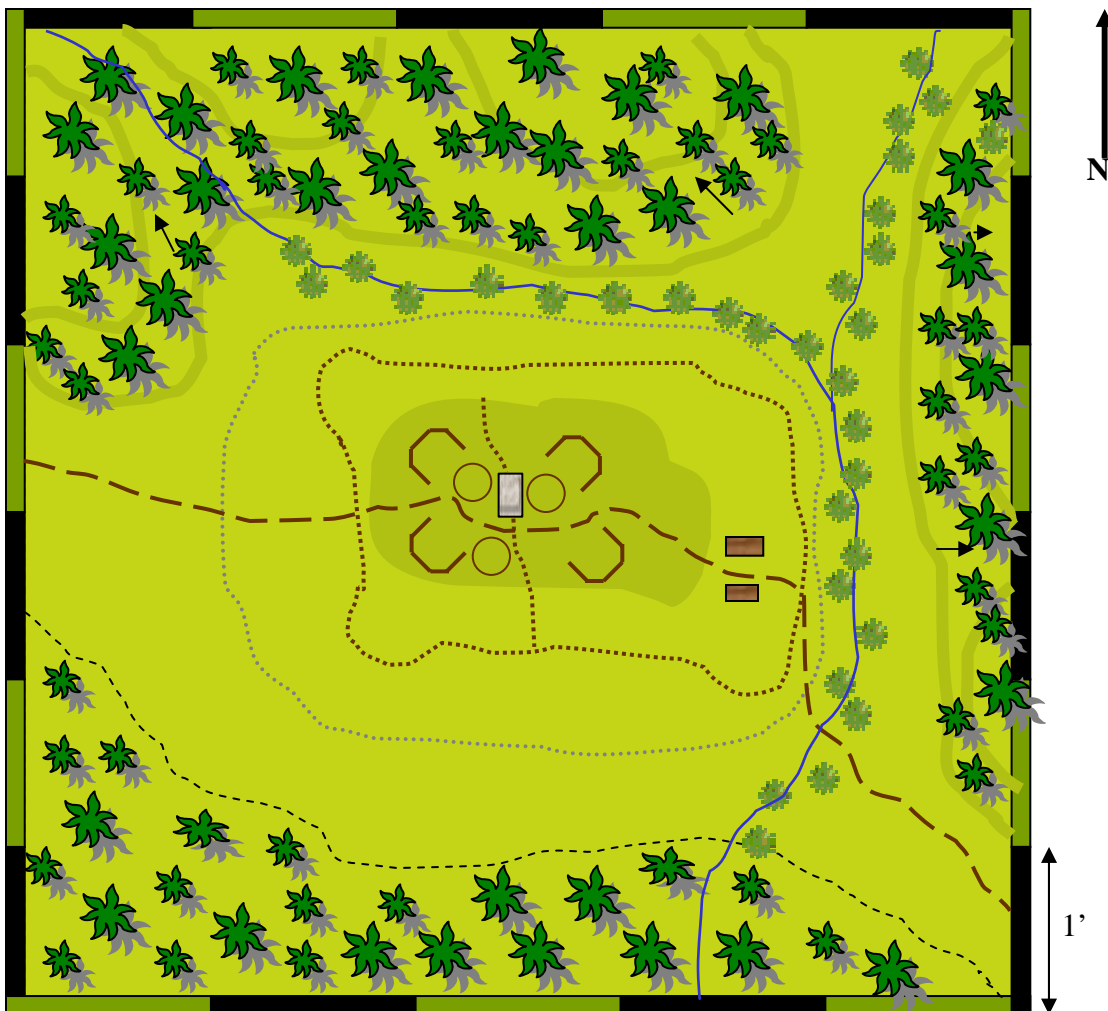
















# Taking the Bait

Letse, Burma – March 20, 1945

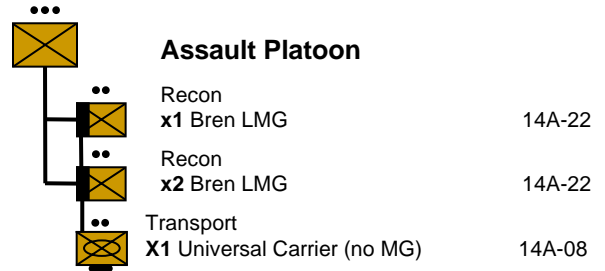
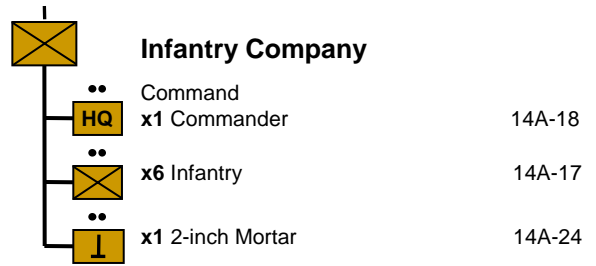
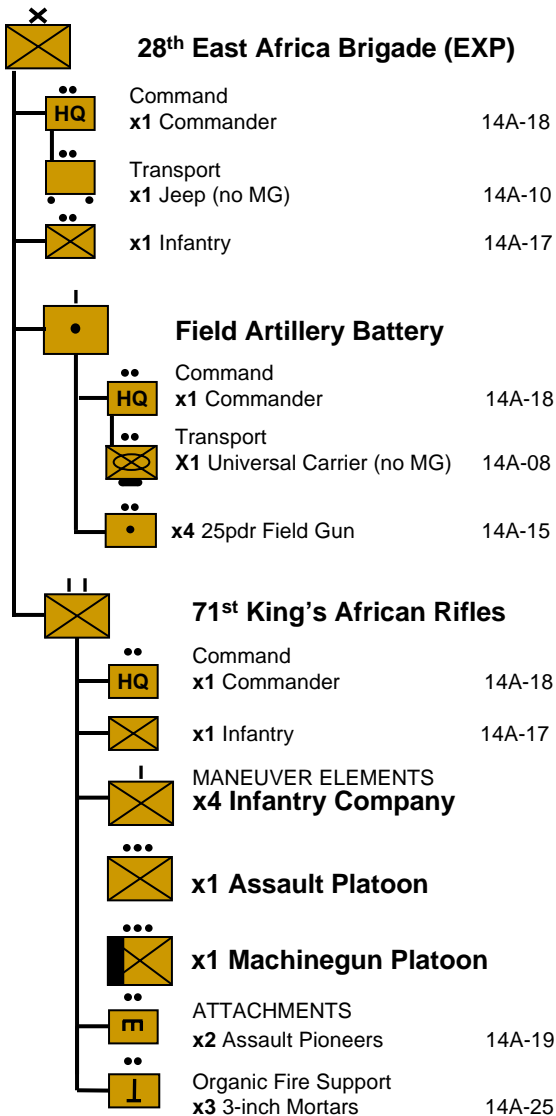


- |   |                                    |   |                         |
|---|------------------------------------|---|-------------------------|
|  | Built-up sectors                   |  | Mortar revetment        |
|  | Bunker                             |  | Gun revetment (25 pdrs) |
|  | Brush                              |  | Trench                  |
|  | Woods with underbrush              |  | Unpaved road            |
|  | Open                               |  | Shallow stream          |
|  | Level one hill gentle sloop (open) |  | Barbed wire             |
|   |                                    |  | Steep slope             |
|   |                                    |  | Higher elevation        |

