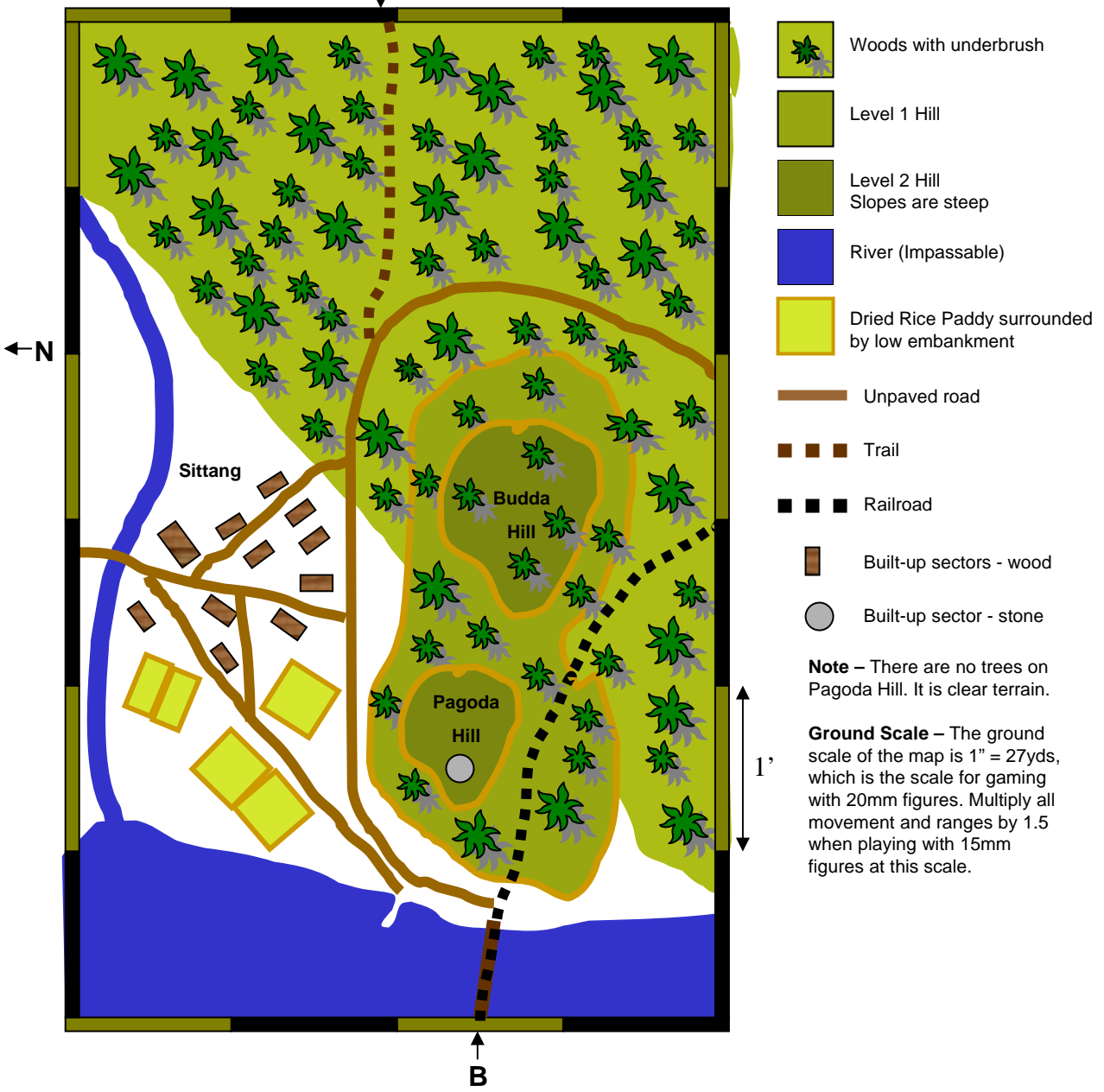


Sittang Bridge, Burma 22 February 1942



A

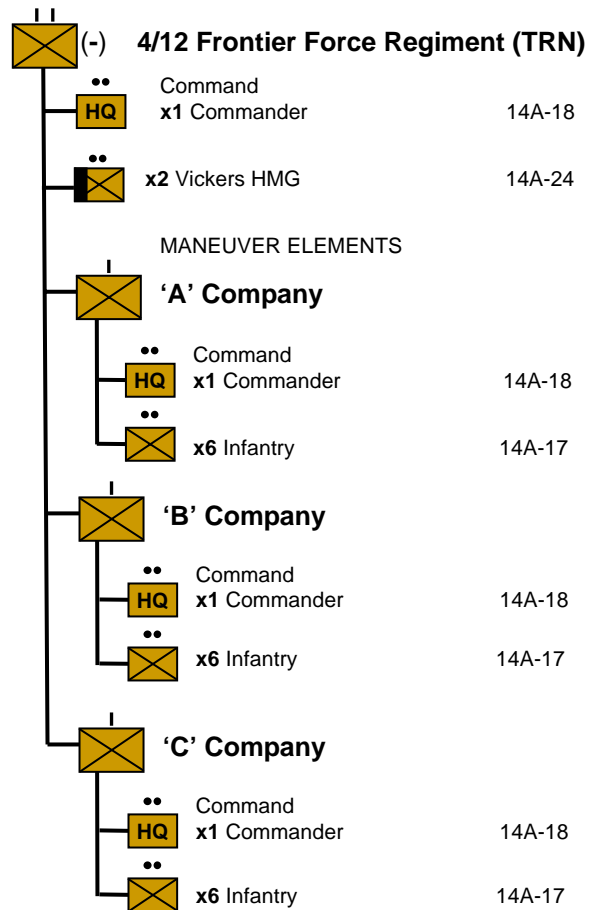
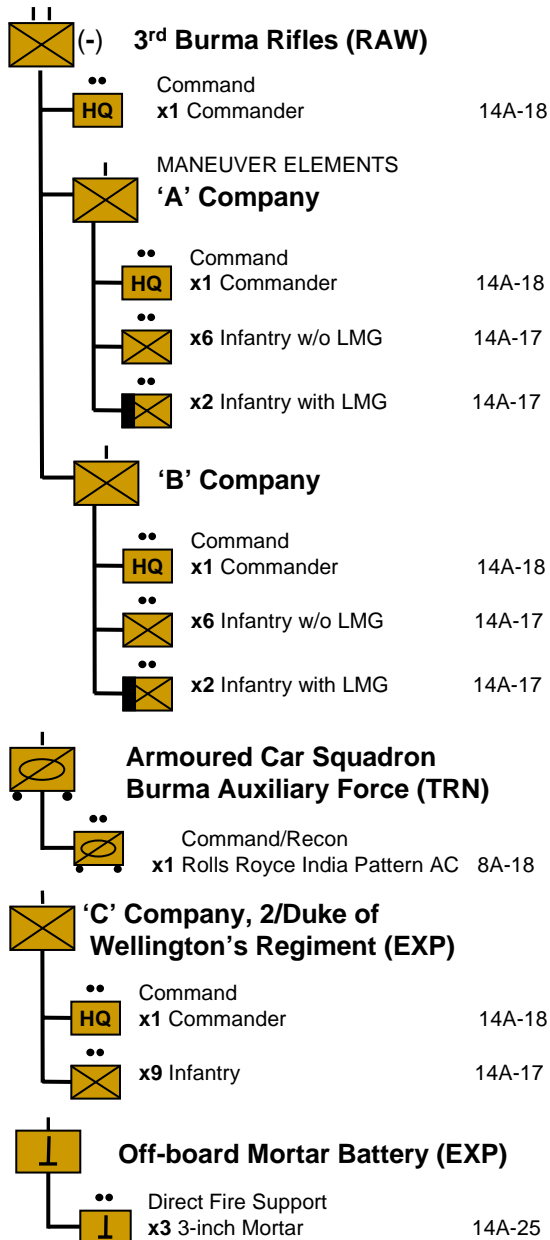


6	6	6	6	6	6
5	5	5	5	5	5
4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1

Southern Burma

The main Japanese attack in the invasion of Burma began on 20 January 1942 as two divisions crossed the frontier, forcing the inexperienced defenders to fall back from one defensive position after another. On the morning of 22 February, the 1st Battalion of the Japanese 215th Infantry Regiment made a mad dash to cut off the retreat of the 17th Indian Division at Sittang Bridge. The fate of Rangoon and thousands of Allied soldiers rested on the shoulders of a few hundred men from the 3rd Burma Rifles, 4/12 Frontier Force Regiment, and 2/Duke of Wellington's Regiment.

