassable Logtak Lake.
- On your right, other elements of the brigade are engaged in a confused battle for the peaks of the Watershed Mountains.
- The 4/12th Frontier Force Regiment, 1/4th Gurkhas and 1st West Yorks are classed as Veteran. All other BGs, MEs and Attachments are classed as Experienced except for 92 Field Company, Royal Bombay Sappers & Miners, who are classed as Trained.

Enemy Forces

- The exact composition, strength and location of enemy forces are uncertain. However, the enemy has been identified as the élite 33rd Infantry Division – the 'White Tigers'. Their antipathy with 17th Indian Division goes all the way back to 1942.
- The enemy has been present in Ningthoukong in at least battalion strength since 19th April and in Potsangbam since 28th April. Further advances by the enemy in the plain – to Kwa Sipahi and Khoijuman – have largely been beaten off, though Kwa Sipahi remains contested ground.
- From documents recovered by fighting patrols, it seems that elements of the 213th Infantry Regiment and the 4th Independent Engineer Regiment are fighting in the plain – apparently as a joint regimental group.
- Enemy artillery units encountered thus far have been primarily light mortars and 105mm howitzers, with the occasional 320mm heavy spigot mortar also being encountered (one was captured at Potsangbam on 25th April). The long range of the Japanese 105mm has frustrated counter-battery efforts thus far, but long-ranged 3.7-inch Heavy AA guns have been brought forward by the Royal Artillery to assist with the counter-battery effort.
- The enemy appears to have Chothe under observation, as sporadic 105mm fire has been directed against movement in that area.
- The enemy is well-served by anti-tank guns, including their newest type – the Type 1 47mm gun. One example of this weapon was captured at Kwa Sipahi two days ago.
- Light tanks have been encountered by 23rd Indian Division in the east, but no enemy tanks have been reported here yet. However, tanks were encountered by 17th Indian Division, during the early days of the retreat, near Tiddim. Consequently, it is only a matter of time before the Japanese bring those tanks up the Tiddim Road.

- The RAF, while having air superiority, has not yet won air supremacy and the Japanese Army Air Force does still mount the occasional air attack. However, these Japanese air attacks do tend to be directed more at logistics and artillery positions rather than in support of the tactical battle.

Air Support

- American B-24 Liberators have been bombing enemy positions throughout the night. However, it is impossible to gauge what their effect on the enemy has been (the Japanese player will resolve these losses).
- Three squadrons of Vengeance Dive-Bombers will conduct a series of air-strikes, each comprising a squadron of **x4** Vengeance dive-bombers (BR-P85), will attack enemy positions, starting at H minus10 (i.e. in the Air Support Phase of British Turns 1, 2 and 3).
- Once the Japanese player has deployed all his hidden unit markers, you are to select twelve targets for the dive-bombers. As mentioned above, you may only attack four targets per turn, so you must specify the turn(s) in which a target is to be attacked.
- Any Japanese unit that conducts anti-aircraft fire will count as Suspected.
- From Turn 5, further aircraft will form a 'cab-rank' for tactical air support. Every time a successful call is made for air support, roll a D10 to determine the aircraft type: 1-7 = Hurricane Mk IIc with bombs, 8-9 = Vengeance Mk I, 10 = Vengeance Mk II.
- There are two Forward Air Controllers attached to 32 Indian Brigade. However, only one close air support mission may be called per turn (though the previous turn's aircraft may return to perform a strafe if it was not Suppressed or Disordered). Both FACs must declare their attempt to call air support at the start of the turn, but if both are successful, only one mission may be carried out. A FAC who calls for air support may not move or conduct other tasks in that turn, even if they were unsuccessful.
- Note that artillery missions may not be directed into areas that have been hit by air-strikes in the same turn.

Artillery Support

- All Royal Artillery and Indian Artillery Fire Support Elements may be given a pre-programmed fire plan once the Japanese player has deployed all his hidden unit markers. The fire plan may continue for a maximum of ten turns. This plan may be interrupted at any time by the Forward Observers calling for fire on spotted or suspected targets of opportunity. The fire plan may not be resumed once a FO has called for fire.
- 311 Field Battery, 31 Mountain Battery and the section from 8 Medium Regiment are firing as Direct Fire Support and have FOs who may be attached to HQs or MEs as you see fit (two FOs each for 311 Field Battery and 31 Mountain Battery – one for each Troop – and one for 8 Medium Regiment).
- Each FO may call for their own Troop (i.e. half-battery) or the whole battery, provided that the other Troop is not already firing at another target.
- Each battery may be used as General Fire Support to thicken a concentration fired by the other battery (i.e. a 'Mike Target'). However, note that Fire Support Elements consisting of only one gun model (e.g. 8 Medium Regiment and each Troop of 31 Mountain Battery) may not be used in this manner as it is not possible for them to fire concentrations.
- A single Troop from 20 Field Battery is available in General Support to thicken concentrations fired by 311 Field Battery or 31 Mountain Battery. It may also be used to fire any sort of mission in the opening barrage.
- 'C' Squadron, 3rd Carabiniers (or any portion of it) may also be included in the preparatory fire-plan. They may fire indirectly at any target within direct line-of-sight, regardless of range, provided each tank firing indirectly is placed within 2-inches of its neighbour – as per the rulebook.
- Tanks firing indirectly use a Small IDF template, with -1 vV and 0 vTGsV.
- The tanks must stop firing indirectly once ANY tanks in the ME become KO'd, Suppressed or Disordered or start moving or engaging targets of opportunity.
- Battalion 3-inch Mortar Platoons are classed as Direct Fire Support unless they are called by their Battalion Commander, in which case they are Organic Fire Support.

- 2-inch mortars have unlimited smoke, but it always counts as dispersing smoke.
- The Field Artillery and the battalion 3-inch Mortar Platoons have only two rounds of smoke apiece. No other fire support elements have smoke.
- You may mark six Artillery Target Reference Points on your map. An artillery mission fired onto these locations will not require direct line-of-sight from a Forward Observer.

Game Sequence

- The Commonwealth player has the first turn.
- The game lasts for 25 turns.

Victory Conditions

- **1 VP** for each enemy Manoeuvre Element with greater than 25% casualties OR each knocked out gun, aircraft or armoured vehicle.
- **2 VP** for each enemy Manoeuvre Element with greater than 50% casualties.
- **3VP** for each enemy Manoeuvre Element with greater than 75% casualties.
- **5VP** for possession of Bishenpur.
- **2VP** for possession of each of the following: West Ningthoukong, East Ningthoukong, West Potsangbam or East Potsangbam.
- **1 VP** for possession of any other village or Point 2614.
- **Total Victory** – for having 5+ VPs more than the enemy.
- **Partial Victory** – for having 1-4 VPs more than the enemy.



BATTLEGROUP
32nd Indian Infantry Brigade, 20th Indian Infantry Division
 Brigadier D A L MacKenzie



20th Indian Division

- Command
x1 Commander 14A-18
- Transport
x1 Jeep (no MG) 14A-10
- x4 Infantry 14A-17

BATTLEGROUP
1st Battalion, The Northamptonshire Regiment
 Lieutenant Colonel Taunton

BATTLEGROUP 9/14P
9th Battalion, 14th Punjab Regiment
 Lieutenant Colonel J R Booth

BATTLEGROUP
3rd Battalion, 8th Gurkha Rifles
 Lieutenant Colonel E V Whitehead

MANOEUVRE ELEMENT
92nd Field Company, Royal Bombay Sappers & Miners, Indian Engineers
 Major J C Clark



17th Indian Division

ATTACHED BATTLEGROUPS FROM 17TH INDIAN DIVISION

BATTLEGROUP 1/4GR
1st Battalion, 4th (Prince of Wales' Own) Gurkha Rifles, 63rd Indian Infantry Brigade
 Lieutenant Colonel William H B Oldham

BATTLEGROUP 1WY
1st Battalion, The West Yorkshire Regiment, HQ 17th Indian Division
 Lieutenant Colonel Hunt

