Central Burma

As the British XIVth Army burst onto the central plains of Burma, General William Slim assigned the 19th Indian Division the job of seizing the ancient capital of Mandalay. Looming 700 feet above the walled citadel was a pagoda-covered hill that the Japanese defenders fortified with concrete emplacements. The unenvialbe task of digging them out fell to the 2/Royal Berkshires and the 4/4 Gurkhas supported by Grant medium tanks of the 150th RAC. At the same time, an assault force from the 8/12 Frontier Force was formed to carry a breach created in the nothern wall of Fort Dufferin by the direct fire of a 5.5-inch howitzer.

Set Up

Japanese forces set up first using hidden markers. The units of the "Fort Dufferin" battlegroup set up anywhere on or south of the wall and in the built-up sectors immediately south of the Football Pagoda. All units of the next two battlegroups must be set up on Mandalay Hill (defined as the two elevations marked on the map) The units of the "Second and Football Pagodas" battlegroup set up in and south of the Second Pagoda, but not east of the level two elevation. The units of the "Fortified Caves" battlegroup set up east of the level two elevation, but no further north than the Second Pagoda. The Japanese player has twelve fortified pillboxes in which to set up and place units on Mandaly Hill not further north than Second Pagoda.

The 4/4 Gurkha battlegroup sets up east of the built-up sectors east of Mandalay Hill, no further south than the southernmost built-up sector. The 2/Royal Bershire battlegroup sets up on Mandalay Hill in and north of the Big Pagoda. The 8/12 Frontier Force

battlegroup sets up in the streets and built-up sectors immediately west of the Racecourse.

Terrain

The wall of Fort Dufferin is impassible except at the breach. The slopes of the first level of Mandalay Hill are steep. The slopes of the second level are sheer. The woods on Mandalay Hill are with undergrowth, while the rest are without. The moat is both deep and wide

Special Rules

There is a three-inch breach in the wall of Fort Dufferin about six inches west of the main gate. No units of either side may pass through the main gate during the course of the scenario.

The British tried to limit the amount of damage the fighting inflicted on the historic pagodas. Therefore, no more than **two** turns of 5.5-inch fire support may be directed on each pagoda on the table. Smaller caliber weapons are not limited.

Scenario Length and Victory Conditions

Game Length: 18 turns - British player moves first

The British player must control two out of three of the following objectives at the end of the game to win: Second Pagoda, Football Pagoda, the Gate. The British player controls the Gate by having an undisordered unit on the south side (inside) of the wall at the location of the Gate at the end of game turn 18. In addition to control, none of the British battlegroups can have lost 50% or more of their units for the British player to win. The Japanes player wins by preventing a British victory. *Mandalay* March 12, 1945



















