

A Master Stroke: The Battle for Meiktila

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Changes from the previous edition are marked in **red and bold type**.

1.0 INTRODUCTION

A Master Stroke: The Battle for Meiktila deals with the fight for the crucial crossroads and railroad town of Meiktila from March 5th to 14th, 1945. The Allied 17th Indian Division, in a daring flanking move, took the town from the Japanese garrison. Cut off from the other Allied forces to the north, Major-General D.T. "Punch" Cowan was ordered to hold at all costs until relieved. Supplies and reinforcements to the Allied force would be flown in.

The Japanese High Command in Burma realized the grave threat the Allied occupation of Meiktila posed to their defensive plan to fight along the Irrawaddy River, as the enemy sat squarely astride the only road capable of bringing supplies from Rangoon. An all-out, winner-take-all fight was about to begin.

2.0 COMPONENTS

Each copy of *A Master Stroke: The Battle for Meiktila* is composed of the following:

- One rules book
- One 11" by 17" map
- One sheet of 80 double-sided playing pieces (units)
- One page of tables and charts

Players will also need a six-sided die and an opaque container (mug, envelope, etc.) to play the game.

2.1 Map

The map shows the terrain over which the historical battle was fought. A hexagon grid has been superimposed to regulate the movement and positions of troops.

2.2 Counters

The 80 counters represent the fighting forces on each side and markers used to facilitate the flow of the game. Counters are defined on the players' aids.

Army counters, or units, represent the combat forces involved in the struggle. Air unit markers

are used to indicate the target hexes for air strikes, off-map interdiction and air supply (see Module 5.0).

Nationalities have been distinguished by the background color scheme while the unit symbols have been color coded by brigade/regiment.

2.3 Playing Aids

Provided with the game are a playing aid sheet containing charts and tables needed for play. This sheet should be kept at hand during the play of the game.

3.0 PREPARATION FOR PLAY

Once the components have been produced, separate the units by color and type, and players choose sides. Players then set up their units (see 10.0). Place the game turn marker on the March 5 space of the Turn Record Track. The Allied Supply level marker is placed in the 4 space of the Supply Level Track. Victory Point (VP) markers for both sides are placed in the 0 space of the VP Record Track. Play then begins with the first turn (see 4.0).

4.0 TURN SEQUENCE

A Master Stroke: The Battle for Meiktila is played in a series of game turns with each game turn representing the actions of one day of the battle. During each game turn, the sequence of events that occur are as follows.

4.1 Initiative and Air Power Determination Phase

Players determine if any air units will be received during the turn and who will get them. Next, both players roll a die. The Allied player adds 1 to the DR if he has any air units available for the turn. The player with the highest DR result wins the initiative for the turn.

4.2 Supply Phase

The Allied player indicates the number, if any, of available air units are to be used for bringing supply and reinforcements. He then rolls a die on the Supply Table to determine if any

Supply, in the form of Supply Points, are received.

4.2.1 Allied Supply Determination. The Allied player traces supply lines to his combat units and rolls on the Supply Status Table to determine if units do receive sufficient supplies to function normally. Any units that cannot trace a supply line or are fail the Supply Status DR are marked as Out of Supply (OoS).

4.2.2 Japanese Supply Determination. The Japanese player traces supply lines to his combat units and rolls on the Supply Status Table to determine if units do receive sufficient supplies to function normally. Any units that cannot trace a supply line or are fail the Supply Status DR are marked as Out of Supply (OoS).

4.3 Initiative Player Turn

The player that won the initiative selects which formation will activate first for the turn. All other Activation markers go into the opaque container for random selection. The player then determines the sequence of play for the activated formation (move then fight or vice-versa). Place the turn sequence marker on the appropriate space of the player aid chart to indicate the formation's turn sequence choice.

This process is repeated until either both players declare pass or there are no longer any formation markers to be drawn.

4.4 Game Turn End

Allied air units are removed from the off-map Interdiction spaces. The Allied supply level is reduced per a DR (Case 7.1.1). Both players remove Out of Supply and Fired artillery markers (Section 8.5A). Finally, determine the number of victory points accrued by the both players at the end of turn.

5.0 AIR POWER

The 6 air units represent the tactical air support of the RAF and USAAF (Allied player) and 64th Sentai (Japanese player). Due to the demands for air support on other off-map battlefields, as well as the need to escort supply transport aircraft for the Allies, the availability of these units is somewhat problematic and determined each game turn.

