Despite the personality problems that pervaded relations within Fifteenth Army and with Burma Area Army, the Japanese organization was a model of efficiency compared to the Allied command structure in Southeast Asia.

Admiral Lord Louis Mountbatten acted as the Supreme Allied Command in Southeast Asia, with American Lieutenant General Joseph Stilwell as his deputy. However, Stilwell tended to act autonomously most of the time. Three service commanders worked under Mountbatten: Admiral Sir James Somerville, commander of the Eastern Fleet; General Sir George Giffard, commander of 11th Army Group, and Air Chief Marshall Sir Richard Pierce, who supposedly commanded the combined air forces. Mountbatten felt that all three had rather complicated Allied plans and responses, and ultimately replaced all three Lieutenant General Sir William Slim’s Fourteenth Army, composed of three Corps, XV in the Arakan, IV at Imphal, and XXXIII in reserve, reported to Giffard. Wholly separate from the main command structure, the United States maintained full control over the most important force in the theater: the transport aircraft, exercised through Stilwell. This created a situation that forced the supreme commander to go to his deputy to gain permission to divert aircraft to emergencies, a wholly ridiculous position.

Command problems were only part of the problem for the Allies in the China-Burma-India Theater. The biggest problem: the overall low priority the area had in the scope of the world war. The United States made its Ledo Road project, which would open a land supply line to its Chinese allies, its highest priority. Aside from this, Burma and India were simply nuisance situations. Winston Churchill focused primarily on the Mediterranean as a theater where waning British influence could best be promoted. Although uninterested in China, he demanded a part in defeating the Japanese in the Pacific to increase British influence. The plan called for the 17th and 20th Divisions to fall back as soon as they knew the main Japanese attack had commenced (a critical condition). For both Cowan and Gracey that meant giving back the hard won territorial gains of the last year. However, both senior commanders felt that a concentration of IV Corps power could hold the Japanese at bay at the end of their impracticably long supply line, as long as Allied air superiority provided the proper logistic and reinforcement capability.

The plan that Slim and Scoones put together in response to the impending Japanese attack did not make the Corps divisional commanders happy. The prelude to the 17th and 20th Divisions to fall back as soon as they knew the main Japanese attack had commenced (a critical condition). For both Cowan and Gracey that meant giving back the hard won territorial gains of the last year. However, both senior commanders felt that a concentration of IV Corps power could hold the Japanese at bay at the end of their impracticably long supply line, as long as Allied air superiority provided the proper logistic and reinforcement capability.

The prelude to U-GO got underway in early February in the Arakan. Despite their excellent intelligence on the coming U-GO attack, the Japanese 55th Division’s attack caught the Allies by surprise. The 55th’s mission: destroy the 7th Division, do the same to the Indian 5th Division, and at the same time draw off the reserves from Imphal and India that would be unavailable to oppose Mutaguchi’s attack, scheduled to start three weeks later.

The attack started very well, with the 7th being surrounded and pinned into a very small area. But the British didn’t react the same way they had earlier in Malaya and Burma. This time the division stayed in place and fought, decimating Japanese infantry assaults as they had earlier in Malaya and Burma. This time the division stayed in place and fought, decimating Japanese infantry assaults as they had earlier in Malaya and Burma.
LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the notes the module or scenario set makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experi-
enced friend or two play along). We also do not recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We’ve written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We’ve always open to suggestions on how to improve the comprehension of our rules. Write to us (at address below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:
Against the Oddi Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: Defeat into Victory
Or e-mail us at: admin@atomagazine.com
We hope you enjoy this game. Should you have any difficulty inter-
preting the rules, please write to us at the above postal address, or send an e-mail to: gametupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-
addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the gaming or events, we cannot promise to respond to questions on theory or design intent. Addi-
tionally, check out the Against the Oddi and Defeat into Victory dis-

1.0 INTRODUCTION

Defeat Into Victory is a game on the fighting for control of the Indian frontier and Burma in 1944 and 1945. In early 1942, the Japanese overran the British colony following the capture of Malaya and the fall of the Singapore fortress in a campaign that took them to the Indian frontier. The theatre became a backwater as elsewhere in the world war took increasing attention and resources from both combatants. By early 1944, both sides realized that Burma would be increasingly important to the war’s outcome. The Japanese Army decided to head-off, or at least forestall, any Allied offensive by launching one of their own. With luck, success here would touch off a rebellion in India that would completely undo any Allied attacks in the region and free up resources for use in the fight against the US, and if worse came to worst, defending the Japanese homeland from invasion.

The Allied offensives up to that time were limited in duration but increasingly successful, especially by airpower and overland raiding groups that grew more daring as the months ticked by. A successful large-scale Allied offensive in Burma could redeem the early war defeats and restore the British Empire’s status in the post-war era.

Can you do as well or better than your historical counterpart?

2.0 COMPONENTS

Each copy of Defeat Into Victory is composed of the following:

- This set of rules
- One 22” by 34” map
- Two sheets with 300 double-sided playing pieces (units)
- 4 pages of tables and charts

Players will also need one six-sided (D6) and ten-sided dice (D10) and an opaque container (mug, envelope, etc.) to play the game. A die roll (DR) of 0 on the ten-sided die is read as 10 (not zero).

2.1 Game Scale

Each turn represents two weeks in regular weather, five or six weeks of time in extreme weather, or a number of individual units, to activate.

2.2 The Map

The map shows the terrain over which the historical battle was fought. A hexagonal grid has been superimposed to regulate the movement and positions of troops. The Game Turn Track, both players’ Air Displays, and the SP Stockpile Track are located on the map.

2.3 Counters

The 300 counters represent the fighting forces on each side and markers used to facilitate the flow of the game.

Units

- Ho’s
- Combat Units Military counters, or units, represent the combat forces involved in the struggle. Japanese forces have a main counter color of white. Allied forces have a main counter color of red. Japanese and Commonwealth divisions all have the same unit identification and NATO symbol colors.

2.4 Player Aid Charts (PAC)

Provided with the game are 2 PACs containing charts and tables needed for play. Each player should keep these sheets at hand during the play of the game.