BATTLEGROUP 4/12FFR
4th Battalion (Sikhs), 12th Frontier Force Regiment, HQ 17th Indian Division
 Lieutenant Colonel McLeod

BATTLEGROUP
7th Battalion, 10th Baluch Regiment, HQ 17th Indian Division
 Lieutenant Colonel Lindsay

ATTACHED ELEMENTS FROM 254TH INDIAN TANK BRIGADE

MANOEUVRE ELEMENT
'C' Squadron, 3rd Carabiniers

MANOEUVRE ELEMENT
Troop, 7th Indian Light Cavalry

MANOEUVRE ELEMENT
2nd Independent Bridging Troop, Royal Armoured Corps



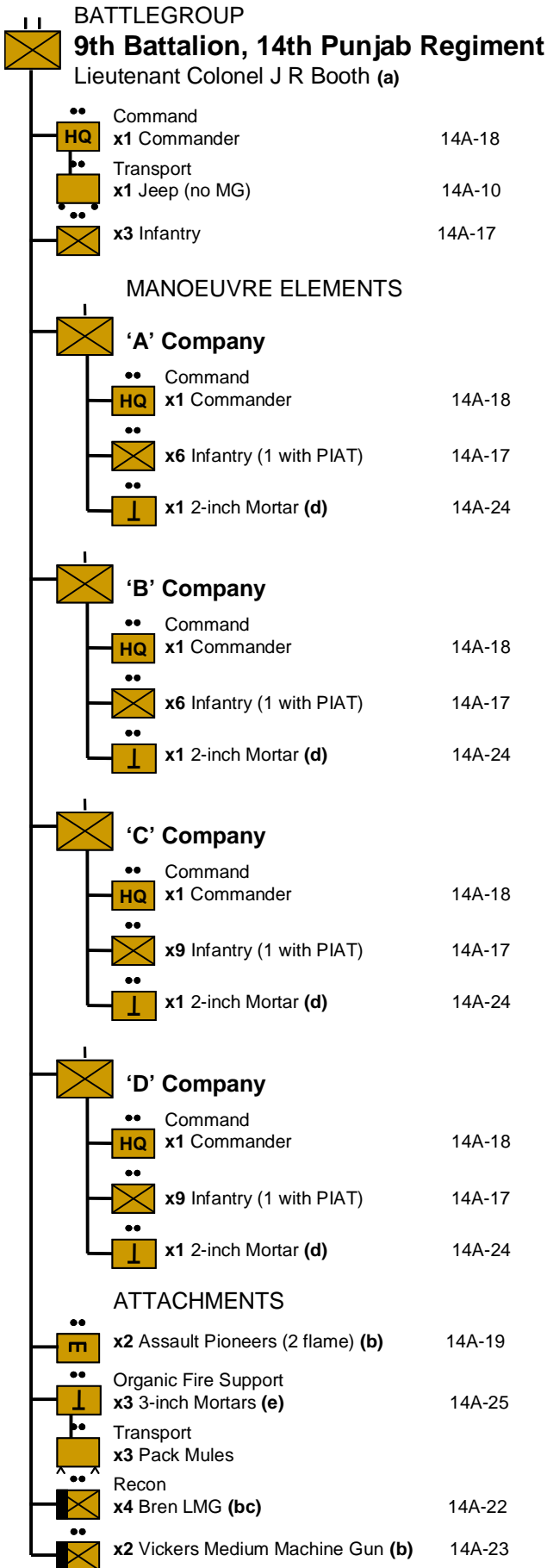
254th Indian Tank Brigade

ROYAL & INDIAN ARTILLERY ELEMENTS FROM 17TH & 20TH INDIAN DIVISIONS

FIRE SUPPORT ELEMENT
The Bishenpur 'Gun Box'

RAF FORWARD VISUAL CONTROL PARTIES

- On-Table Attachments
x2 Forward Observer 14A-20
- Transport
x2 Jeep (no MG) 14A-10



20th Indian Division



(a) All elements of 9/14th Punjab are rated as 'Experienced'.

(b) These elements may be directly attached to the infantry companies or to 9/14th Punjab Battalion HQ.

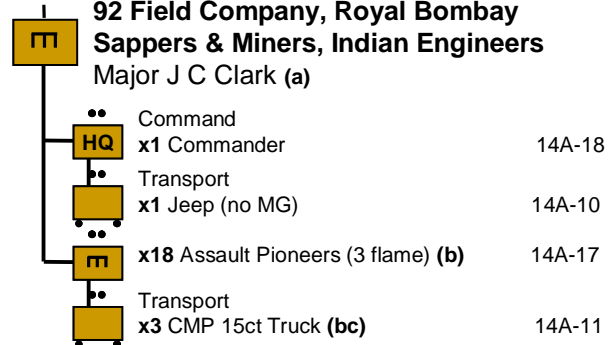
(c) These Bren Gun sections represent the dismounted Carrier Platoon.

(d) The 2-inch Mortars have unlimited smoke, but it always counts as dispersing smoke.

(e) The Punjabi 3-inch Mortar Platoon has only two rounds of smoke.



MANOEUVRE ELEMENT
92 Field Company, Royal Bombay
Sappers & Miners, Indian Engineers
 Major J C Clark (a)






(a) All elements of 92 Field Company are designated 'Trained'.





(b) Half of the company starts the scenario mounted on the tanks of 3rd Carabiniers. The remainder may follow on in trucks.





(c) For this scenario, the transport capacity of the CMP 15cwt trucks is increased to 3T. Similarly, the Lee-Grant tanks of 3rd Carabiniers may also carry 3T as tank-riders.





BATTLEGROUP
4th Battalion (Sikhs), 12th Frontier Force Regiment
 Lieutenant Colonel McLeod (a)





	Command x1 Commander	14A-18
	Transport x1 Jeep (no MG)	14A-10
	x3 Infantry	14A-17

MANOEUVRE ELEMENTS







	'A' Company	
	Command x1 Commander	14A-18
	x9 Infantry (1 with PIAT)	14A-17
	x1 2-inch Mortar	14A-24

	'B' Company	
	Command x1 Commander	14A-18
	x9 Infantry (1 with PIAT)	14A-17
	x1 2-inch Mortar	14A-24

	'C' Company	
	Command x1 Commander	14A-18
	x9 Infantry (1 with PIAT)	14A-17
	x1 2-inch Mortar	14A-24

	'D' Company	
	Command x1 Commander	14A-18
	x9 Infantry (1 with PIAT)	14A-17
	x1 2-inch Mortar	14A-24

ATTACHMENTS

	x2 Assault Pioneers (b)	14A-19
	Organic Fire Support x3 3-inch Mortars	14A-25
	Transport x3 Pack Mules	
	Recon	
	x4 Bren LMG (bc)	14A-22
	x2 Vickers Medium Machine Gun (b)	14A-23