5.1 Air Power Determination

Starting with first turn the Allied player rolls a die to determine if any Allied or Japanese air units are available. A DR of 1 through 5 indicates the number of Allied air units that are available for the turn.

The first time the player rolls a 6 the Japanese player receives the 64th Sentai air unit. The next time the Allied player rolls a 6 (only) the Japanese player receives the 64th Sentai air unit for the final time in the game. Subsequent air unit availability DR of 6 indicates no air units are available for either player that turn.

5.2 Air Unit Effects

Air units can be used to shift the combat odds of a hex under attack (either offence or defence) one column in the owning player's favour for each air unit committed.

An air unit can be used once per turn and can not be "carried over" to the next turn if it not used.

5.2.1 Allied Air Supply. The Allied player can allocate up to 2 available air units for bringing in supplies and reinforcements. For each air unit so allocated one step of reinforcements, replacements or a +1 Supply Table DR is applied. ***For example:** One air unit is committed to Air Supply. A +1 DR modifier is received for determining this turn's Supply Level adjustment, 1 Replacement Point can be applied to a reduced Allied infantry or artillery unit, and 1 step of an available reinforcement unit (brought in at reduced strength) can be put into play.*

5.2.2 Allied Interdiction. The Allied player can commit air units to off-map interdiction. An air unit committed to this mission is placed in either the North or South Interdiction spaces (printed on the appropriate map edge). Each unit confers a +1 DR modifier for all Japanese Supply Status DR that trace supply to the interdicted map edge.

6.0 SEQUENCE OF PLAY

The following sequence of play must be adhered to each turn.

6.1 Turn Sequence Determination

Each player must decide at the beginning of the turn the sequence he/she will move and attack the units under their command. Also, each turn a player must decide if he/she will commit units from their strategic reserve as reinforcements to the game.

6.1.1 Activation Markers (AM). Units may move, initiate combat, and possibly receive a replacement step in a turn each time their formation's AM is drawn. The number of AM in play during a turn is as follows:

- Allied Supply Level 0 to 4 = 1 AM
- Allied Supply Level 5 or 6 = 2 AM
- Allied Supply level 7 or more = 3 AM
- Japanese without the Initiative = 2 AM
- Japanese with the Initiative = 3 AM

The actual AM that are put into the opaque container for selection during the turn is done at random (place these face-down and select if not all are to be used in the turn). Some AM will allow all units, some units determined by a DR, or a particular brigade/division to activate. A particular unit may activate more than once during a turn should the AM allow a player to do so. Japanese Independent units (ones with white icons as well as the 14th Tank Regiment units) can activate with any Japanese AM.

The types of activations units can perform are listed below:

- **Move/Attack:** Players choosing this option move all of their units before launching attacks on enemy units. There are no modifications to the rules governing movement and combat.
- **Attack/Move:** Players choosing this option launch attacks before moving their units. All such attacks receive a 1 right odds column shift. (*Designer's note: this represents the use of prepared, attached artillery units and infiltration tactics as opposed to attacking "on the move" in section 6.1.1).*

6.2 Movement

Each unit is moved individually hex by hex paying the appropriate Movement Point (MP) cost for the hex sides crossed, hexes entered. A unit must have sufficient MPs to enter a hex before moving. However, a unit may always move a minimum of one hex if it expends all of its MPs to do so.

6.2.1 Forced March: Any unit that does not exit or enter an enemy ZOC during the turn may move up to double its movement allowance.

6.3 Stacking

A player may never enter an enemy-occupied hex. A player may stack all the subunits of a Brigade/Regiment plus any one armoured, artillery or Independent unit in the same hex. Only 2 units from differing Brigades/Regiments may stack in the same hex. Units found to be in violation of the stacking limits at the end of the turn are eliminated. Air and marker units do not count toward stacking.

6.4 Zones of Control

All combat units have a zone of control (ZOC). Enemy units must pay an additional MP to enter/leave a ZOC if the enemy unit is in a Prepared Position, otherwise there is no MP cost to enter an enemy ZOC. It costs 2 MP to move directly from one ZOC to another, even if it is the ZOC of the same unit. Units may not move from one ZOC to another if any enemy unit is in a Prepared Position.

ZOC do not extend into/through prohibited terrain hexes/hex sides. Friendly units do not negate ZOC for movement purposes. Friendly units do negate ZOC for conducting retreats and tracing supply lines.