3.0 PREPARATION FOR PLAY

3.1 Important Game Terms

Activation. Units and formations can move, attack, and perform other actions during the turn. The primary segments of the Operations Phase are located in the 3.1.3 Rules for Operations Phase. Units are activated by the player drawing Activation Markers that then allow a number of formations with their subordinate units, or a number of individual units to move, take combat, and/or claim supply points. The player then activates formations or individual units of their opponent. The conditions for activating formations or individual units are based on the scenario.

Combat Factors. CFs. Units are rated for their ability to attack (Attack Factor or AF) and defend (Defense Factor or DF). They are printed on the unit diagram (Section 2.3).

Commitment Headquarters (HQ) units can provide supply and combat support by flipping to their committed sides. This comes at the cost of reduced ability.

Commitment. Player who was the last to occupy or pass through a hex. Each scenario will stipulate what hexes on the map are under each player’s control at the start of the game.

Dice. One six-sided (D6) and one ten-sided (D10) die is used to play the game. A DR of 0 on the D10 is read as 10, not zero. Die rolls are used to resolve combat and determine other various game functions.

DR. Dice Roll of type as indicated just before this abbreviation in the rule.

DRM. Dice Roll modifier.

Formation. A formation is an infantry division that fought in the campaign. Most infantry units (regiments and brigades) are part of a larger divisional formation and the NATO infantry symbols are color coded to indicate this status (as well as the historical divisional ID noted below the NATO symbol). Units can activate as part of their Formation as well as independent (as Individual units). Independent units can activate with any friendly Formation or individually.

HQ Headquarters unit.

Independent Unit. Allied units that have a white NATO symbol and identification are independent, and Japanese that have a red NATO symbol and identification information, both sides’ armor and HQ units, and Japanese and American units are independent units.

Initiative Player. The player who can perform the first operation in the Operations Phase of the turn.

IP. Improved Position

LOC. Line of Communication

Movement Allowance (MA). This is the third lower value on a unit and indicates the maximum movement points a unit can normally expend during its movement.

Movement Points (MP). A unit expends MPs in moving on the map, paying for amounts for terrain entered/ crossed, modified by weather conditions, etc. as outlined in the rules for movement.

Step. Combat units take losses in combat and attrition in the form of steps. Most infantry units have 4 steps in the game represented by two counters. Armor units have either 1 or 2 steps.

Supply Points (SP). Supply Points represent the allocation of crucial military resources, and are used to support the frontline troops. The acquisition and deployment of SP are key decisions for success in the game as it is unlikely for either player to have enough to do all that they would like to do in a turn. Such is war in the theatre. Deal with it and on your own.

Victory Points (VP). The game is won through the acquisition of VP. The player with the most VP will win the game with the difference in the two player VP totals determining the nature and quality of the win.

3.2 General Rules

3.2.1 Players choose a scenario (Module 21) and which side they will play. The Japanese player should sit on the east side of the map and the Allied player on the west side.

3.2.2 Separate the units by side, division or nationality colors and types.

3.2.3 Players then set up their units based on the scenario’s instructions.

3.2.4 Place the game turn marker on the start turn (as indicated by the scenario) on the Turn Record Track (see map).
LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game by selecting a portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember that the rules are there to help you make it easy to set up rules when you do. While a trial game may take you an hour or so, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don’t recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. Write these rules to be as comprehensive as possible, but they are not designed to be memorized. Tucking in the rules in this way (as you play along) is the best approach to mastering this game. We’re always open to suggestions on how to improve the comprehension of our rules. Write to us (or address below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:
Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USAA: Defeat into Victory
Or e-mail us at: admin@atoomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atoomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, we must enforce a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game and events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the Against the Odds and Defeat into Victory discussion forums at www.contraworld.com.

1.0 INTRODUCTION

Defeat into Victory is a game on the fighting for control of the Indian frontier and Burma in 1944 and 1945. In early 1942, the Japanese overran the British colony following the capture of Malaya and the fall of the Singapore fortress in a campaign that took them to the Indian frontier. The theatre became a backwater as events elsewhere in the world war took increasing attention and resources from both combatants. By early 1944, both sides realized that Burma would be increasingly important to the war’s outcome. The Japanese Army decided to head-off, or at least forestall, any Allied offensive by launching one of their own. With luck, success here would touch off a rebellion in India that would completely undo any Allied attacks in the region and free up resources for use in the fight against the US, and if worse came to worst, defending the Japanese homeland from invasion.

The Allied offensives up to that time were limited in duration but increasingly successful, especially by airpower and overland railgunings that grew more daring as the months ticked by. A successful large-scale Allied offensive in Burma could redeem the early war defeats and restore the British Empire’s status in the post-war era.

Can you do as well or better than your historical counterpart?

2.0 COMPONENTS

Each copy of Defeat into Victory is composed of the following:

- This set of rules
- One 22” by 34” map
- Two sheets with 300 double-sided playing pieces (units)
- Four pages of tables and charts
- One 22” by 34” map
- Two sheets with 300 double-sided playing pieces (units)
- Four pages of tables and charts
- A die roll (DR) of 0 on the ten-sided die is read as 10 (not zero).

2.1 Game Scale

Each turn represents two weeks of time in regular weather, five or six weeks of time during the monsoon season (May through September). This represents the increased “tempo” of combat operations during the time in which the monsoon-weather dominates. Units are mostly brigades and regiments. Each map hex is approximately 10 miles across.

2.2 The 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. The Game Turn Track, both players’ Air Displays, and the SPs Stockpile Track are located on the map.

2.3 Counters

The 300 counters represent the fighting forces on each side and markers used to facilitate the flow of the game.

