A Master Stroke:

The Battle For Meiktila, March 5-14, 1945

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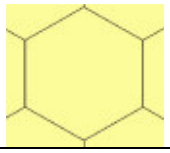
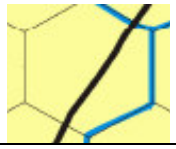
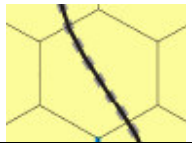
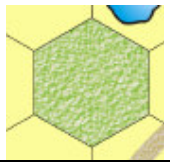
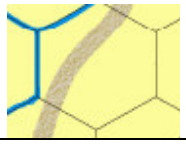
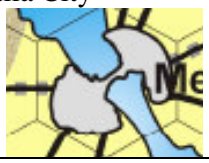
TERRAIN EFFECTS CHART

Type:	Movement Point Cost:	Combat Effects:
Clear 	1 MP	None
Road 	1 MP See Forced March	Other terrain in hex
Railroad 	1 MP See Forced March: Consider roads for all purposes	Other terrain in hex
Jungle 	2 MPs Armor prohibited.	+1 CF all defending units No Armor shift
Dry River Bed 	2 MPs	No Armor shift
Meiktila Lake	Prohibited	None
Stream hex side	+1 MP	-1 CF each attacking unit
Meiktila City 	1 MP	-1 CF each attacking unit, no armor shift

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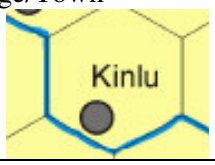
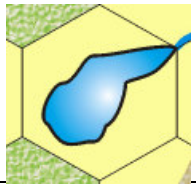
Village/Town 	Other terrain in hex	+1 CF one defending unit
Airfield	Other terrain in hex	Other terrain in hex (For other effects, see rules 7.1.1 and 8.1.1).
Improved Position	+1 MP	+1 CF defending
Small Lake 	Other terrain in hex	Other terrain in hex
Enter enemy ZOC	+1 MP	None
Leave enemy ZOC*	+1 MP roll ≤ unit's highest CF	None
Move from ZOC to ZOC**	All MP roll ≤ unit's highest CF	None

Notes:
All terrain effects are cumulative.
A unit's CF can never be reduced to less than 1.
A unit may always move 1 hex if it expends all of its MP's, and passes any ZOC die roll, to do so.

*Applies only if enemy unit is in an Improved Position. Subtract 1 from the Japanese player's ZOC die rolls on turns no Allied air units are available.
**Not permitted if enemy unit in an Improved Position.

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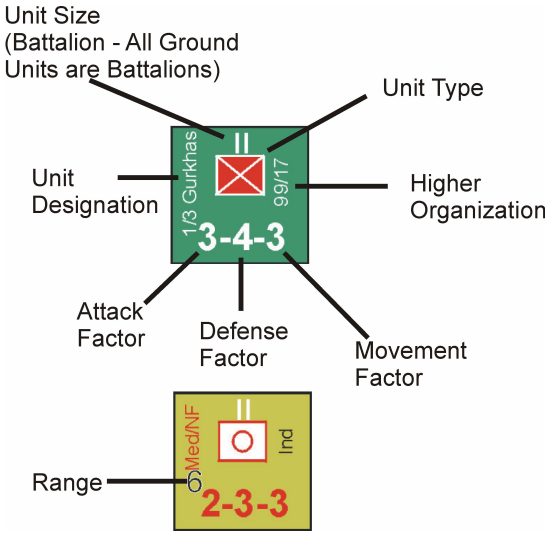
UNIT EXPLANATION

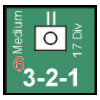


UNIT TYPES

Infantry

Air Support

Out of Supply Marker



Artillery

Allied Supply Level Marker

Activation Marker

Tank

Hex Control Marker

Victory Point Marker

Reconnaissance

Artillery Unit Fired Marker

Turn Indicator

Anti-Aircraft

Improved Position

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COMBAT RESULTS TABLE

Die Roll	Odds ratio 1 - 3	1 - 2	1 - 1	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1+
1	1 / 1	1 / 1	- / 1	- / 1	1 / 2	- / 2	- / 2	- / 2
2	1 / -	1 / 1	1 / 1	- / 1	- / 1	1 / 2	- / 2	- / 2
3	1 / -	1 / -	1 / 1	1 / 1	- / 1	- / 1	1 / 2	- / 2
4	2 / -	1 / -	1 / -	1 / 1	1 / 1	- / 1	- / 1	1 / 2
5	2 / -	2 / -	1 / -	1 / -	1 / 1	1 / 1	- / 1	- / 1
6	E / -	2 / -	2 / -	1 / -	1 / -	1 / 1	1 / 1	- / 1

Note: Odds of less than 1-3 are not allowed.

ALLIED SUPPLY LEVEL TABLE

Add 1 to the DR for each Allied air unit that is committed to Air Supply (Case 5.2.1). **Note**: No more than +2.
Subtract 1 from the DR for each airfield under Japanese control and/or the 64th Sentai air unit is in play this turn.

Modified DR of 0 = Supply Level immediately reduced by 1 (Japanese air raid).
Modified DR 1 through 3 = 0 Supplies received.
Modified DR 4 through 6 = 1 Supply Point received.
Modified DR 7 or more = 2 Supply Points received.

Reduce Supply Level by 1 for each Fired marker placed on an Allied artillery unit.
Reduce Supply Level during End Phase by 1 with even DR; 2 with odd DR (Case 7.1.1).

SUPPLY STATUS TABLE

Allied (Case 7.1.2):
Allied Supply Level of 1 or 2 = Unit in supply with DR 1-2
Allied Supply Level of 3 or 4 = Unit in supply with DR 1-4
Allied Supply Level of 5 or 6 = Unit in supply with DR 1-5
Allied Supply Level of 7 or 8 = All unit in supply with valid supply line (no DR).
Note: Allied units must have supply path to Meiktila to be in supply.

Japanese (Case 7.1.3):
Supply path to south map edge = Unit in supply with DR 1-5
Supply path to north map edge = Unit in supply with DR 1-4
Note: Add 1 to Japanese Supply Status DR for each Allied air unit committed to off-map interdiction (Case 5.2.2).

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AIR UNIT TABLE

Allied: Die Roll of 1-5 equals the number of air units received.
Note: the first and second times a 6 is rolled on this die, the 64th Sentai air unit is made available to the Japanese player. No air units are available for the turn with a subsequent die roll of 6.

ACTIVATION MARKERS (AM, Case 6.1.1)

Allied:

- Supply Level 0 to 4 = 1 AM
- Supply Level 5 or 6 = 2 AM
- Supply Level 7 or 8 = 3 AM

Japanese:

- Without Activation = 2 AM
- With Activation = 3 AM