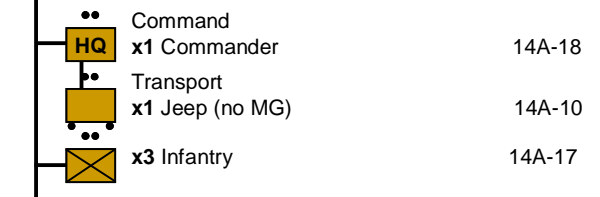


17th Indian Division



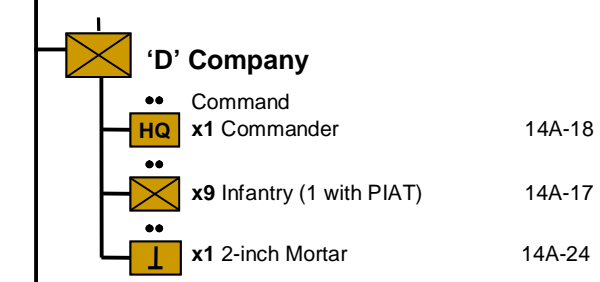
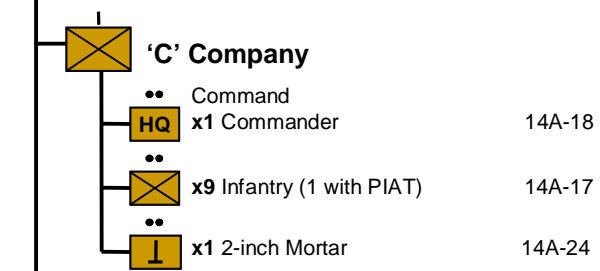
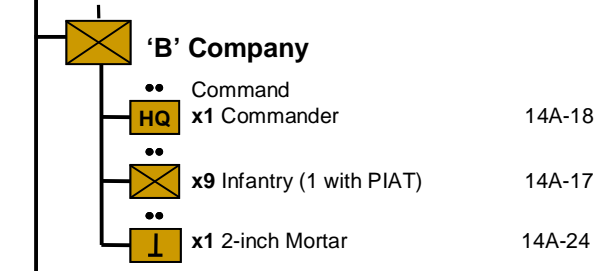
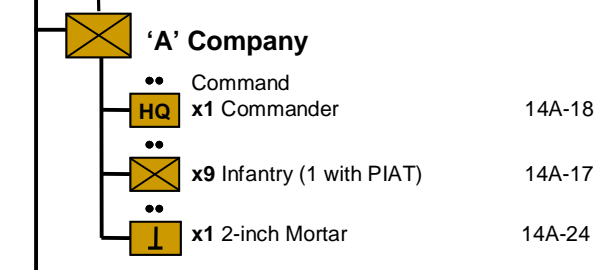
- (a) All elements of 4/12th Frontier Force Regiment are rated as 'Veteran'.
- (b) These elements may be directly attached to the infantry companies or to 4/12th FFR HQ.
- (c) These Bren Gun sections represent the dismounted Carrier Platoon.

BATTLEGROUP
1st Battalion, The West Yorkshire Regiment (Prince of Wales' Own)
 Lieutenant Colonel Hunt (a)

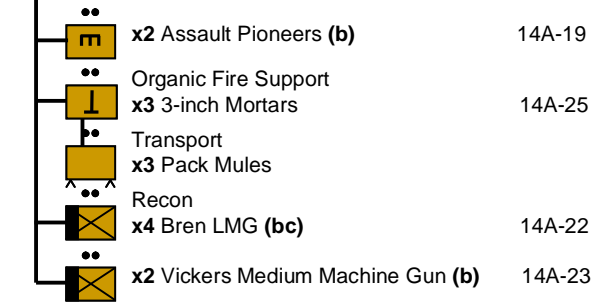


17th Indian Division

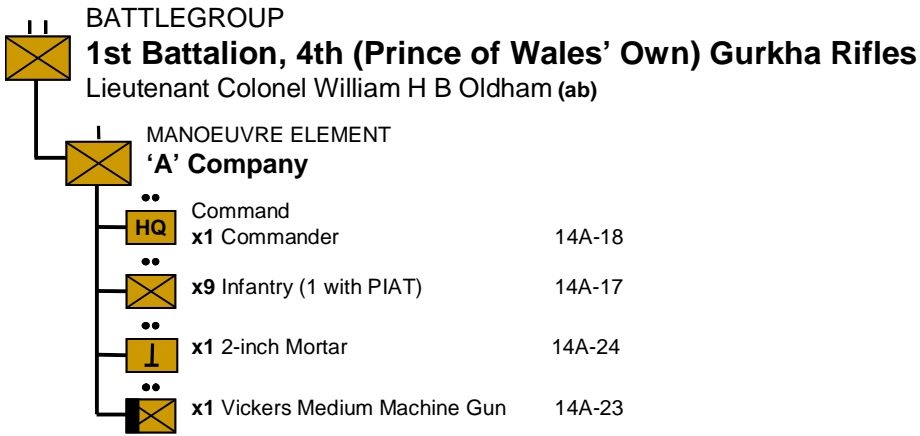
MANOEUVRE ELEMENTS



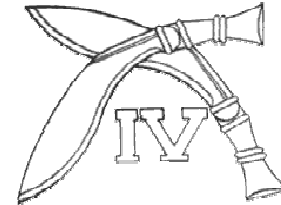
ATTACHMENTS



- (a) All elements of 1st West Yorks are rated as 'Veteran'.
- (b) These elements may be directly attached to the infantry companies or to 1/4th Gurkhas HQ.
- (c) These Bren Gun sections represent the dismounted Carrier Platoon.



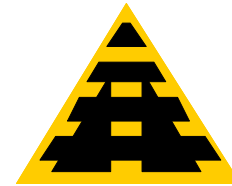
17th Indian Division



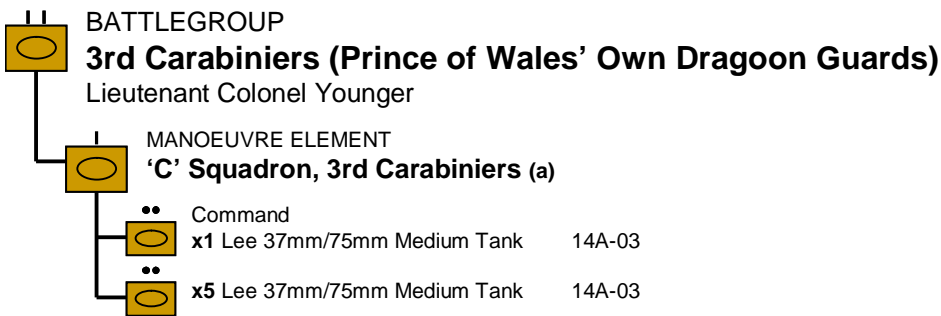
(a) The Gurkhas here are defending the Brigade HQ and Gun Box at Bishenpur. Given the fluid nature of the war with Japan, front-lines were rarely as clear-cut as in other theatres of war. As a consequence, Headquarters, artillery positions and logistical elements were never without sizeable defence elements.

(b) All elements of 1/4th Gurkhas are designated as 'Veteran'.