6.5 Combat

Combat is voluntarily initiated by the phasing player against adjacent enemy units. Total the attack factors and modify that total by the terrain in the attacker's and defender's hexes, hex sides. Do the same for the defending unit(s). Compare the totals and apply them as an odds ratio on the Combat Results Table (CRT). Shift the column to be used by the appropriate odds column modifiers. Roll one die and apply the results.

6.5.1 Combat Modifiers: Unit's combat strengths and the odds used to resolve combat can be modified by the following:

Terrain:

- Stream = each attacker -1 CF.
- City = each attacker -1 CF.
- Jungle = +1 defence strength for all defending units.
- Town = +1 for one defending unit's defence strength. All others are normal.
- Meiktila Lake = Prohibited.
- Improved Position = +1 CF for one unit.

Note: See the terrain effects chart for a complete summary of these modifiers. Airfield, Road, and Railroad features have no effect on combat.

Units:

- Armored units = shift odds 1 right per unit. **Note:** This is off-set by defending armor or AT units.
- Air units = shift odds 1 right when used to support an attack; shift odds 1 left when used to support a defence.

- Supply = Out of supply unit's CF halved.
- Turn sequence = attacks performed before movement have the odds shifted 1 right.
- Banzai Attack = Attack strength doubled (Japanese player only, see optional rule Section 11.1).

6.5.2 Combat Results: Results to the left of the slash apply to the attacker, those to the right apply to the defender.

- - = no effect.
- **1, 2** = For the attacker, this is the number of **units** which must either take a step loss or retreat 1 hex. For the defender this is the number of **hexes** all of the units must retreat, or the total number of step losses the units must incur.
- **E** = player's units are eliminated.

6.5.3 Retreats/Steps: Many units have two steps. The front side of a counter is the unit at full strength; the back/reverse side is the unit's reduced strength. Units with a blank back have one step

Each step that is eliminated from a unit satisfies one step of loss on the CRT. Alternatively, players may choose to individually retreat affected units a number of hexes to completely/partially satisfy the results of the CRT. Units attempting to retreat must abide by the following:

- May not retreat into an enemy ZOC unoccupied by friendly units.
- May not end the retreat in violation of stacking limits.
- **For each retreating unit, the player must roll one die. If this Retreating DR is equal to less than the unit's highest modified combat factor Note: A DR of 6 regardless of the CF actually used or modification always is a failing DR. A unit that fails the morale check is reduced/eliminated (loses 1 step). If this step loss satisfies the CRT # result no other units have to retreat. However, if another unit has already retreated when the unit is eliminated, that previously retreated unit may not return to the vacated hex (the rearguard perished).**
- Units retreated off of the map are considered eliminated.

Optional Retreat rule. If the CRT is more than one roll the die a number of times equal to the result to see if defender(s) will retreat or suffer a step loss. For example, a single Allied defending unit incurs a 2 result in combat. The Allied player's first retreat DR fails so the Allied unit is reduced. If the second retreat DR passes the unit would retreat. If the second retreat DR fails the unit would incur another step result, eliminating it.

6.5.4 Advance after Combat: Whenever a defender's hex is left vacant due to combat attacking units, to the limits of stacking, may advance into the hex. This applies to both 6.1.1 and 6.1.2.

*EXAMPLE: It is turn three and the Japanese player has elected to move and then attack. His AM allowed 6 units to activate. The roll for Air Power that turn was a first time roll of "6" resulting in the 64th Sentai unit being available to the Japanese player. All three battalions of the 55th Regiment/18th division and one the armored unit from the 14th Tank Regiment are in M8 and the two battalions of 214th Regiment/33rd Division are in N8. The Japanese player elects to have all of these units attack hex M7 (Seywa Airfield) which is defended by the 1/3 Gurkha 3-4-3 battalion of the 99th Regiment and 5 PH *-2-4 armoured battalion. The Japanese player decides to launch Banzai attacks with 1 unit each from the 214th and 55th Regiments. The attacker has 16 attack CF and the defender has 7 CF (+1 CF for the town). The initial odds are 2-1. The odds are shifted 1R for the Japanese armored unit but the odds are also shifted 1L for the Allied armored unit, cancelling out the shift for the Japanese armor. To bolster his chances, the Japanese player elects to commit the 64th Sentai air unit shifting the odds 1L again. The net result will have this combat resolved on the 3-1 odds column. The Japanese player rolls a "4" with a result of 1/1. The defender's result is applied first. Either every unit must retreat 1 hex or one of the units must be eliminated. The Allied attempts to retreat the units. First the armor unit's retreat is carried out and the Allied player remarkably rolls a "1" which is equal to or less than the modified CF of 2 (the defence CF was increased by 1 due to the town). The 99th infantry is then retreated and rolled for. The result is a 5 which exceeds the unit's defence strength of 4 so the unit is reduced a step. The armor unit may not return to the hex (perhaps the 99th Infantry helped buy time for the tanker's getaway). The attacker's result is now applied. The Japanese player must either retreat all of the units 1 hex or eliminate 1 unit.*

