Keeping the Japanese Off-Balance
Wetlet, Burma 8 March 1945

- Woods with underbrush
- Unpaved road
- Orchard
- Shallow stream
- Swamp
- Shallow Gully
- Lake (Impassable)
- Built-up sectors
- Dried Rice Paddy Surrounded by Low Embankments
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

(-) 9th Border Regiment (VET)

** Command
  x1 Commander 14A-18
  x1 Infantry 14A-17

MANEUVER ELEMENTS

x2 Infantry Company

- x1 Machinegun Platoon
  ATTACHMENTS
    x2 Assault Pioneers 14A-19
    Organic Fire Support
    x3 3-inch Mortars 14A-25

CORPS/DIVISIONAL ATTACHMENTS

x1 Armoured Car Squadron
  x1 Half Tank Squadron
  x1 Mountain Battery

Royal Deccan Horse

Command
  x1 Sherman V Medium Tank 14A-04
  x2 Sherman V Medium Tank 14A-04

(-) 16th Light Cavalry

Command/Recon
  x1 Daimler Dingo Scout Car 14A-05
Recon
  x1 Humber 37mm Armoured Car Mk IV 14A-07
Recon
  x3 Bren LMG 14A-17
Organic Fire Support
  x1 3-inch Mortar 14A-25
Transport/Recon
  x4 Jeep (with MG) 14A-10

Infantry Company

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

Machinegun Platoon

Command
  x1 Vickers MMG 14A-23
  x1 Vickers MMG 14A-23
Transport
  x2 Universal Carrier (no MG) 14A-08

Mountain Artillery Battery

Command
  x1 Forward Observer 14A-18
Transport
  x1 Jeep (no MG) 14A-10
May be kept off-board
  x4 3.7" Howitzer 14A-16
Transport
  x4 Jeep (no MG) 14A-10

Japanese Forces

106th Infantry Regiment (EXP)

HQ ELEMENT
  x1 Commander JA-19

BATTLEGROUP

2/106th Infantry

MANEUVER ELEMENT-08
Battalion Gun Company

Command
  x1 Commander JA-19
Organic Fire Support
  x1 Type 41 75mm Gun JA-12
Organic Fire Support
  x1 Type 92 70mm Btn Gun JA-10

MANEUVER ELEMENT-09
Battalion Antitank Company

Command
  x1 Commander JA-19
  x2 Type 94 37mm Antitank Gun JA-13
Transport
  x2 Horse Limber JA-28
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.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Turn Units Arrive</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 – 4</td>
<td>2</td>
</tr>
<tr>
<td>5 – 8</td>
<td>3</td>
</tr>
<tr>
<td>9 – 10</td>
<td>4</td>
</tr>
</tbody>
</table>

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.