Attached Elements, 254th Indian Tank Brigade

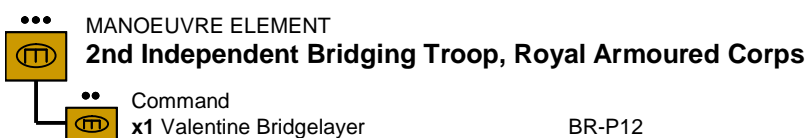


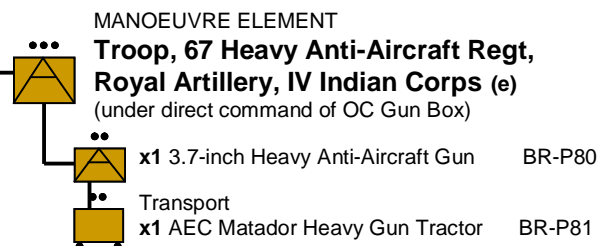
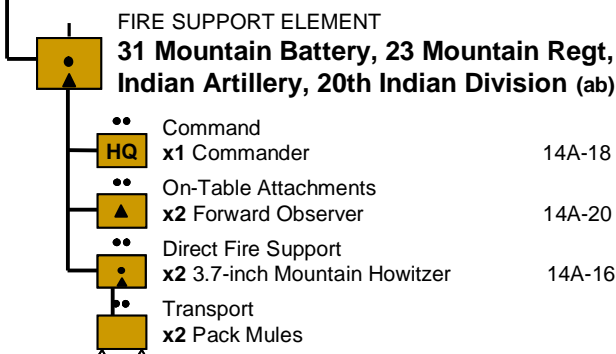
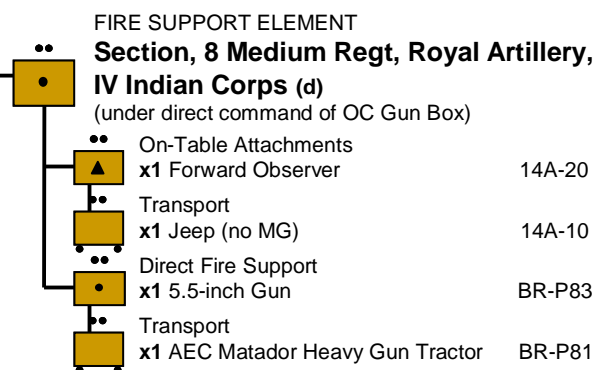
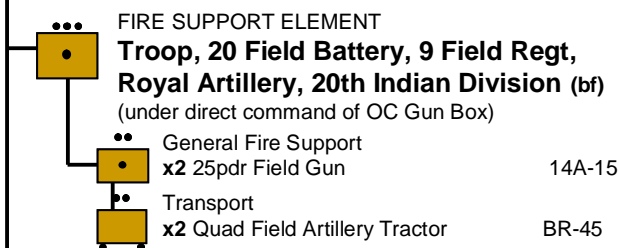
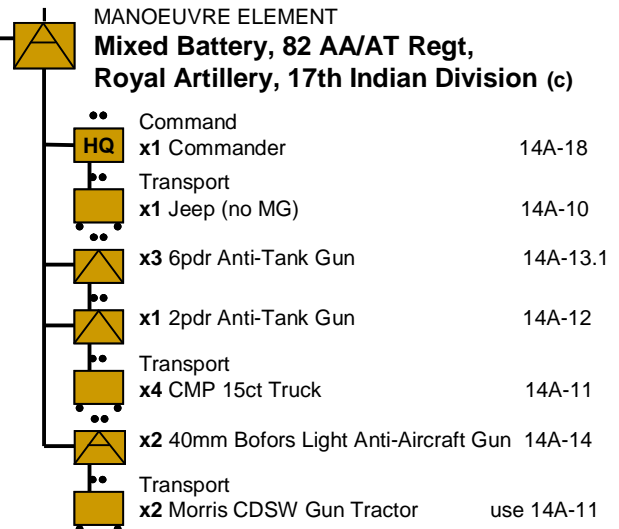
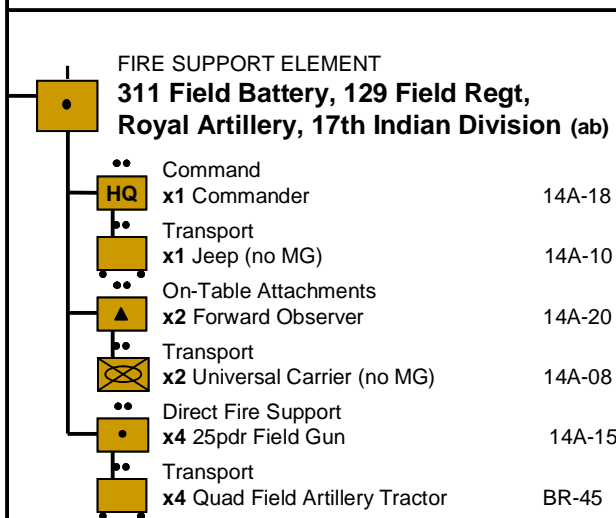
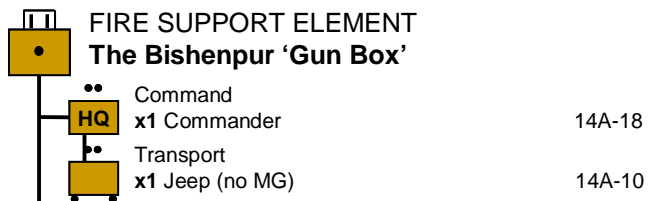
254th Indian Tank Brigade



(a) The squadron is deployed as two half-squadrons, each of x1 Command Lee and x2 Lee.

(b) For this scenario, each Lee may carry 3T as tank-riders.





(a) Forward Observers belonging to 31 Mountain Battery or 311 Field Battery may each call for a Troop fire mission (i.e. a half-battery) or for the whole battery as Direct Fire Support. Obviously, if a Battery mission is being called by one FO, the other FO must cease fire.

(b) All 25pdr Field Guns and 3.7-inch Mountain Howitzers may be combined in a 'Mike Target' as General Fire Support.

(c) The 2pdr Anti-Tank Section and one of the 40mm Bofors sections are attached to 1st West Yorks, ready to move forward once Potsangbam is secured.

(d) As there is only one 5.5-inch Gun model present, it may not in game terms fire a concentrated fire mission and may not therefore be used to thicken concentrations.

(e) The 3.7-inch Heavy Anti-Aircraft Troop was used for long-range counter-battery work, as well as anti-aircraft defence. However, this rather falls outside the scope of this game. It may not be used for indirect fire on-table.

(f) The troop from 20 Field Battery may be used in the initial barrage and/or as General Support to thicken 25pdr or 3.7-inch concentrations.

Briefing for Lieutenant Colonel Taguchi, Commanding *Taguchi-Butai*

Situation – Ningthoukong, Dawn, 8th May 1944

Your 4th Independent Engineer Regiment has been attached to General Yanagida's 33rd Division for Operation *U-Go*: the 'March on Delhi', to provide additional engineering support. Good military engineering is vital in a region such as this with poor roads, mountainous terrain, deep gorges and few bridges or ferries.

For the last few weeks, 33rd Division has pursued the British-Indian 17th Division over 100 miles – all the way from the Kabaw Valley in Burma, through Tiddim and up to the Imphal Plain, high in the mountains of India's Manipur province. The British are now at bay in the city of Imphal; they are surrounded by our victorious divisions and will soon be crushed. The road to India will then be wide-open and the Emperor's forces will liberate that oppressed country and will bring its inhabitants into the Greater Japan Co-Prosperity Sphere.

However, the British and their Indian slave-soldiers are fighting much harder than they have in previous campaigns. They are only delaying our inevitable victory, but nonetheless, they continue to fight hard and have inflicted heavy casualties on Yanagida's infantry. As a consequence, General Yanagida seems to be advancing more cautiously now than in the earlier part of the campaign, while support elements such as your own regiment, are being brought up to supplement the infantry.

Now that we have reached the Imphal Plain, the leading elements of the division have been split into three columns: The 214th and 215th Infantry Regiments are attacking through the mountains to the west, attempting to circumvent the enemy position at Bishenpur. They also have the task of cutting the Silchar Track, which is the last remaining open British supply route. Your own regiment meanwhile, forms the core of the third column, designated '*Taguchi-Butai*'. You have also been given command of Major Isagoda's 2nd Battalion of 213th Infantry Regiment (less two companies) and a battery of heavy mortars carried by elephants. As your column will be operating on the open plain, you have also been allocated a large contingent of anti-tank guns from 1st Independent Anti-Tank Battalion.

After numerous skirmishes on the plain, you finally came up against the main enemy defence line on the 18th. You put a strong attack in against the villages of Bishenpur and Potsangbam, but the enemy held fast. General Yanagida has therefore ordered you to hold fast while the other two columns outflank the Bishenpur position.

Your battlegroup spent a few days digging in at Ningthoukong. This paid off on the 22nd, when Major Isagoda's battalion beat off an enemy probe. A more determined attack was launched on the 25th, this time spearheaded by the enemy's fearsome *Gurkha* warriors, but they were forced to withdraw once your anti-tank guns had beaten off their tank support. Following that battle, you exploited your success by driving on into Potsangbam, which you have also now fortified. Further outposts were established in Kwa Sipahi and Khoijuman, but the enemy has managed to force your men back out of Khoijuman, while Kwa Sipahi remains contested ground.

Our Army Air Force has bombed the enemy artillery positions at Bishenpur four times this week, but seemingly to no effect, as their guns have never stopped shelling you.

General Yanagida informs you that the 214th and 215th Regiments, up in the hills to the west, will soon be in a position to attack Bishenpur from the west and north. 14th Tank Regiment is also coming up the Tiddim Road, with further infantry and artillery reinforcements. When that moment comes, you must stand ready to launch a simultaneous assault on the town from the south. It is therefore imperative that you maintain control of Potsangbam and Ningthoukong, in order to have a 'firm-base' from which to launch that assault. It would be even better if you could in the meantime, establish your firm-base even closer to Bishenpur – in Kwa Sipahi, Khoijuman or Chothe.