Units

Hao

Defeat into Victory Rules of Play

3.0 PREPARATION FOR PLAY

3.1 Important Game Terms

Activation. Units and formations can move, attack, and perform other actions during the turn. The turn is divided into three segments of play: the Movement Phase, the Combat Phase, and the Operations Phase. Operations are activated by the player drawing Activation Markers that then allow a number of formations with their subordinate units, to a number of units (determined by the scenario). Combat Factors (CFs). Units are rated for their ability to attack (Attack Factor or AF) and defend (Defense Factor or DF). These are printed on the unit diagram (Section 2.3). Commitment Headquarters (HQ) units can provide supply and combat support by flipping to their Commited sides. This does come at the cost of reduced ability. Hold. Players who were the last to occupy or pass through a hex. Each scenario will stipulate what hexes on the map are under each player’s control at the start of the game. Dice. One six-sided (D6) and one ten-sided (D10) die is used to play the game. A DR of 0 on the D10 is read as 10, not zero. Die rolls are used to resolve combat and determine other various game functions. DR. Dice Roll of type as indicated just before this abbreviation in the rule. DRM. Dice Roll modifier. Formation is an infantry division that fights in the campaign. Most infantry units (regiments and brigades) are part of a larger divisional formation and the NATO infantry symbols are color-coded to indicate this status (as well as the historical divisional ID noted below the NATO symbol). Units can activate as part of their Formation as well as individually. Each formation contains a number of independent units that can activate with any friendly Formation or individually. HQ. Headquarters unit. Independent Unit. Allied units that have a white NATO symbol and identification information, whereas Japanese units that have a red NATO symbol and identification information, both sides’ armor and HQ units, and Japanese and Axis army units are independent units. Initiative. The person who can perform the first operation in the Operations Phase of the turn. IP. Improved Position. LOC. Line of Communication. Movement Allowance (MA). This is the third lower value on a unit and indicates the maximum movement points a unit can normally expend during its movement. Movement Points (MP): A unit expends MPs in moving on the map, paying for amounts for terrain entered/crossed, modified by weather conditions, etc. as outlined in the rules for movement. Steps. Combat units take losses in combat and attrition in the form of steps. Most infantry units have 4 steps in the game represented by two counters. Armor units have either 1 or 2 steps. Supply Points (SPs). Supply Points represent the allocation of crucial military stores, fuel, and other supplies needed to support the frontline troops. The acquisition and deployment of SP are key decisions for success in the game as it is unlikely for either player to have enough to do all that they would like to do in a turn. Such is war in the theatre. Deal with this by flipping the说到这里。
3.2.5 Both players place their Stock marker in the space indicated by the scenario on the SV Stockpiled Track.

3.2.5.2 All fighters for both sides are placed in the 0 space of the General Record Track.

3.2.7 Play then begins with the first turn of the scenario.

4.0 TURN SEQUENCE OF PLAY

Defeat in Victory is played in a series of game turns. During each game turn, the sequence of events that occur are as follows:

Game Play Notes:
These are also listed on the back page of the rules for any reference.

4.1 Air Phases

4.1.1 Fighter

4.1.2 Bomber

4.1.3 Transport

4.2 Activation Marker Phase

4.3 Sustained Operations Declaration

4.3.1 Random Event Segment

4.3.2 Allied SP Reduction Segment

4.3.3 Air Unit Return Segment

4.3.4 Activation Segments

4.3.5 Chindits Segment

4.3.6 Operation Thursday Declaration Segment

4.3.7 OOS Unit Disruption Determination Segment

4.3.8 Supply Acquisition Segment

4.3.9 Air Unit Return Segment

4.3.10 Activation Marker Phase

4.3.11 Random Event Segment

4.3.12 Allied SP Reduction Segment

4.3.13 Construction Segment

4.3.14 Random Event Segment

4.3.15 VP Accumulation Segment

5.0 AIR POWER

The 5 Allied and 4 Japanese air units represent the tactical air support of the RAF, USAAF (Allied player) and the Sentai of the IJA (Japanese player). Each Allied player can place air units on other map battlespaces, 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 General Rules

5.1.1 Fighters (F)

5.1.2 Bombers (B)

5.1.3 Transports

5.2 Air Support Missions

5.2.1 Bomber B Support

5.2.2 Fighter F Support

5.2.3 Interdicting Enemy B Support

5.2.4 Transport Support

5.2.5 Interdicting Enemy Transport Support

5.2.6 Transport Support

5.3 Combat (A vs. B)

5.3.1 Interception

5.3.2 Interception

5.3.3 Interception

5.3.4 Interception

5.4 Air Support Mission

5.4.1 Fighter-Fighter Bomber Support

5.4.2 Transport Support

5.4.3 Interception

5.4.4 Transport Support

5.4.5 Transport Support

5.4.6 Transport Support

5.5 Air Interdiction Mission

5.5.1 Allied Air Interdiction

5.5.2 Allied Air Interdiction

5.5.3 Allied Air Interdiction

5.5.4 Allied Air Interdiction

5.5.5 Allied Air Interdiction

5.6 Allied Air Transport Mission

5.6.1 Allied Air Transport Mission

5.6.2 Allied Air Transport Mission

5.6.3 Allied Air Transport Mission

5.6.4 Allied Air Transport Mission

5.6.5 Allied Air Transport Mission

5.6.6 Allied Air Transport Mission

5.6.7 Allied Air Transport Mission

5.7 Air Combat

5.7.1 Allied Air Combat

5.7.2 Japanese Air Combat

6.0 INITIATIVE DETERMINATION

6.1 General Rules

6.1.1 Both players make a D6 DR during the Initiative Determination Phase.

6.1.2 Each player modifies his D6 DR by any applicable DRMs listed on the Initiative Determination Table (see PAC).

6.1.3 Japanese player starts on a D5 DR.

6.1.4 The player with the highest modified DR wins the initiative for the turn.
3.2.5 Both players place their Stock marker in the space indicated by the scenario on the SV Stockpiled Track.

3.2.6 VP markers for both sides are placed in the 0 space of the General Record Track.

3.2.7 Play then begins with the first turn of the scenario.

4.0 TURN SEQUENCE OF PLAY

Defeat Into Victory is played in a series of game turns. During each game turn, the sequence of events that occur are as follows, Game Play Notes:

5.1 Bombers can perform Support and Interdiction bomber or transport for the turn when he chooses his available air units from a city/town which is connected to their Supply Source by road or railroad.

5.1.2 Bombers or railroad.

5.1.5), or Air Transport (Section 5.6) mission.

5.2 Air Power Determination

During the Air Power Determination Segment of the Air Phase, both players will determine what air units they will have available and what missions they will perform for the turn.

5.2.1 Once a player has determined how many air units he has available for the turn, he selects which types of air units will use (if more than one type is available) and places those as detailed in Case 5.1.6.