The Japanese player retreats all of three of the 56th Infantry units successfully with retreat die rolls of 1, 2 and 3. The first unit of the 214th to be retreated is not so lucky. The retreat die roll is a 5 modified to a 6 that is greater than the defence CF of 3. The unit is reduced which matches the 1 result of the CRT. The remaining battalion of the 214th can remain in N8. The 55th Infantry battalions may not return to M8. Since the hex was not vacated, none of the Japanese units can advance into M7. Finally, the Japanese player must roll for the two units that carried out the Banzai charge; the 1st battalion of the 55th Regiment and the 1st battalion (now reduced) of the 214th Regiment. The DR for the 1/55th is a 1 and the unit's ranks miraculously emerge unscathed from the charge. The 214th, however, is not so fortunate. A DR of 5 definitely exceeds its reduced CF of 2 and so the unit suffers another step loss that eliminates it.

7.0 SUPPLY

All units must trace supply to move/fight at full strength. Allied units trace supply to the city of Meiktila. Japanese units trace supply to the north and south map edges. Supply status is determined Supply Determination Phase and at the moment of combat.

7.1 Supply Lines

Supply lines are traced through a series of connected hexes, of any length along a road and no more than 5 hexes off road, to the player's map edge/city. Supply lines may not be traced through uncontested enemy ZOC or prohibited terrain.

7.1.1 Allied Supply Level. Allied supplies were flown in aircraft that used the surrounding air fields. During the Supply Phase the Allied player rolls to determine how many Supply Points are received for the turn. Subtract 1 from the DR for each airfield hex under Japanese control. Also subtract 1 if the 64th Sentai air unit is in play. Add 1 to the DR for each Allied air unit that is allocated to an Air Supply mission (maximum of +2).

- Modified DR of 0 or less = Supply Level immediately reduced by 1.
- Modified DR of 1 through 3 = No Supply Points received.
- Modified DR of 4 through 6 = 1 Supply Point received (move Supply Level marker up one space).
- Modified DR of 7 or more = 2 Supply Points received (move Supply Level marker up two spaces).

The Allied Supply Level is reduced by one space whenever an Allied artillery unit has a Fired marker placed upon it (Section 8.5). Also, during the End Phase of each turn the Allied player must lower his Supply Level as determined by a DR. An even DR results in the Supply level falling by 1; and odd DR is a reduction of 2. The Allied Supply Level can never rise above 8 (ignore excess Supply Points if received). The Allied Supply Level can be reduced to Zero, but not to a negative number.

If the Allied supply level falls to zero, then all Allied units are out of supply.

7.1.2 Allied Supply Status. If the Allied Supply Level is 6 or less the Allied player rolls on the Supply Status Table for each unit that can trace supply. All units that can trace a valid supply path are automatically in supply if the Allied Supply Level is 7 or 8.

7.1.3 Japanese Supply Status. The Japanese player rolls for each unit that can trace a valid supply path to determine if the unit is actually in supply. Add 1 to each DR for each Allied air unit that is performing Off-Map Interdiction for the area the unit is tracing supply to (Case 5.2.2).

7.2 Effects of Being out of Supply (OoS)

Units that are Out of Supply are halved for movement and combat purposes (round fractions up). If a stack is OoS, total all of the factors and then half before rounding.

8.0 SPECIAL UNITS

Some units in the game have special abilities or limitations.

8.1 Reinforcements and Replacements

Both sides receive new units during the course of the game, as well as having limited capabilities to rebuild reduced units.

8.1.1 Allied Reinforcements. The two units of the 5th Indian Division (1st and 2nd Battalions of the Border Regiment) arrive via Air Supply (Case 5.2.1). A unit can arrive at reduced strength (and be built to full strength in a later turn through replacement) at any airfield hex that is in Allied control.

8.1.2 Japanese Reinforcements. Japanese Reinforcement units are received either along the north or south map edges. The following units arrive along the south map edge (and trace supply as well to that map edge).