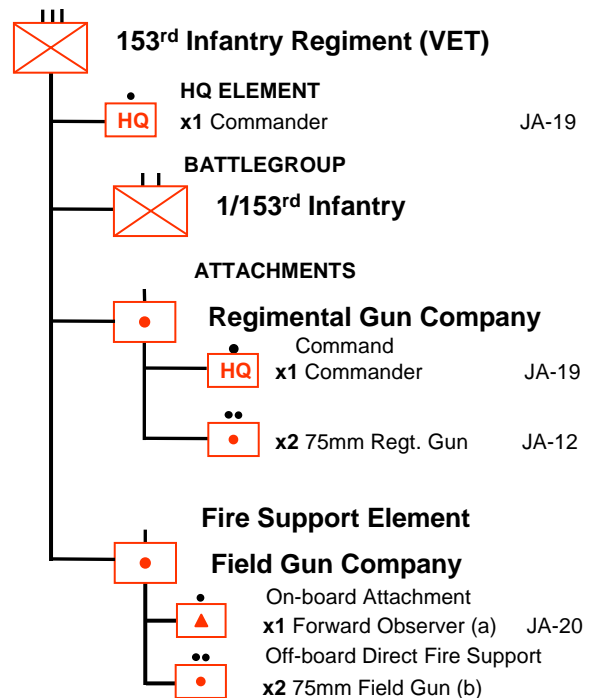
## Central Burma

A critical component to British Gen. William Slim's offensive into central Burma in 1945 was to deceive the Japanese as to where he intended to make his main crossing of the Irrawaddy River. The 28<sup>th</sup> East Africa Brigade made a feint across the river in early March. The Japanese commander, Lt. Gen. Kimura, took the bait, and he ordered large numbers of troops to drive the British back. An hour before dawn on March 20, elements of the 153<sup>rd</sup> Infantry Regiment attempted to overrun the administrative box of the 28<sup>th</sup> East Africa Brigade defended by the Somalis of the 71<sup>st</sup> King's African Rifles. After a desperate struggle lasting several hours, the Somalis ejected the fanatic Japanese fighters who had penetrated their defenses, killing over half the attacking troops in the process.

