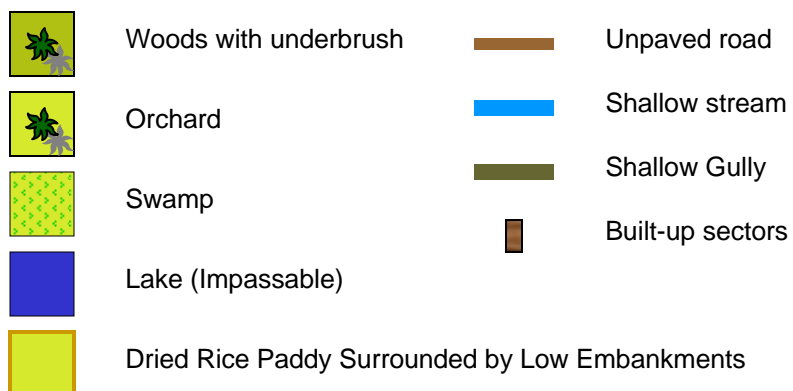
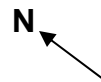


## Keeping the Japanese Off-Balance

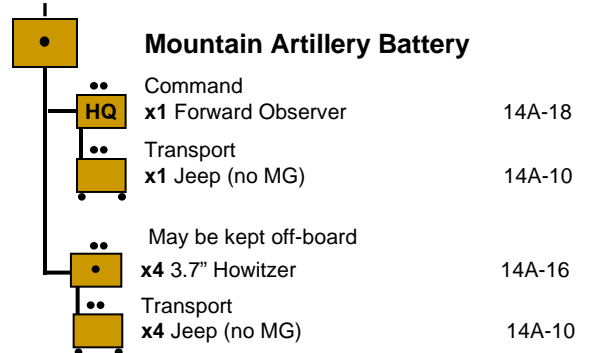
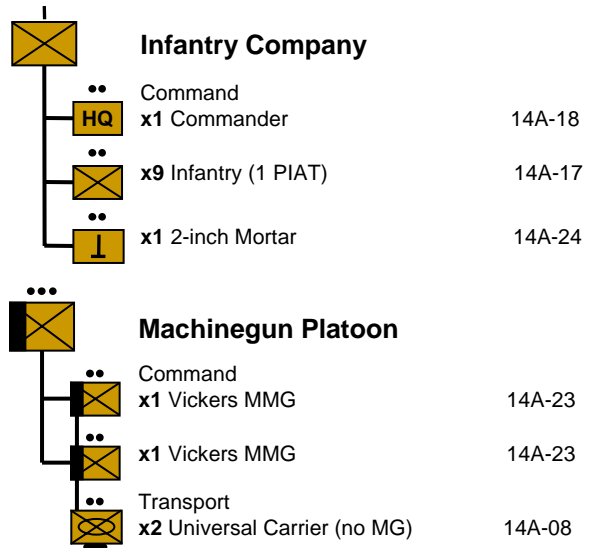
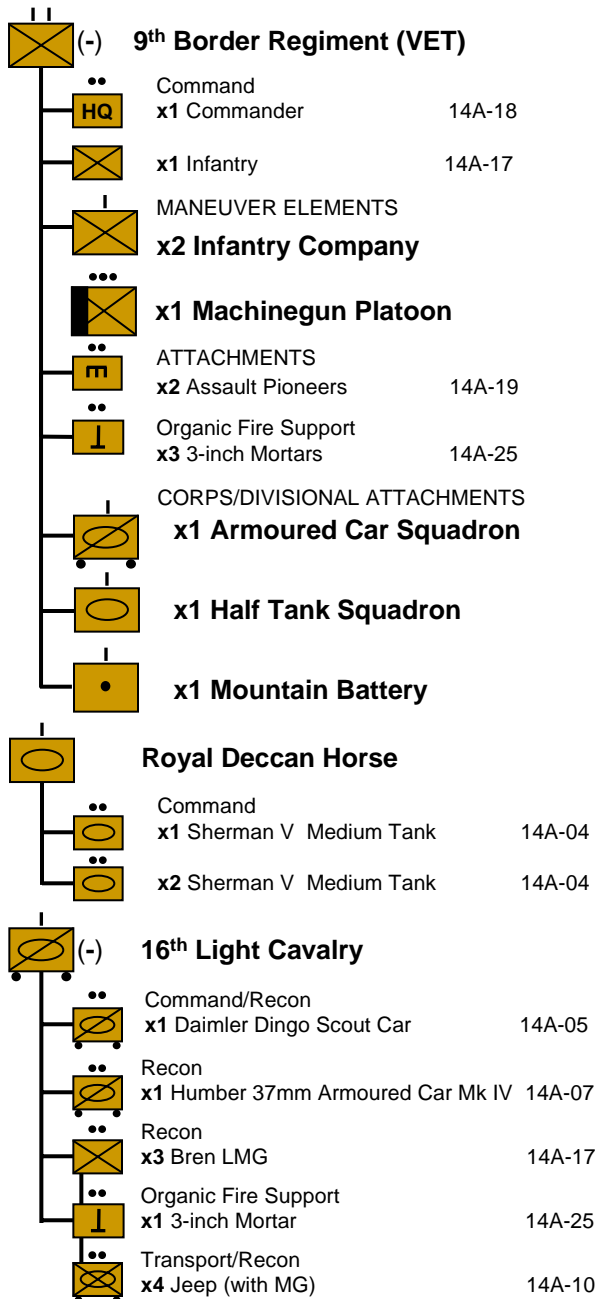
Wetlet, Burma 8 March 1945