- 49th Infantry Division (7 infantry units)

The turn of entry for each of these units is made by a DR beginning with Turn 1 when the unit's formation AM is drawn. If the Japanese player rolls a DR less than or equal to the current turn the unit can enter at any road hex along the south map edge. If the hex is occupied by an Allied unit the closest hex that is free (Japanese player's choice) can be used. Regardless of turn, a DR of 6 is always a failing DR and the Japanese player will have to wait until the next turn to try again and enter the unit.

All other Japanese reinforcement units enter along the north map edge (any hex). These are also available for possible entry beginning with turn 1:

- Independent units (2 artillery, 2 AT, 2 Infantry units)
- 2/14 Armor unit.
- **Note:** There are three variant Japanese reinforcement units (Section 11.2).

As with the units from the 49th Division, a DR less than or equal to the current turn must be made for each reinforcement of the above units the Japanese player wishes to enter into play when the unit's formation AM is drawn.

8.1.3 Allied Replacements. For each Allied air unit committed to Air Supply (up to 2 per turn) the Allied player can replace a step from an infantry or artillery unit that is reduced. If no air units are committed to air supply then no replacements can be received by the Allied player that turn. A unit that is to receive a replacement step must be in supply. The unit is flipped to its full strength side when activated. A unit receiving a replacement can move and defend in combat during the turn, but not attack.

Allied armor units cannot receive replacements. Any unit that is eliminated cannot be rebuilt using replacements. Replacements cannot be saved from one turn to the next.

8.14 Japanese Replacements. Japanese Infantry units that are in supply are eligible to receive a replacement step when it is activated. One unit that traces supply to the north map edge and is in supply can receive a replacement. Up to two units that trace supply to the south map edge and are in supply can receive a replacement. There are no limits to

the number of replacements the Japanese player can receive during the course of the game.

For each Japanese unit to receive a replacement a die is rolled. Add 1 to the DR for each Allied air unit that is performing off-map air interdiction for that map edge. If the DR is 4 or less the unit receives the replacement step; otherwise a modified DR means the replacement is not received. The unit is flipped to its full strength side when activated. A unit receiving a replacement can move and defend in combat during the turn, but not attack.

Japanese armor, AT and artillery units cannot receive replacements. Any unit that is eliminated cannot be rebuilt using replacements.

8.2 Armored Units

These units do not have Attack CF as with other units. They do, however, stack free (one per hex) with any other friendly units. Each armored unit that participates in a combat (attack or defence) shifts the odds one column in the Allied player's favour. Armored units defend with the printed defence CF as any other unit.

Note: Japanese armor units only have 1 step. Allied armor units have 2 steps.

8.3 Japanese Antitank (AT) Units

The 2 Japanese AT batteries, add one to the retreat die rolls of any Allied units that attack the hex the unit occupies (AT batteries only affect retreats in combats in which they defend since they have attack factors of "0"). Also, these units cancel out, on a one-for-one basis, the odds column shifts generated by Allied armored units. Japanese AT units cannot receive replacements.

8.4 Improved Positions

Improved positions represent entrenchments, barbed wire, mines and other devices to improve the defence. Improved positions can be placed on any in-supply activated unit that does not move or attack. An improved position has the following effects:

- Imposes a +1 MP cost for any enemy unit that moves adjacent.
- Prevents enemy units from moving from a unit's ZOC to another if any of the friendly units occupy an Improved Position.
- +1 CF for any one defending unit in the hex with the Improved Position.

More than one Improved Position can be placed in a hex, but only as many as there are friendly units. An Improved Position is removed once all friendly units leave the hex or are eliminated. Both sides can use Improved Positions, but neither player can “capture” existing ones (build your own!).

8.5 Artillery Units

Both sides have artillery units that can affect combats that are within range. For an artillery unit to be able to add its CF to a combat the unit must be in supply, the combat hex within range (the number printed above the unit's CF) and a friendly ground unit either attacking or defending in the combat. The Artillery' unit's Attack CF is used if attacking; the Defence CF if defending.

An artillery unit can only be used to support a combat once per turn. Mark the unit with a Fired marker to indicate that it cannot perform another support mission. The Fired marker is removed during the turn's Final Phase.

9.0 VICTORY CONDITIONS

There is only one victor in the game. The following rules spell out how to determine the winner.

9.1 Victory Points (VP)

Players win the game according to victory points. VPs are awarded as follows:

- +1 for each enemy step loss during the game (record as this occurs).
- +2 for each airfield controlled at the end of the game.
- +5 for control of Meiktila city (**There is only one hex to the city**).
- +1 for each turn the Allied Supply level is 0 or less (Japanese player only).