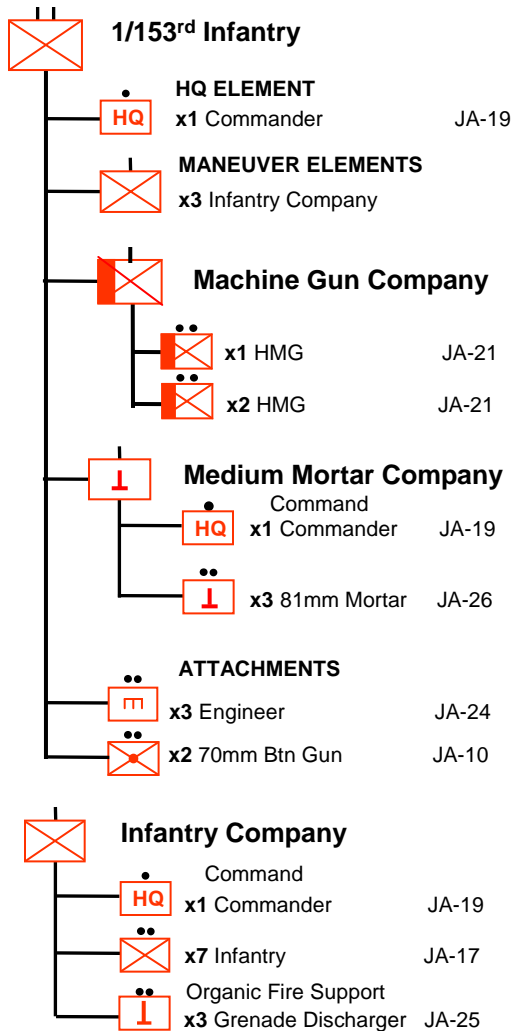
## British Forces



## Japanese Forces



- (a) The Forward Observer may be attached to any maneuver element
- (b) Indirect Fire weapon rating: -1 vs V, 0 vs T,G,sV



## Set up

The British player sets up first by placing all his units inside the barbed wire. Any unit not placed in a trench, revetment, or built-up sector is considered dug in. Due to Japanese reconnaissance and the exposed position of the defenses, stands are placed on the table. No hidden markers are used.

After the British player has placed all of his stands on the table, the Japanese player places all of his stands anywhere inside the woods area terrain (units may be conformed to the edge).

## Special Rules

The game begins at 0500, one hour before dawn. The first six game turns are effected by darkness. For game turns one through four the following rules modifications apply:

**Discipline Rating.** All British units are considered TRN for the first four game turns due to the effects of darkness.

**Spotting.** The modifiers on the spotting table are effected as follows:

- Down 2 additional spotting modifier
- No Up 1 modifier for higher elevation

**Fire Combat.** There is an additional –1 modifier for ALL direct fire combat.

**Maneuver.** Maneuver is effected as follows:

- No rapid advance
- No +1 command modifier for troops unless within 1 inch of commander
- No +2 enemy proximity modifier for no LOS to spotted or suspected enemy

For game turns five and six all the darkness rules continue to apply except that the British discipline rating returns to EXP and the additional spotting modifier is Down 1 instead of Down 2.

## Additional Special Rules

**Japanese Engineers.** A Japanese engineer unit that is conformed to the edge of a section of wire may “cut the wire” by spending two consecutive engineering actions during the Maneuver phase. When completed, mark that section of wire in some fashion. From that point on, a unit crossing the wire no longer needs to make a bog down check but must still conduct a breach action to cross.

**British Command Radius.** The Japanese artillery bombardment that preceded the attack cut the wire communications network in the defensive position, but the British signals troops were able to reestablish it during the course of the battle. Beginning game turn seven, the British player rolls 1D10 at the start of his Maneuver phase to see if the network is repaired: 1-4 no; 5-10 yes. Until the network is repaired the distance that a commander can provide a +1 modifier is limited to 5”, the as same for other troops not in a prepared position. Once the British player succeeds in his repair roll he does not need to roll again, and his commanders have a command radius of 10” while in the prepared positions.

## Scenario and Victory Conditions

Game Length: 18 turns Japanese player moves first

The Japanese player wins if he occupies all four gun revetments and the bunker for four consecutive turns. Play ends at that point and the Japanese player is declared the winner. The British player wins if the Japanese player fails to achieve his victory conditions by the end of game turn 18.