However, it seems that the enemy is about to make the first move. Your positions have been bombarded by enemy heavy bombers during the night and now dive-bombers are screaming down on your front-line positions. Your forward observation posts are also reporting the sound of tanks out in front.

They are coming.

Mission

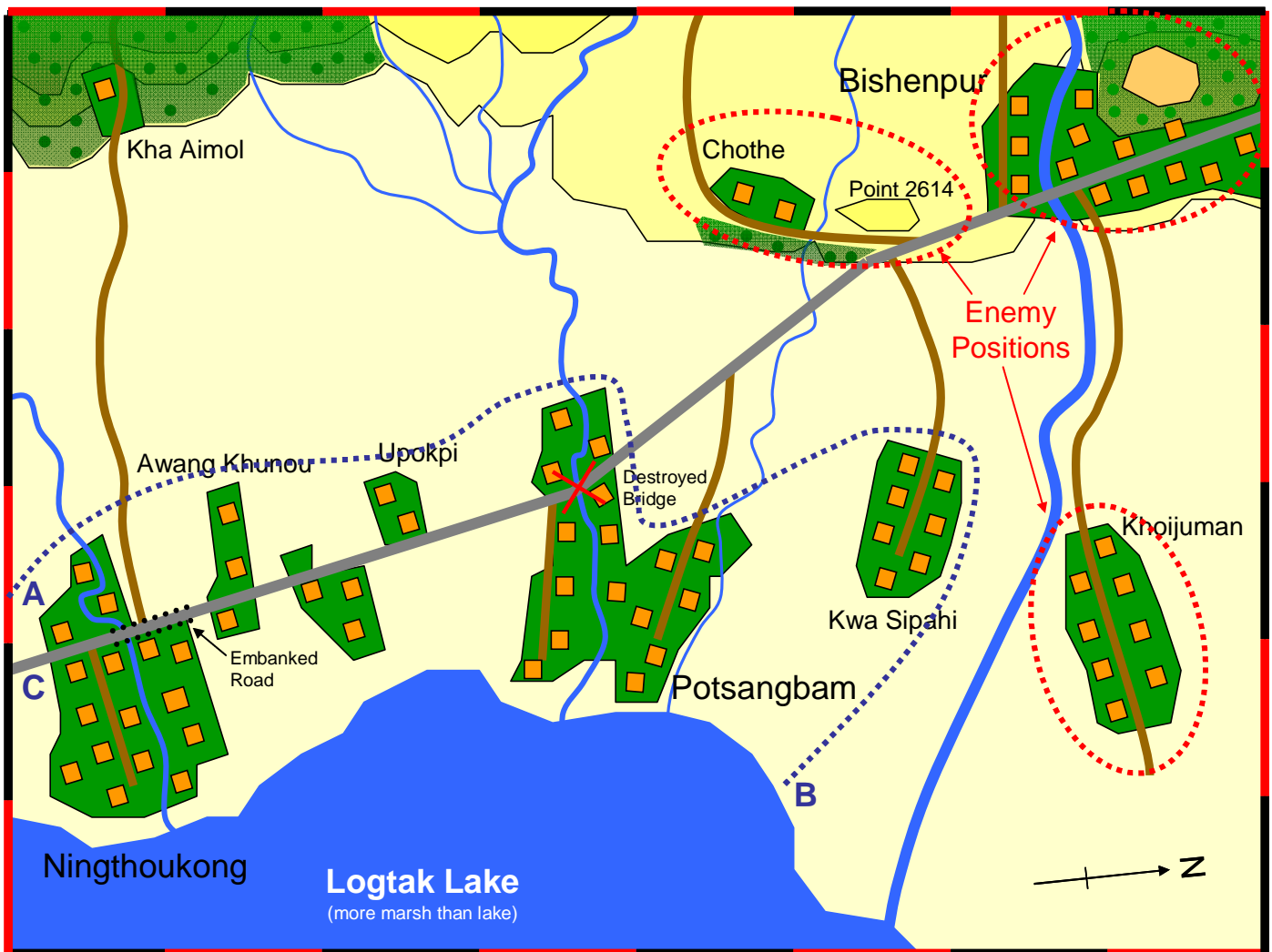
You are to hold the villages of Potsangbam and Ningthoukong against all enemy attacks, with the intention of retaining them as a jumping-off point for attacks against Bishenpur.

Execution

General Outline

- Your battlegroup has heavily fortified the villages of Ningthoukong and Potsangbam and to a lesser extent, the villages of Awang Khunou and Kwa Sipahi.

Deployment



- Your battlegroup is dug in, with the main bastions of defence being the villages of Ningthoukong and Potsangbam. Major Isagoda is responsible for the forward positions at Potsangbam, while your headquarters is situated in Ningthoukong.
- You may swap an ME between 4th Independent Engineer Regiment and Major Isagoda's battalion if you so wish.
- Support elements and MEs may be assigned to either battlegroup. As you see fit.
- You may place up to one ME, plus attachments, in each of the smaller villages within your deployment area, defined by Line A-B. However, note that only Awang Khunou and Kwa Sipahi are fortified to any degree.
- No units may start the game deployed outside the villages in your possession.
- Ningthoukong and Potsangbam may each have eight infantry/MG bunkers – treat as concrete pillboxes. These may be inter-linked by trenches and open-topped infantry fighting positions. Guns may also be dug-in.
- Awang Khunou and Kwa Sipahi may each have two bunkers and sufficient trenches and infantry fighting positions for a single infantry company.
- Units deployed in any other villages may be in Improved Positions.
- You may deploy 20 Dummy Unit Markers.
- You may deploy 24 inches of wire and/or punji stakes (the same thing in game terms) and 12 inches of anti-personnel mines, plus 12 inches of dummy mines – none of which may be deployed on roads.
- Your HMGs may use the optional Grazing Fire rules (see website Optional Rules section).

Reinforcements

- Turn 5: Part of the 33rd Division Tankette Company and 11th Company, 214th Infantry Regiment, arrive at Point C.

Friendly Forces

- Your forces are detailed at Annex A below.
- The bulk of Yanagida's 33rd Division is working its way up through the mountains on your left, though reinforcements, including the tanks of 14th Tank Regiment, continue to move up the Tiddim Road in your rear. Your right flank is secured by the impassable swamp of Logtak Lake.
- All elements of your force are classed as Veteran except for the armour, who are classed as Experienced.

Enemy Forces

- The enemy appear to have at least a brigade of three battalions defending the line from the mountains to Logtak Lake, with the centre of the line at Bishenpur.
- The enemy is well-supported by tanks, with at least a battalion in close support of the defence line.
- The enemy is well-supported by artillery, with at least two batteries of guns dug-in at Bishenpur. Our air force has been ordered to attack these guns and you intend to launch a raid with your engineers, under cover of darkness, to destroy at least some of them.
- The enemy air forces, while they do not have air supremacy, do certainly have air superiority. They range at will over the battlefield and our air forces seem to do little to stop them.

Air Support

- Our air forces are mainly concerned with hitting enemy logistics and artillery positions. They have shown little interest in supporting the Army in the tactical battle and so cannot be relied upon to provide support to you here. However, you have been informed that a raid consisting of **x5** Ki-51 Type 99 Assault Aircraft (JA-29) is on the way to hit enemy artillery positions at Bishenpur. From Turn 5, roll a D10 – the raid will arrive on a roll of '0' and the odds will improve by 1 each turn (i.e. a roll of 9 or 0 will be required on Turn 6. A roll of 8, 9 or 0 will be required on Turn 7, etc). When the aircraft arrive, they must be allocated to artillery guns in the Bishenpur Box.
- Any aircraft that are not KO'd, Suppressed or Disordered following the attack on Bishenpur may return during the following turn and may strafe any enemy units on the table. However, note that KO'd aircraft count toward Victory Points.