5.2.2 The Allied player can purchase 2 air units for each 1 Stockpiled SP in excess. Reduce the Allied Stock marker on the track for the amount expended.

5.2.3 Once the Allied player has determined how many air units and what types he will have for the turn, he immediately allocates them to the missions they will perform and places them in the indicated locations of the available box (Case 5.1.6).

5.2.4 The Player then determines how many air units he will have available for the turn by making a D6 Roll. Modify the roll by the listed modifiers, and then reference the Japanese Air Availability Table (see FAC) to determine if he receives any air units or is limited to zero or one unit.

5.2.5 The number of Japanese air units received is limited to the number of air units still in play regardless of the DR result.

Example: If only 2 Japanese air units are in play any DR of 3 or more results in the Japanese player will only receive 2 air units, even with DR results of 4 or more.

5.2.6 The Japanese player discontinues making any air unit DR if he has no longer units in play.

5.2.7 Once the Japanese player has determined how many air units he has available, he allocates them to the missions he wishes them to perform.

5.3 Air Superiority Mission

5.3.1 Only Fighter (F) can be committed to Air Superiority missions.

5.3.2 Allied Air Superiority mission is also available to the Japanese Air Power DR (Case 5.2.4), which can eliminate a Japanese air unit.

5.3.3 Air Superiority mission units are used to intercept enemy air units that are performing an Air Superiority (Section 5.5), or Air Interdiction (Section 5.5) mission.

5.3.4 Each intercepting air unit will engage an opponent’s air unit in Air Combat (Section 5.7) before the enemy performs his mission (Exception: Section 5.7), and could as a result possibly Damage and/or abort the opposing air unit.

5.3.5 Once an air unit on this mission has performed an interception, it is placed into the player’s flown box.

5.4 Air Support Mission

5.4.1 Fighters, Fighter-Bomber and Bomber air units allocated to this mission. VMP marked as the leader of the player’s Activation Segment of the OPs Phase to perform Air Support.

5.4.2 Each player has the opportunity to allocate Air Support mission units (Case 15.2.4) on the turn.

5.4.3 Units allocated to a combat can be intercepted by enemy air units on Air Superiority missions.

5.4.4 Each air unit assigned to a combat that remains in the hex after any Air Combat is resolved (Section 5.7) will shift the combat odds of that attack (either for offense or defense) one column in the owning player’s favor.

5.4.5 There is no limit to the number of air units that can be assigned to this type of a ground combat in the same hex. Being resolved.

5.4.6 Once the combat has been resolved, the air units involved are returned to the owning player’s flown box on the map.

5.5 Air Interdiction Mission

5.5.1 The Allied player can commit Bomber (B) or Fighter Bomber air units to an Interdiction mission (Case 14.1.6).

5.5.2 Air Interdiction is resolved during the Air Interdiction Segment of the Air Power Phase.

5.5.3 If the interdicting air unit survives any Air Combat (Section 5.7) place the air unit in the hex in the lane to indicate the interdiction.

5.5.5 Air interdiction has three effects:

a) Cut a road, trail, or railroad in its hex. Mark the hex as cut (use the appropriate marker) so that players must use the other terrain MP costs in hexes through its hex and adjacent hexes (Case 7.4.3).

b) Restriction on conducting transits in its and adjacent hexes. Air units based in its hex are restricted to move into the Flown box during the End Phase of the Turn.

5.6 Allied Air Transport Mission

5.6.1 The Allied player can have Bomber air units be Transports for use in movement of infantry units to a city, or town/village or city or off-map at the start of the Air Phase.

5.6.2 The decision to have the air unit as transport is made when the Allied player selects his air units. (Place the unit transport side up in the same position as Interdiction mission units).

5.6.3 The MP marker or ground unit to be transported must be within 5 MP of an in-LOC hex or friendly Supply Source and in a controlled town/village or city or off-map at the start of the Air Phase.

5.6.4 For each air unit so allocated to an Air Transport mission, one infantry step, one MP Marker, or two Merrill’s Marauders or Paratroop units can be moved via Air Transport (Section 14.2.6).

5.6.6 Each Allied air unit on a Transport mission will provide a +1 DRM on the Supply Table.

1.0 AIR POWER

The 9 Allied and 4 Japanese air units represent the tactical air support of the RAF USAAF (Allied player) and the Sentai of the IJA (Japanese player). The Allied player has commitment 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 General Rules

Air units are of three types:

5.1.1 Fighters (F). Fighters can perform Air Superiority and Support Missions as well as participate in Air Combat. They have a range of 12 hexes from a city/town which is connected to their Supply Source by road or railroad.

5.1.2 Bombers (B) can perform Support and Interdiction Missions as well as participate in Air Combat. They have a range of 16 hexes from a city/town which is connected to their Supply Source by road or railroad. Note: The Allied has one fighters/Bomber (FB) unit that can perform as either type.

5.1.3 Transports (Allied only): The back side of Bomber Unit shows Transports. Allied bombers will need to chose if the unit bombards or transport for the turn when he chooses his available air units
Supply in the game is represented by two different methods. First there is the On-Map Supply (T rack) which can be acquired by buying it with T rucks during the Supply Acquisitions. Secondly, there are common supply markers used by both players on the map to provide general and attack supply to troops that are within supply distance of one of them or by a Supply Source.

### Supply Acquisition

7.1 Both players during the Supply Acquisition Segment roll a D10, modify the roll by listed modifiers, and consult the Supply Table (see PAC) to determine how many SPs they can receive during this turn.

7.2 Each SP received can either be added to the stockpile to be expended during the turn or it can be used to move one of the player's Stock markers farther from the Supply Source. The Allied player must lower his Stock marker as determined by a DR.

### Supply Mechanics

7.3 Supply levels are determined through the Supply Determination Segment, at the start of the Combat portion of a player's Activation Segment, and during the Attrition Segment for Last Chance Attrition. No supply is generated during Major Maneuver segments.

7.4 Up to a number of units equal to the HQ's command rating are put into supply in this manner. See Note 49 for a reduction of 2 boxes.