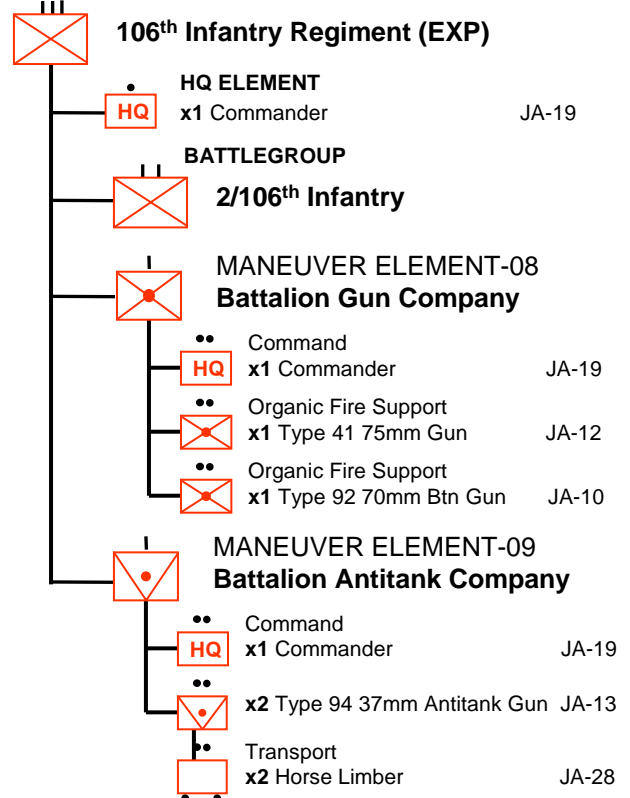
## Central Burma

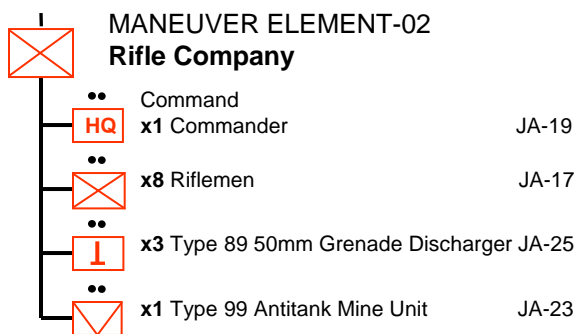
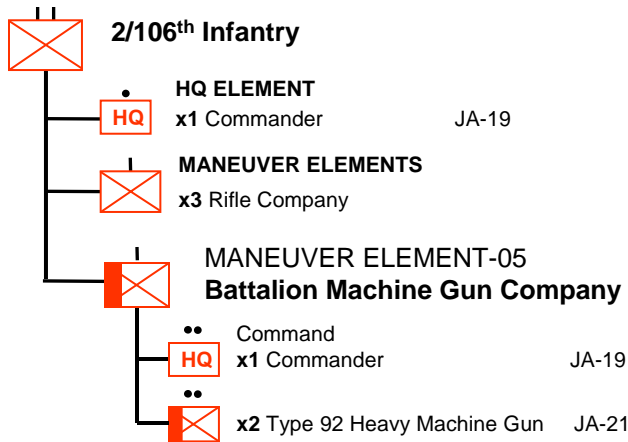
As the British XIVth Army burst onto the central plains of Burma in 1945, Gen. William Slim assigned the 17th Indian Division supported by the 255th Armoured Brigade to cut Japanese supply lines at Meiktila. In order to defend this vital position against counterattacks, Maj. Gen. "Punch" Cowan sent out five mobile armor/infantry battlegroups to prevent the enemy troops from organizing. One of these, consisting of tanks from the 9th (Royal Deccan) Horse and infantry from the 9th Battalion, Border Regiment struck the Japanese near the village of Wetlet on 8 March.

## British Forces



## Japanese Forces





### Set up

Prior to set-up, the British player decides which (if any) units will arrive on table via road “A”. He rolls 1 ten-sided die and consults the following table to see which turn these units may move on the table on the road.

Roll	Turn Units Arrive
1 – 4	2
5 – 8	3
9 – 10	4

The remaining British units arrive on turn 1 on or within 6 inches of road “B”.

The Japanese player sets up first by placing all his units southeast of Line C. Any unit not placed in a pill box or built-up sector is considered in an improved position. All Japanese units deploy with hidden markers and 12 dummy markers.

After the Japanese player has placed all of his units on the table, the game begins with the Maneuver phase of the British player turn.

### Special Rules

When setting up, the Japanese player secretly designates four built-up sectors as concrete pill boxes. He may also place two log pill boxes in any wooded area terrain feature.

### Scenario and Victory Conditions

Game Length: 24 turns. British player moves first.

The British player wins if he occupies six built-up sectors for four consecutive turns so long as he has not lost over 50% of his infantry units (card 14A-17) and has not lost more units than the Japanese player. If these conditions apply, play ends at that point and the British player is declared the winner. If the British player occupies six built-up sectors for four consecutive turns but has lost more units than the Japanese player, play continues. The Japanese player wins if the British player fails to achieve his victory conditions by the end of game turn 24 or loses more than 50% of his infantry units.