Artillery Support

		LEVEL OF SUPPORT		
OBSERVER		Organic Fire Support	Direct Fire Support	General Fire Support
Japanese	Forward Observer Battalion Cmdr	3 or more	4 or more	---
	FO-Iwo/Okinawa	5 or more	6 or more	---
		3 or more	4 or more	7 or more

- You have the 105mm howitzers of 18th Independent Heavy Artillery Regiment firing in Direct Support from off-table. The battalion's FOs must be attached to HQs or MEs on the table. The battalion may not concentrate its fire.

- The 2nd Battery of 33rd Mountain Artillery Regiment, equipped with 75mm guns, is also in Direct Support of *Taguchi-Butai*. This may be deployed on-table if desired. The FO again must be attached to an HQ or ME.
- One company of 320mm spigot mortars from an Independent Heavy Mortar Battalion is deployed forward with Major Isagoda. These weapons, while extremely powerful, have a cripplingly short range and a slow rate of fire. They may only fire on every other turn – mark them with a puff of smoke when they fire and remove the smoke during the turn in which they reload. They may not fire if the smoke-puff is still on the model. The two mortars may only fire shelling missions and may not concentrate their fire. However, their elephant transports give them reasonably good mobility in poor terrain.
- Major Isagoda has an organic 70mm Infantry Gun Platoon.
- Your indirect fire support elements may each pre-register a Defensive Fire target reference point within 12 inches of the defended perimeter. Mark these pre-registered targets on your map prior to the British player's deployment.
- An observer in the Watershed Mountains to the west has Chothe and Point 2614 under good observation. Any enemy units making a Move action within Chothe or Point 2614, or within 2 inches of the edge of these features, will automatically become a Suspected target. ONE 105mm Battery FO per turn may attempt to call for a Random Shelling mission on a suspected target within this observed area, even if the FO does not have direct line-of-sight (i.e. he is being given target and fire correction information by the observer in the hills).

Game Sequence

- The Commonwealth player has the first turn.
- The game lasts for 25 turns.

Victory Conditions

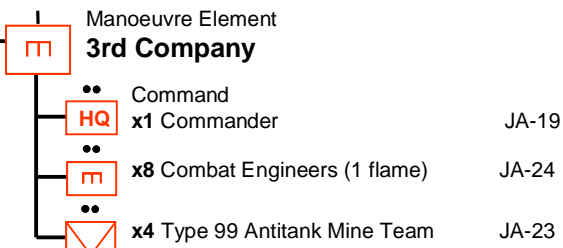
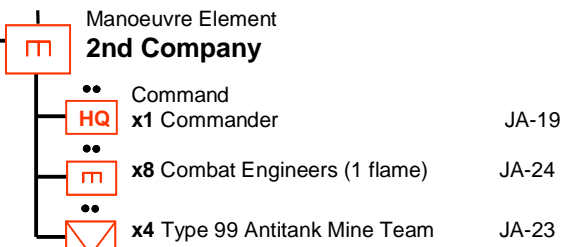
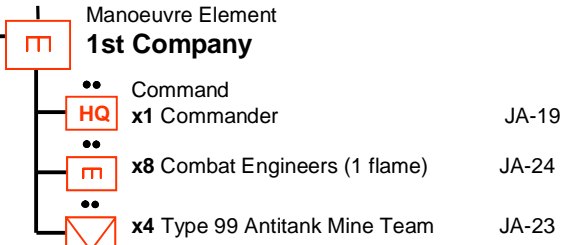
- **1 VP** for each enemy Manoeuvre Element with greater than 25% casualties OR each knocked out gun, aircraft or armoured vehicle.
- **2 VP** for each enemy Manoeuvre Element with greater than 50% casualties.
- **3VP** for each enemy Manoeuvre Element with greater than 75% casualties.
- **5VP** for possession of Bishenpur.
- **2VP** for possession of each of the following: West Ningthoukong, East Ningthoukong, West Potsangbam or East Potsangbam.
- **1 VP** for possession of any other village or Point 2614.
- **Total Victory** – for having 5+ VPs more than the enemy.
- **Partial Victory** – for having 1-4 VPs more than the enemy.



BATTLEGROUP
'Taguchi-Butai' ('Taguchi Group')
 Lieutenant Colonel Taguchi (a)



BATTLEGROUP
4th Independent Engineer Regiment
 Lieutenant Colonel Taguchi



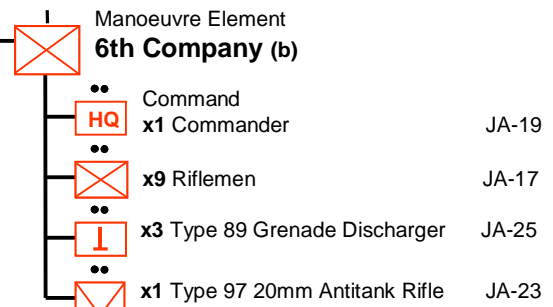
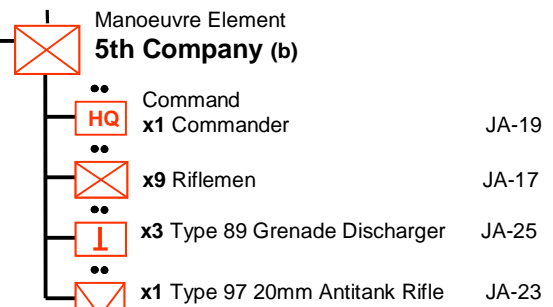
(Attachments & Fire Support Elements on Pages 2 & 3)

(a) Lt Col Taguchi was put in command of a combined battlegroup formed from his own 4th Independent Engineer Regiment, 2/213th Infantry Regiment (less two companies), two antitank companies from 1st Independent Antitank Battalion and a Heavy Mortar Company.

(b) There is no record as to exactly which two companies were detached from 2/213th, so the numbering shown here is a guess.

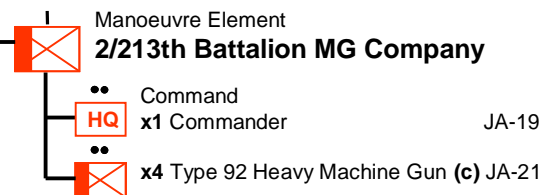
(c) The normal strength of the MG Company would be x6 MG Sections, though two MG Sections would probably have been detached with the two detached companies. Note that an MG Section may be directly attached to each Infantry Company, leaving the MG Company as only x2 MG sections strong.

BATTLEGROUP
2nd Battalion (-), 213th Infantry Regiment
 Major Isagoda

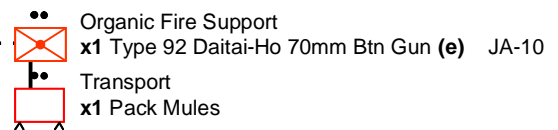


Manoeuvr Element
7th Company (absent) (b)

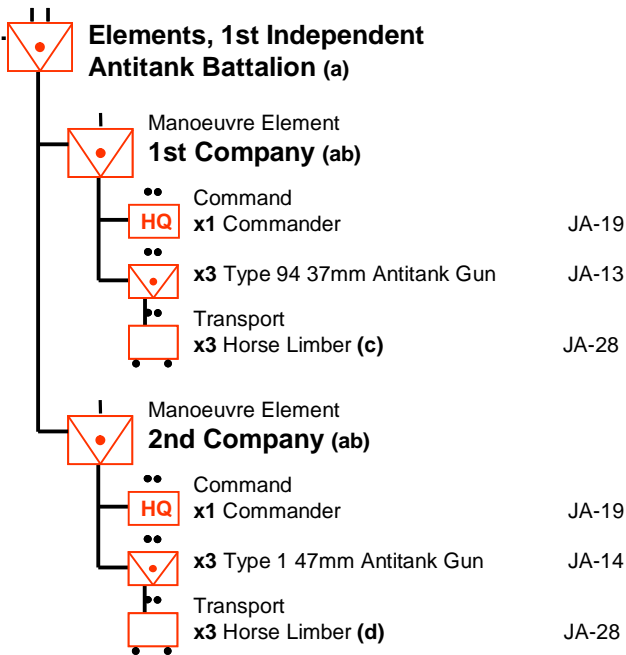
Manoeuvr Element
8th Company (absent) (b)



ATTACHMENTS



(Continued from previous page)



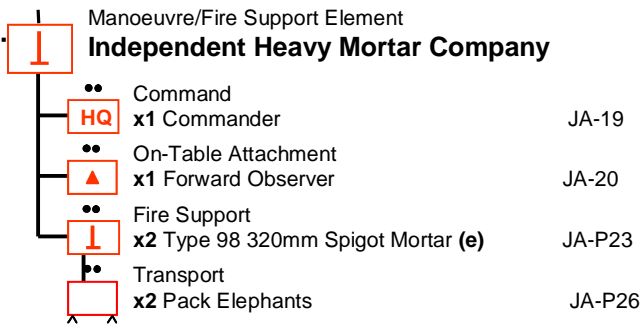
(a) There is no record as to exactly which two companies were present from 1st Antitank Battalion, so I have arbitrarily given them 1st & 2nd Company designations.