7.5 Each new transport unit can only transport itself to a road, railroad or railhead (not railroad). A T ruck transported during this turn can only transport itself to a road, railroad or railhead (not railroad) that it was building towards, it is assumed to automatically connect to it. If there are more than one hex it could connect to, the player must indicate to his opponent which hex it is connecting to and then orient the marker so that the road or railroad line traveled on the map is pointing towards that hex.

7.6 The Allied player (only) can purchase T rucks at this time and the player's Stock marker is reduced by one on the SPs Stockpiled track (see map). A T ruck marker used for SP transport cannot be used again during the turn.

7.7 Example: This represents the Japanese High Command's practice of pressing natives and POWs to transport supplies to the front.

7.8 A friendly Supply Source can supply an unlimited number of friendly units that are within supply range (still having to expend an SP multiplier for each unit supplied).

7.9 A D10 DR is performed on the Unit Status Track (see PAC) for each Japanese unit (at any Supply Level) and each Allied unit (when Allies are at Supply Level 1) when they are normally considered in supply but are not in or adjacent to a controlled town or HQ. Modify the DR by listed modifiers and apply the result shown for each of their units marked as OOS.

7.10 Effects of Being out of Supply (OOS)

7.10.1 Units that are OOS are marked with an OOS marker.

7.10.2 Units may not move more than half their HA (round fractions down).

7.10.3 OOS markers automatically become or remain Disrupted during the Attrition Segment of the End Phase.

7.11 Air Supply (Allied only)

7.11.1 The Allied player can transport T rucks to any hex on the map via Air Transport missions (Section 5.6).

7.11.2 Each SP can be used by the Allied player to put up 2 units that are OOS back into general supply if the units are within 5 MP (4MP with Mountain weather turn) of the SP marker at any point during the turn. Exceptions Merrill's Marauders units require 1 SP for each of their units to be put in Air Supply (Cases 7.15 and 6) and CNA units require 2 SPs for each unit to be put in Air Supply (Case 17.4). See Note 49 for a reduction of 2 boxes.

7.11.3 The air transported SP marker(s) from the map to the common pool when used to put units back into supply.

7.12 Supply and Combat

For units to attack or defend at their current printed CR, they must be in supply.

7.12.1 The owning player can expend SPs (using the same conditions as detailed in Section 7.9) at the start of the combat portion of their activation to bring activated units or defending hexes units into supply that are OOS.

7.12.2 An attacking unit that is marked as OOS when combat is resolved will fight at half its AF (round fractions down).

Game Note: This may mean that a unit has a 0 AF. It is then involved only to take hits.

### Source Notes

**Note:** At this point the Allied player acquires SPs to his stockpile and down (decreases) when he expends SPs from his stockpile. Thereafter, he may lower his Stock marker as determined by a DR. Each new transport unit can only transport itself to a road, railroad or railhead (not railroad). A T ruck transported during this turn can only transport itself to a road, railroad or railhead (not railroad) that it was building towards, it is assumed to automatically connect to it. If there are more than one hex it could connect to, the player must indicate to his opponent which hex it is connecting to and then orient the marker so that the road or railroad line traveled on the map is pointing towards that hex.

7.13 Strategic Supply: Since Allied supplies were flown in by aircraft that could not supply the front, supplies on the map (existing airfields or ones hastily constructed by the Allied player) perform an additional DR during the Allied Strategic Supply Segment to receive SPs.

7.14 The Allied player (only) can purchase T rucks (Section 17.7) at this time and the player's Stock marker is reduced by one on the SPs Stockpiled track (see map). A T ruck marker used for SP transport cannot be used again during the turn.

7.15 Example: This represents the Japanese High Command's practice of pressing natives and POWs to transport supplies to the front.

7.16 Supply Determination Segment

7.16.1 During the Allied Strategic Supply Segment of the End Phase of a turn, the Allied player must lower his Stock marker as determined by a DR. An even number of DRs results in the stock marker reduced by 1 box, and odd numbered DRs is a reduction of 2 boxes.

### Supply Determination Segment

7.17 A player's Stock marker by one on the SPs Stockpiled track (see map). A T ruck transported during this turn can only transport itself to a road, railroad or railhead (not railroad) that it was building towards, it is assumed to automatically connect to it. If there are more than one hex it could connect to, the player must indicate to his opponent which hex it is connecting to and then orient the marker so that the road or railroad line traveled on the map is pointing towards that hex.

7.18 Example: This represents the Japanese High Command's practice of pressing natives and POWs to transport supplies to the front.

7.19 An infantry unit carrying SPs can attack later in the turn.

7.20 An infantry unit carrying SPs can attack later in the turn.

7.21 Example: This represents the Japanese High Command's practice of pressing natives and POWs to transport supplies to the front.

7.22 If an HQ does not have a valid LOC, 2 on-map SP markers must be used during the turn. If on-map SP markers are not expended, the player can flip the HQ to its Commanded side and reduce the friendly Stock marker by one box on the SPs Stockpiled track (see map).

7.23 A friendly Supply Source can supply an unlimited number of friendly units that are within supply range (still having to expend an SP multiplier for each unit supplied).
7.0 SUPPLY

Supply in the game is represented by two different methods. First there is the SP Stockpiled Track each player has in their possession. Secondly, there are common SP markers used by both players on the map to provide general and attack supply to troops that are within supply distance of one of their hexes or a Supply Source.

7.1 Supply Acquisition

7.1.1 Both players during the Supply Acquisition Segment roll a D10, modify the roll by listed modifiers, and consult the Supply Table (see PAC) to determine how many SPs they can use for the turn.

7.1.2 Each SP received can either be added to the stockpile or become an SP marker for the map.

a) For each SP allocated to the stockpile, increase the player’s Stock marker by one on the SPs Stockpiled track.

b) For each SP allocated to be on the map, an SP marker is taken from the common pool and placed onto the player’s Supply Source hex on the map.

*Note The Allied player’s SP markers can be placed in hex 1061 after the CNA have entered the map (Section 17.4).*

7.1.2 Both players allocate newly received SPs during the Supply Acquisition Segment (which affects this turn’s Supply Level as well as replacements).