9.2 Levels of Victory

The total of VP garnered by the **Japanese** player is subtracted from the **Allied** total and the following chart is consulted:

- **0 or less** = A Japanese Victory. The Burma Area Army has redeemed a measure of honor for the emperor in a war that has gone badly for Japan.
- **1 to 4** = A minor victory. The Allied advance is delayed due to the heavy losses sustained at Meiktila and the battles through the Irrawaddy River Line. Hard fighting remains before Rangoon is reached by the Commonwealth troops, that is perhaps

problematic before the monsoon season starts.

- **5 or more** = A major victory. This is the historical result for the Allied player. The Japanese position in Burma collapses as the units occupying the Irrawaddy River Line, deprived of supplies and out of communications, are compelled to fall back in the face of a determined Allied advance.

10.0 SETUP

There is one scenario to the game.

10.1 Allied Player

Sets up first. All Allied units except for the 1st and 2nd Battalions/Border Regiment/5th Indian Infantry Division (these arrive as reinforcement units) set up on or within 1 hex of either Meiktila City hex, any of the 4 airfields, or any town.

Until a Japanese unit attacks an Allied unit only one Allied formation AM can be placed in the opaque container.

The Allied Supply Level begins at 4.

10.2 Japanese Player

Sets up second. The following units set up anywhere along the north map edge, not adjacent to an Allied unit:

- 3 units of the 55th Regiment/18th Infantry Division
- 1/14 Tank unit.
- Japanese units may set up in Improved Positions.

After both sides have completed their unit set up begin play with phase 1 of game turn 1.

11.0 OPTIONAL RULES

These two optional rules introduce historical concepts that are not crucial to the play of the game, but do increase the simulation value of *A Bold Stroke: The Battle For Meiktila*. They can also be used to handicap play between two players of unequal ability.

11.1 Banzai Charges

The Japanese player can elect to have an attacking infantry unit perform a Banzai Charge. This will double the unit's CF. However, the unit must make a casualty DR check in addition to any other CRT result.

11.2 Kimura's Hesitation

Lieutenant-General Hyotaro Kimura, commander of the Japanese Burma Area Army, believed the initial Allied attack that threatened Meiktila to be a diversionary raid and was reluctant to redeploy units south in the face of determined Allied attacks along the Irrawaddy River. To simulate this indecision, the Japanese player must roll a die, less than the number of turns played, in order to bring the three variant reinforcement units (56th Regiment of the 18th Infantry Division) into the game from the Japanese Strategic Reserve (i.e., to enter a unit on turn 3 a "1" or a "2" must be rolled). This die roll must be done for each unit the Japanese player wishes to have "released." A roll of "6," however, means the unit stays in the Strategic Reserve regardless of the number of turns played and may not be requested/rolled for again.

12.0 DESIGNER'S NOTES

The battle for Meiktila is a truly decisive battle in WWII history. Not unlike General Grant during the Vicksburg Campaign, the 17th Indian Division's bold move to abandon their overland lines of communications and supply to take the crucial city by storm and surprise, unravelled the entire Japanese defence.

Allied Player: Hold until relieved doesn't mean that you should passively sit, hunker down and wait to the end of the game. General Cowan took the war to his enemy time and again, never allowing the Japanese an opportunity to mass and take the initiative. Keep an eye out on those airfields. The loss of 1 may be of concern, but more than that, especially early in the game, could mean the difference in winning or losing.

Japanese Player: Getting your forces to the battlefield, and then organizing an offensive will be a challenge. Supply is of concern, and the Allied player will be able to react too much of what you try to do, so try to keep him off balance. Keeping a "force in being" with the 49th division units may be a way to go, if you can spare many of this division's units from the front lines. Beware of overdoing the Banzai charges. These could get you some valuable CF, but these attacks could also just as easily bleed you white.

To both players, enjoy and learn!

13.0 ADDITIONAL READING

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Black Cat symbol of the 17th Indian Division

Game Credits:

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Combat Unit Abbreviations:

AT: Anti-tank
B Gren: Bombay Grenadiers
DH: Deccan Horse
Div: Division
FFH: Frontier Force Rifles
Ind: Independent
LC: Light Cavalry
Lt: Light
Med: Medium
NF: Naganuma Force
PH: Probyn's Horse
SF: Special Force

Counter Errata:

The Japanese air support unit is marked "First Appearance" on both sides. The back should read "Second Appearance." A replacement for the back is provided here.