(b) The Antitank Companies may alternatively be split up as individual attachments to the battalion's Rifle Companies or Headquarters Element.

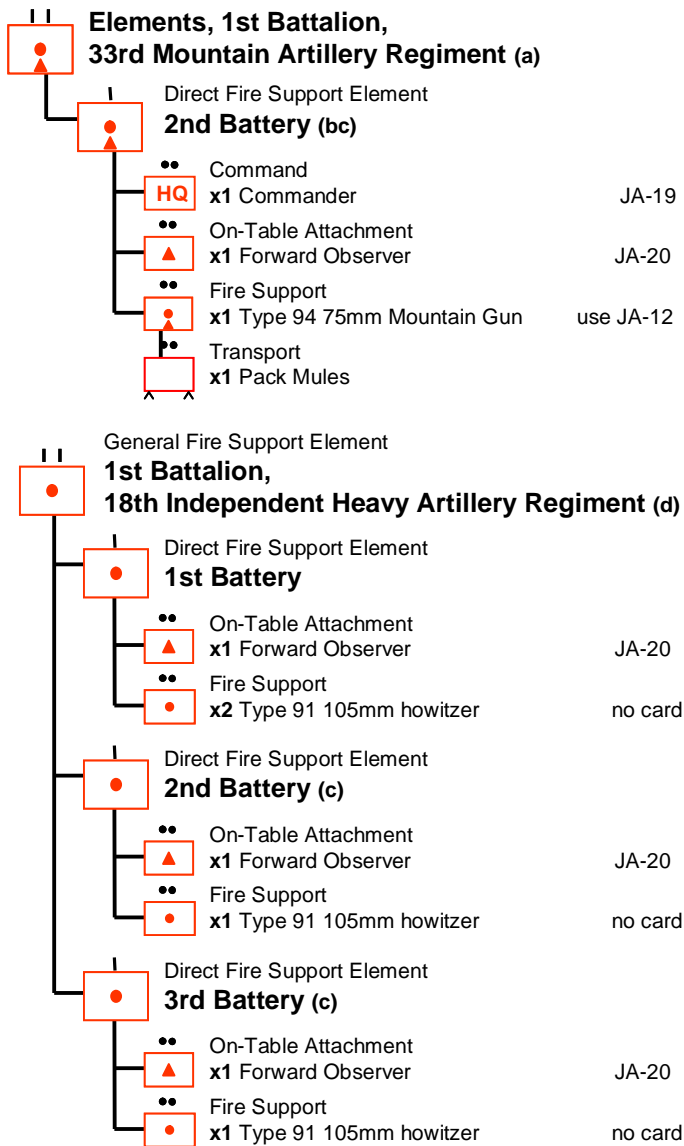
(c) May replace limbers for 37mm guns with: Pack Mule

(d) May replace limbers for 47mm guns with: Type 94 Ko-Otsu Medium Truck JA-P06

(e) I have no information on the identity of this unit, nor how Heavy Mortar Companies equipped with 320mm Spigot Mortars were organised. It is highly likely that they had fewer weapons than those equipped with the far more typical Type 94/97 90mm Mortar, but the figure given here of x2 weapons is simply a semi-educated guess.



Fire Support Elements Assigned to *Taguchi-Butai*



(a) The rest of the 1st Battalion, 33rd Mountain Artillery Regiment, is detached along with the remainder of 213th Infantry Regiment. However, 2nd & 3rd Battalions are relatively nearby, in Direct Support of 214th or 215th Infantry Regiments respectively. Some additional batteries might therefore occasionally become available.

(b) Mountain Batteries may either be deployed as off-table FSEs (though note the limited range of the 75mm Mountain Howitzer), or as on-table Fire Support/Manoeuvre Elements.

(c) In common with the majority of fire support elements in 15th Army, the batteries of 33rd Mountain Artillery Regiment and most batteries of the 18th Independent Heavy Artillery Regiment were halved in strength in order to increase mobility and ammunition-carrying capacity.

(d) The 1st & 3rd Battalions of 18th Independent Heavy Artillery Regiment were supporting 33rd Division, with 2nd Battalion (minus 4th Battery) joining the regiment on 1st June. Only one battery from 1st & 3rd Battalions was at full-strength (I have arbitrarily designated this as 1st Battery), though all batteries of 2nd Battalion were at full strength (which possibly explains why they were so late arriving). Taguchi's Group at Bishenpur received very strong support from 105mm guns, so I have allocated a full battalion here.

Terrain Effects

Terrain	Concealment	Cover	Mobility		
			Troops	Tracked or Half-Tracked Vehicle	Wheeled Vehicle or Gun
Open (1)	Nil	Nil	Full Speed	Full Speed	Full Speed
Dense Woods	Dense Area	Soft	Full Speed	Half Speed & Bog	Half Speed & Bog
Villages (2)	Dense Area	Soft	Full Speed	Half Speed & Bog	Half Speed & Bog
Built-Up Area (Wooden) (3)	Dense Edge	Soft	Full Speed	Impassable	Gun: Half Speed Veh: Impassable
Shallow Gully	Sparse Edge	Hard	Half Speed	Breach	Breach & Bog
Deep Gully (4)	Sparse Edge	Hard	Breach	Impassable	Impassable
Wide & Deep Gully (5)	Sparse Edge	Hard	Breach	Impassable	Impassable
Paved Road (6)	Nil	Nil	Double Speed	Double Speed	Double Speed
Unpaved Road (6)	Nil	Nil	Full Speed	Full Speed	Full Speed
High Road Embankment	Sparse Edge (Blocks LOS)	Hard	Half Speed	Breach	Breach & Bog
Logtak Lake	Nil	Nil	Impassable	Impassable	Impassable

Terrain Effects Notes

1. This was mainly dry paddy, with very little cover. However, there are occasional Low Banks dividing some paddy fields from the next (see above).
2. The villages were scattered affairs, with each family farmstead surrounded by earth banks, hedges, orchards and spice trees. Rather than make these terrain areas very complicated, it is easier to class the whole area as one terrain type: As Dense Woods (with underbrush) plus one further caveat - No Rapid Advance permitted within villages
3. Wooden buildings, often built of very flimsy materials, but the locals would often surround them with banks and hedges and would even dig air raid shelters beneath them. Many of these were converted into bunkers by the Japanese. These are rambling settlements, so there is no 'Street' terrain type in between them
4. Deep Gullies such as those running through Potsangbam and Ningthoukong, may be bridged by a Valentine Bridgelayer. See Engineering rules below.
5. Wide & Deep Gullies such as the one running through Bishenpur and Khoijuman, may not be bridged by a Valentine Bridgelayer.
6. The Tiddim-Imphal Road is Paved. All other roads are unpaved. Aside from the high-banked road in Ningthoukong (see below), all roads run along Low Banks (as paddy dykes, above

Special Rules

"May The Emperor Live For a Thousand Years! Banzai!"