7.1.3 Strategic Supply Since Allied supplies were flown in by aircraft that could land on any hex on the map (existing airfields or ones hastily constructed by the Allies), the player applies an additional DR during the Allied Strategic Supply Segment to receive SPs. The Allied player makes a D6 DR, modifies the roll by the listed DRM, and places the SP markers on the Allied Strategic Supply table on the PAC and implements the results immediately.

7.2 SP Markers

SP markers represent supply points on the map. They are printed with a supply symbol on the front and an Out of Supply symbol on the back.

7.2.1 Expenditure of SP markers are detailed in their pertinent rules and summarized in a table on the PAC.

7.2.2 When a player spends an SP marker for any reason, he removes the SP marker from the map and places it in the common pool. SP units are never permanently eliminated from the game, and can be “recycled” and used again during the game.

7.2.3 These markers do not have an MA and can only be moved by a Supply Source hex (where they were initially placed) by friendly infantry troops or as detailed in Section 17.8.6.

7.2.4 An infantry unit can carry up to 2 SP markers (2 SP markers in Monsoon turns) when it moves during its activation. Units carrying SP markers can attack later in the turn.

7.2.5 An infantry unit carrying SPs can drop them off at any point during its movement.

7.3 Supply Stockpiling

Stockpiling supplies increases the potential for a player to be a higher Supply Level as well as providing easier conditions for units to avoid Out of Supply Disruption and recover loststeps (receive replacements). Certain activities in the game require expenditure of supply from the stockpiled supply.

7.3.1 Supply Stockpiling track is stockpiled on the SPs Stockpiled track on the map by each player’s Stock marker.

7.3.2 The player’s Stock marker moves up (increases) as the player allocates SPs to its stockpile and down (decreases) when he expends SPs from his stockpile.

7.3.3 Expenditures of stockpiled supply are detailed in their pertinent rules and summarized in a table on the PAC.

7.4 During the Allied Strategic Supply Segment of the End Phase of a turn, the Allied player must lower his Stock marker as determined by a DR. An even numbered DR results in the Stock marker reduced by 1 box, and odd numbered DR is a reduction of 2 boxes.

7.4.1 Adjustment Segment

7.4.1 During this segment, a player can remove an SP marker from the map if it is within supply range of an in-LOC HQ (Section 7.8) or his Stock marker.

7.4.2 Increase the player’s Stock marker by one for each SP marker removed from the map (Section 7.4.1).

7.4.3 A player can decrease his Stock marker by any amount on the SPs Stockpiled Track and place 1 SP marker in his Supply Source hex for each point by which the Stock marker is reduced on the track.

7.4.4 Next, both players will perform their on-board SP marker movement in which they move their SP markers from their Supply Source to within 5 MPs of a friendly in-LOC HQ (Section 7.8).

a) the initiative player performs all these moves first, then the initiative player.

b) No MP’s are expended for this SP marker movement.

c) SP markers moved in this manner end their movement on a road, or railroad.

7.4.5 The Allied player (only) can purchase Tracks (Section 17.7) at this point, and each Truck marker can transport 3 SP markers (2 SP markers during Monsoon turns). A Track marker used for SP transport cannot be used again during the turn.

7.4.6 The Japanese player (only) can relocate a number of on-map SP markers equal to a D6 DR, from their Supply Source hex by expending a Stockpiled SP for each hex to which the SP marker(s) are sent.

*Designer’s Note: This represents the Japanese High Command’s practice of pressing natives and POWs to transport supplies to the front.*

7.5.1 There are 4 Supply Levels in the game.

a) Supply Level 1 is when the player’s Stock marker is on the 0-4 hours on the SPs Stockpiled track (see map).

b) Supply Level 2 is when the player’s Stock marker is on the 5-8 hours of the SPs Stockpiled track (see map).

7.5.5 Neither side’s stockpiled supply can go above 18; beyond this, MP expenditures are cut and can be repaired during the Construction Segment of the End Phase, the construction is complete.

b) For MP cost purposes, the supply line excludes the HQ’s or Supply Source’s hex, but does include the tracing unit’s hex.

c) If at any point in the turn the hex in which one of these is being built comes under an enemy ZOC when not occupied by a friendly unit or hex, remove the unit, and apply the result shown for each of their units marked as OOS.

7.9.3 Supply lines may not be traced through uncontested enemy ZOC or prohibited terrain hexes.

b) All terrain costs are counted as per the TEC.

c) Each supply line excludes the hex that will be used for the turn (Section 8.1).

7.9.5 Supply Levels

7.9.5.1 Supply Level 1 is when the player’s Stock marker is on the 0-4 hours on the SPs Stockpiled track (see map).

7.9.5.3 Supply Level 3 is when the player’s Stock marker is on the 9-12 hours of the SPs Stockpiled track (see map).

7.9.5.4 Supply Level 4 is when the player’s Stock marker is on the 13-18 hours of the SPs Stockpiled track (see map).

7.9.5.7 Neither side’s stockpiled supply can be reduced below 0.

7.5.7 Supply Levels are important for determining Activation Markers that will be used for the turn (Section 8.1).

7.5.8 Supply Level is consulted for modifiers when determining Initiative for the turn (Module 6.0).

7.5.9 Supply Level is consulted for modifiers when determining Allied Strategic Supply (Case 7.3.1).

7.6 Main Supply Sources

7.6.1 The Allied Main Supply Sources are Sihlau (1419) and Agatola (1332).

7.6.2 Japanese Main Supply Sources are Rangoon (4713) and hex 4709.

7.6.3 Nationalist Chinese units (Section 17.4) have their main Supply Source hex 1601.

7.7 Supply Lines

7.7.1 Each Supply line is traced through a series of connected hexes from the unit to a friendly HQ or its friendly Supply Source hex.

7.7.2 The supply line range is 5 MPs, traced from a friendly Supply Source or Friendly uncommitted HQ to the unit.

Note: HQ units have a 5 range to the NATO icon to serve as a reminder for MP cost purposes, the supply line excludes the HQ’s or Supply Source’s hex, but does include the tracing unit’s hex.

7.8.2 Communications Line Build

7.8.2 Communications Line Build Road and Railroad/Trail lines can be built by both players during the turn.

a) During the Combat Build Segment of the Supply Phase, a player can spend 1 SP (2 SPs during Monsoon turns) from his Stockpile (maximum). This allows the player to either:

• Build one new section of a road or railroad/trail into a hex that does not contain an enemy ZOC or an enemy HQ.