British Forces



British Set Up

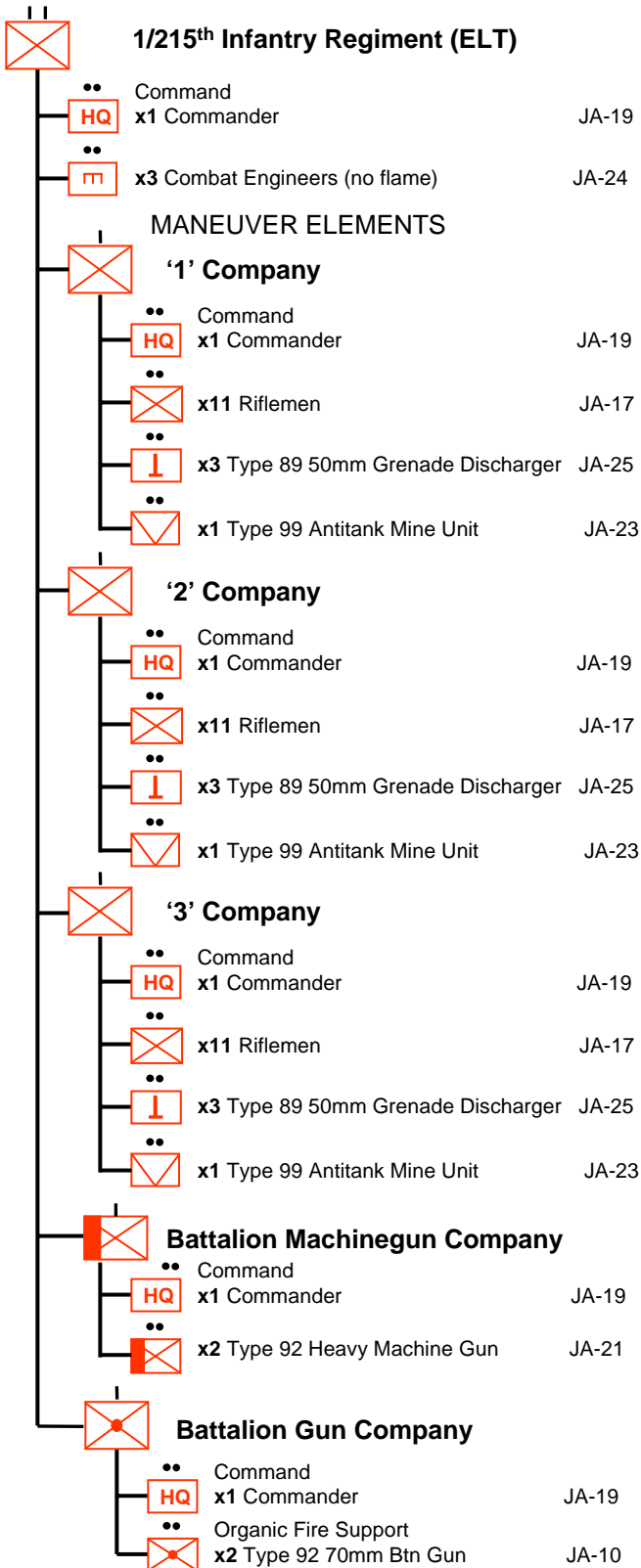
The armoured car unit and three stands from the 3rd Burma Rifles start the scenario in or adjacent to any built-up sector of Sittang. The remaining units of the 3rd Burma Rifles set up in improved positions on or within 4 inches of Buddha Hill. The two Vickers HMG units are placed at the east end of the railroad bridge in dug-in positions. The rest of the 4/12 Frontier Force Regiment units set up in improved positions on or within 4 inches of Pagoda Hill.

British Reinforcements

At the beginning of each turn starting with turn 4, the British player rolls 1D10 and if he rolls a number in the range indicated below, all units of 'C' Company, 2/Duke of Wellington's Regiment arrive at point 'B'. Once 'C' Company arrives no further rolls are made.

Turn	Units Arrive on Roll of
4 – 8	1-3
9 – 12	1-6
13 – 28	1-9

Japanese Forces



Japanese Set Up

After the British player has set up his units, the Japanese player sets up all units of '1' Company within the woods, north of the trail and road.

Japanese Reinforcements

On game turn 1 all units of units of '2' Company may enter anywhere along the east edge of the board. On game turn 2 the remaining Japanese units enter in column along the trail at point 'A'. No unit may leave the trail on turns 2 and 3.

Special Rules

Shortage of LMGs – Burma Rifles infantry units that are listed as without LMG receive a '-1' modifier to all direct fire attacks. This is in addition to the '-1' discipline modifier for being rated RAW.

Surprise – British units may not receive the 'Ambush' modifier when conducting direct fire on Japanese units during the first two game turns.

Mortar Battery – The British 3" mortar battery is on the far bank of the Sittang River off the west edge of the board. It may observe for itself when conducting indirect fire by tracing an unobstructed line of sight from anywhere along the west edge of the board, north of the bridge, to the target unit. The Japanese player may conduct direct or indirect fire on a British mortar unit by tracing a clear line of sight to anywhere along the west edge of the board north of the bridge. The mortar units are considered dug-in. Add 10" to the range of any fire to or from the mortar units.

Scenario and Victory Conditions

Game Length: 18 turns. The Japanese player moves first.

The Japanese player wins if he inflicts more casualties on the British player than he receives and controls both Budda and Pagoda Hills at the end of the game. The British player wins if he prevents the Japanese player from accomplishing any of his objectives.