- Any Disordered Japanese Commander, Riflemen, Combat Engineer, Anti-Tank Mine, Grenade-Discharger or Forward Observer unit suffering a Panic or Fall-Back Manoeuvre result may instead opt to launch an immediate Rapid Advance (while Disordered) against the nearest Spotted or Suspected enemy unit.
- If there are no Spotted or Suspected enemy units within reach, the unit will conduct a Panic or Fall Back as normal.
- Exception: A Japanese Troop or Gun unit of any type occupying a BUA, bunker or dug-in position suffering a Panic or Fall-Back Manoeuvre result, may instead opt to doggedly stay in its position (Disordered).

Sustained Fire MG Grazing Fire

- Only emplaced British Vickers Medium Machine Guns and Japanese Type 92 Heavy Machine Guns may conduct Grazing Fire.
- To use Grazing Fire, the MG must be emplaced in an Improved Position or Dug In.

- The Grazing Fire Template may only be placed within a 90-degree arc off the unit's front facing (i.e. up to 45 degrees off the centerline). Targets outside this arc, but within the normal 180-degree front arc, may be engaged normally using the normal Fire procedure.
- The template can be placed in offensive, defensive, or during opportunity fire against any target that lies within the 90 degree arc. It also may be placed at the beginning of the enemy maneuver phase instead of defensive fire even if even if no targets are available. Once placed, it remains in place until the end of the current player turn and may not be moved. Note that the designated target must lie within the arc, even though that it is possible for targets slightly outside the 90 degree arc to be affected by the fire if they lie within the template.
- The effect of the template does not pass through dense area terrain. It will affect units on the edge of dense area terrain, but not deep or behind it. [Alternative rule: May allow Grazing Fire to pass through inches of dense area terrain].
- All units, enemy and friendly, which have an aiming point within the template are attacked with a additional -1 modifier. The effect of the template is similar to that of an artillery interdiction fire (p.43). If a unit moves into or through the template, it is immediately attacked.

Light Mortar Targeting

- Through play-testing, we have found that light mortars and grenade dischargers such as the British 2-inch Mortar and the Japanese 50mm Grenade Discharger, don't really inflict their historical effect in close terrain, due to the requirement to have line of sight on a target. Therefore, we have devised the following alternative rule, which seems to work rather well:
 - Light Mortars or Grenade Dischargers organic to an ME may fire indirectly without calling for fire at targets that have been Spotted by units of the same ME.
 - Units performing such fire automatically apply the modifier for Random Shelling.

Engineering

- A Valentine Bridgelayer carrying a bridge cross-country may only move at half-speed.
- A Shallow Gully or Deep Gully can be bridged by a Valentine Bridgelayer, taking one action to do so while conformed to the ditch.
- Once used, a vehicle-launched bridge may not be re-used.
- Engineers and Assault Pioneers may breach a bank for Troops if they successfully 'Improve Position' while conformed to the bank. To breach it for Vehicles will require three adjacent 'Improve Positions' (some sort of marker will be required for this). To completely breach a gully required the engineers to breach both banks.
- The demolished bridge in Potsangbam may be repaired by Engineers or Assault Pioneers:
 - To make the bridge passable by Troops, an Engineer or Assault Pioneer unit must successfully Improve Position on each end of the bridge.
 - To make the bridge passable by Vehicles, Engineers or Assault Pioneers must successful make three adjacent 'Improve Positions' on each end of the bridge.
- Any troops crossing a deployed Valentine bridge or repaired bridge may do so at full speed. Vehicles and Guns do so at half speed.
- A breach that has been created in a Deep Gully or Deep & Wide Gully by Engineers/Pioneers is classed as a Shallow Gully at that point.
- Tanks may clear KO'd vehicles from defiles, taking one action to do so.
- Clearing Minefields with Engineers or Assault Pioneers:
 - Engineers/Assault Pioneers may clear up to 1 inch of minefield per movement action.
 - 'Rapid Advance' (i.e. two actions per turn) is not permitted.

- For each inch of the minefield, roll on the Improve Position Table with a +3 modifier. If the Engineer/Assault Pioneer section succeeds on the 'Improve Position' table, the Assault Pioneer section moves forward 1 inch and clears a safe path wide enough for one unit of any type to pass through. Mark the safe path on the table using thread or wire.
- Ordinary (i.e. non Pioneer-trained) Troop elements may also attempt to clear mines using this method, but do so without applying the +3 modifier. However, Veteran and Elite troops may apply a +1 modifier.
- Engineers/Assault Pioneers may conduct Defensive Fire as normal while attempting to clear mines (we've all seen Kelly's Heroes!).
- If the minefield is in terrain that requires a bog-down test, conduct the bog-down test before attempting to clear the minefield. A 'Bog' or 'Displace' result will prevent the unit from clearing mines for that action.
- Once a safe path has been cleared through a minefield, units may only pass through in single file and may not perform a Rapid Advance through the breach.
- Engineers and Assault Pioneers may always attempt to rapidly cross the minefield as normal, rolling on the Minefield Passage Table for every inch of mines crossed. As they are equipped and trained to detect mines, they will apply a +1 modifier on the Minefield Passage Table. Any Troop units following the same route may also then gain the +1 Minefield Passage bonus, but the route will not be safe for anything larger. Note that this method is a lot quicker, but it's risky and it will not create a safe route for vehicles.

Scenario Balancing Options

Favouring the Commonwealth

- Add an additional **x1** 5.5-inch Medium Gun to the detachment from 8 Medium Regiment.
- Replace 9/14th Punjab Regiment with 1/4th Gurkha Rifles – same organisation but classed as 'Veteran'.

Favouring the Japanese

- Allow tactical air support missions to be flown by Ki-51 'Sonia' light bombers: Called in by Regiment/Battalion Commanders as Direct Fire Support. Only one mission allowed per turn.
- Add **x1** or **x2** Light (13mm or 20mm) Anti-Aircraft Guns to each Anti-Tank Company.



Designer's Notes

This scenario was designed as a demonstration 'mega-game' for our annual July get-together at The Tank Museum, Bovington in 2011. As a consequence, I have 'fiddled' a few aspects of the historical engagement:

- The map should actually be one-third larger in order to conform to BF:WWII 15mm ground-scale. Ordinarily, 12 inches on the table would represent 0.5 km. However, I have squeezed the map somewhat and 12 inches now represents 0.5 miles (compare the size of Ningthoukong village to the maps in my earlier Bishenpur scenarios). The reason for this is entirely arbitrary – I wanted to have both Bishenpur and Ningthoukong on the same table and only had a 6x8 foot table to play with! At the time of writing, we have play-tested the initial assault on Potsangbam and the reduced size of the village makes little difference to game-play.
- The Bishenpur Box and the Bishenpur Gun Box were actually two separate strongpoints – the Gun Box was actually on another knoll, a few hundred metres north of Bishenpur village and is therefore just off-table. I combined the two purely to have the pretty gun models on table! These can be left off-table.
- While Japanese air-raids were certainly a feature of the overall Battles of Bishenpur, there wasn't one during this particular engagement, as far as I know (though there were four attacks during the preceding week, which knocked out two guns). Again, it is purely an excuse to have pretty models on table for the show and again, they can be ignored, or could be kept in reserve as a method of providing game-balance if the Commonwealth forces are having too easy a time of it.
- 4/12th Frontier Force and 1/4th Gurkhas did not historically get involved in this engagement, though they were in the area at the time. I've included them primarily in order to fill space at the back for aesthetic reasons and also to provide some extra options, should Potsangbam be overrun too quickly (this is, after all, to be played over a whole weekend). The Japanese may also receive the 14th Tank Regiment and an additional, weak infantry battlegroup, which was actually a feature of the 3rd Battle of Bishenpur and took place a month later.
- During the night of 5/6th May, a Japanese gun-busting party in platoon strength actually succeeded in breaking into the wire of the Gun Box and succeeded in knocking out two six-pounders. For the purposes of our game and for a bit of fun, I brought this event forward to the night of 7/8th May, so at the start of the first Japanese turn, the Japanese player may place three Engineer units (one designated as commander) from 4th Engineer Regiment just inside the wire of the Gun Box, where they have cut the wire and crept through under cover of darkness. This should be entertaining...