• Place the appropriate marker in the hex and orient the marker so that its printed road/railroad/trail is at right angles to the road/railroad/trail it is coming out from in the adjacent hex.

• OR Upgrade 2 trail hexes to road. Place the road marker initially so that its road marker’s symbol is parallel to the hex this unit is facing.

b) If at any point in the turn the hex in which one of these is being built comes under an enemy ZOC when not occupied by a friendly unit or hex, remove the unit, and apply the result shown for each of their units marked as OOS.

7.9.10 Effects of Being Out of Supply (OOS)

7.10.1 Units that are OOS are marked with an OOS marker.

7.10.2 Units may not move more than half their MA (round fractions down).

7.10.3 See Section 7.12 for OOS effects during combat.

7.11 Air Supply (Allied Player only)

7.11.3 Each SP can be used by the Allied player to put up to 2 units that are OOS back into supply if the units are within 5 MPs (4MPs in Monsoon weather turns) of the SP marker at any point during the turn. Exceptions Mellor’s Manoeuvers require 1 SP for each of their units to be put in Air Supply (Case 17.5.6) and CNA require 2 SPs for each unit to be air supplied (Case 17.4).

7.11.4 Remove the air transported SP marker(s) from the map to the common pool when used to put units back into supply.

7.11.5 Supply and Combat

For units to attack or defend at their current printed CR, they must be in supply.

7.11.1 The owning player can expend SPs to any hex on the map via Air Transport missions (Section 5.6).

7.11.2 Each SP can be used by the Allied player to put up to 2 units that are OOS back into supply if the units are within 5 MPs (4MPs in Monsoon weather turns) of the SP marker at any point during the turn. Exceptions Mellor’s Manoeuvers require 1 SP for each of their units to be put in Air Supply (Case 17.5.6). CNA require 2 SPs for each unit to be air supplied (Case 17.4).

7.11.3 Remove the air transported SP marker(s) from the map to the common pool when used to put units back into supply.

7.11.4 Supply and Combat

For units to attack or defend at their current printed CR, they must be in supply.
7.12.3 A defending unit that is marked OOS will have its DF halved (round fractions up).
7.13 Last Chance Supply
7.13.1 At the very beginning of the Attrition Segment of the End Phase, both players can expend SP markers (using normal supply rules, Section 7.9) to bring their units into supply to prevent Attrition and disruption.

8.0 ACTIVATION MARKERS (AM) ————

8.0.1 Activation Markers are the mechanic used in this game to activate units into formation to move, initiate combat, and possibly receive a replacement step in a turn.

8.1 General Rules
8.1.1 Formations or units will activate when the player draws an AM and announces which formations or units will be activated.
8.1.2 The number and type of AMs in play for a turn is determined by the Supply Level the player is at currently:
   - Supply Level 1 = One Level I AM
   - Supply Level 2 = Two Level I AM
   - Supply Level 3 = One Level I AM and one Level II AM
   - Supply Level 4 = Two Level II AM

8.1.3 All the eligible AM types are placed face-down, shuffled and then the appropriate amount randomly selected.

8.1.4 The player who has the Initiative (Module 6.0) examines his selection and chooses one of his AMs to use in his first Activation Segment of the Operations Phase.
8.1.5 Both players then place all other selected AMs into an opaque container for random selection during the turn.
8.1.6 Also place the two End Turn markers into the opaque container at this time.
8.1.7 An AM will allow units or Formations to activate as indicated on the market.

Example: The Allied player is at Supply Level 3 and the Japanese are at Level 2. The Allied player selects at random one Level I AM and the Japanese player selects at random two Level I AMs. The Japanese player has initiative, so he examines his two and holds one back to use on his first Activation Segment. The Japanese and Allied players then place their single remaining AMs into the opaque container along with the two End Turn markers for a total of 4 AMs to be drawn.

8.2 Effect
8.2.1 When a player's Activation Marker is drawn, he will get to activate units or Formations as detailed on the AM.
8.2.2 Whenever a second End Turn marker is drawn, the player's Phase is immediately ended (even if only one player could activate) and players proceed to the End Phase (Module 14.0).
8.3 Activation
8.3.1 When a player's Activation Marker is drawn, he will get to activate units or Formations as detailed on the AM.
8.3.2 Whenever a roll is required, a D6 is used for determining the number of units that can activate.
8.3.3 All units or Formations to be activated must be declared before any moves or combat are performed in the Activation Segment.
8.3.4 An Independent unit, both players' armor units, as well as HQ units, can activate with any friendly AM drawn.
8.3.5 Normally a unit may activate only once per turn.
8.3.5.1 Second Activation An in-supply unit may activate a second time during a turn with the player's second AM (if two are in play). a) For a unit to activate for a second time it must be within supply range of a friendly Uncommitted HQ.
   b) Expenditure of 1 SP marker allows 1 Formation or up to 3 units to activate for a second time.
   c) To provide supply at this point, the HQ unit must be activated.
8.3.6 Units cannot activate for a third time.
8.3.7 Activated units begin construction of IPs at this point (Section 17.2).
8.3.8 Rotate units 90 degrees that have activated once, and then rotate another 90 degrees (total 180 degrees) to indicate they have activated a second time (if required).
8.3.9 If the player activates a Committed HQ, he can spend 1 SP from the Stockpile or remove one SP marker in supply range to flip the HQ to its uncommitted state.

9.0 OPERATIONS PHASE (OPs Phase) ————

The Operations Phase consists of a variable number of Activation Segments (dependent on the number of AMs and if the OPs phase ends early due to marker drawn) in which player perform actions with their units.

9.1 General Rules
9.1.1 Players first receive any reinforcements they are entitled to by scenario instructions or last turn's Random Event.
9.1.2 The Initiative player always performs the first Activation Segment of the OPs Phase with the AM he selected earlier.
9.1.3 Once the Initiative player has completed his Activation Segment, players will alternate drawing a new AM marker from the opaque container, and then the indicated player performs an Activation Segment (Exception Case 9.2.2).
9.1.4 The OPs Phase ends when either:
   a) At the conclusion of an Activation Segment when both players have performed at least one Activation Segment and there are no longer any Japanese or Allied AMs to be drawn.
   b) The second End Turn marker is drawn.

Game Play Note This means that an OPs Phase could end before a player has performed even one Activation Segment.

9.2 End Turn Markers
9.2.1 The two End Turn AMs are used to possibly determine the end of the OPs Phase or the end of the game (by depletion of SP markers). (Player's choice).
9.2.2 The first End Turn marker drawn during an OPs Phase allows the drawing player to activate a number of units equal to a D6 DR. After the player has performed his Activation Segment, place the marker aside so that it is visible to both players.

Game Play Note If playing initiative and the above marker is drawn, roll a die to determine which side activates (even all, odd, Allied, Japanese, etc.).
9.2.3 Whenever the second End Turn marker is drawn, the OPs Phase is immediately ended (even if only one player could activate) and players proceed to the End Phase (Module 14.0).

9.3 Activation
9.3.1 When a player's Activation Marker is drawn, he will get to activate units or Formations as detailed on the AM.
9.3.2 Whenever a roll is required, a D6 is used for determining the number of units that can activate.
9.3.3 All units or Formations to be activated must be declared before any moves or combat are performed in the Activation Segment.
9.3.4 An Independent unit, both players' armor units, as well as HQ units, can activate with any friendly AM drawn.
9.3.5 Normally a unit may activate only once per turn.
9.3.5.2 Second Activation An in-supply unit may activate a second time during a turn with the player's second AM (if two are in play). a) For a unit to activate for a second time it must be within supply range of a friendly Uncommitted HQ.
   b) Expenditure of 1 SP marker allows 1 Formation or up to 3 units to activate for a second time.
   c) To provide supply at this point, the HQ unit must be activated.
9.3.6 Units cannot activate for a third time.
9.3.7 Activated units begin construction of IPs at this point (Section 17.2).
9.3.8 Rotate units 90 degrees that have activated once, and then rotate another 90 degrees (total 180 degrees) to indicate they have activated a second time (if required).
9.3.9 If the player activates a Committed HQ, he can spend 1 SP from the Stockpile or remove one SP marker in supply range to flip the HQ to its uncommitted state.

9.4 Activation Segment Sequence Determination
9.4.1 Each player must decide at the beginning of his Activation Segment the sequence his active units will move and attack. Also, each turn a player must decide if he will commit units from his strategic reserve as reinforcements to the game.

9.4.2 The two types of activations units can perform are listed below:
   a) Move/Combat: Players choosing this option move all of their units before performing attacks on enemy units. There are no modifications to the rules governing movement and combat.
   b) Combat/Move: Players choosing this option perform 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.")

9.4.3 All of the activated formations/units during this Activation must use the same sequence order.

Game Play Note It is helpful to rotate units slightly that will activate and then orient them back to normal once the unit is finished for the Activation.

10.0 STACKING

10.1 General Rules
10.1.1 A unit may never enter an enemy-occupied hex.

JAPANESE CASUALTY CHECK (18.3) - Roll D6

<table>
<thead>
<tr>
<th>DR RESULT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equal to or less than designated CF</td>
<td>No Effect</td>
</tr>
<tr>
<td>Greater than designated CF</td>
<td>Unit loses one step</td>
</tr>
</tbody>
</table>

-1 DRM for Suicide Squads Casualty check if unit is an IP.

SUICIDE SQUAD (Japanese only, Section 18.2) Attack strength doubled, Casualty Check.

AIR POWER DETERMINATION (5.2.1)

For Allied Air Power, 2 air units may be made available for each 1000 Stockpiled SP expended.

For Japanese Air Power, roll a D6 on the table below.

<table>
<thead>
<tr>
<th>DR</th>
<th>NUMBER OF JAPANESE AIR UNITS AVAILABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>+1 DRM on Monsoon Weather turns</td>
</tr>
<tr>
<td>2</td>
<td>+1 DRM for each Stockpiled SP expended</td>
</tr>
<tr>
<td>3+</td>
<td>+1 DRM for every allied air unit allocated for Air Superiority</td>
</tr>
</tbody>
</table>

Note: The number of air units received is limited by the number of air units still in play at that point, regardless of the D6 result.

JAPANESE INITIATIVE DETERMINATION (6.0) - Roll D6

<table>
<thead>
<tr>
<th>DR</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>Player at Level 2 supply or higher and opponent is at Level 1</td>
</tr>
<tr>
<td>+1</td>
<td>(Alleged Only) If he has any F or B air units available for the turn</td>
</tr>
<tr>
<td>+1</td>
<td>Player at Level 1 supply and his opponent is at Level II or higher</td>
</tr>
</tbody>
</table>

TERRAIN EFFECTS CHART (12.0)

<table>
<thead>
<tr>
<th>Type</th>
<th>MP Cost</th>
<th>Combat Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jungle</td>
<td>2 MP</td>
<td>Attacking unit - 1 AF</td>
</tr>
<tr>
<td>Rough/Jungle</td>
<td>3 MP</td>
<td>• Attacking unit - 1 AF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Defending unit + 1 DF</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Monsoon, +2 DF for one defending unit and +1 DF for the others.</td>
</tr>
<tr>
<td>River</td>
<td>1 MP</td>
<td>Attacking unit x 1/2 DF (round down)</td>
</tr>
<tr>
<td>Town/Village</td>
<td>OT</td>
<td>OT</td>
</tr>
<tr>
<td>City</td>
<td>OT</td>
<td>OT</td>
</tr>
<tr>
<td>Lake</td>
<td>Natural</td>
<td>禁止（适用于所有水域，包括2722年的雨季）</td>
</tr>
<tr>
<td>Road or Trail</td>
<td>1/2 MP</td>
<td>OT</td>
</tr>
<tr>
<td>Railroad</td>
<td>1/4 MP</td>
<td>(see 12.2)</td>
</tr>
<tr>
<td>Improved Position</td>
<td>OT</td>
<td>+2 DF</td>
</tr>
</tbody>
</table>

- 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 expend all of its MP, and passes any ZOC, DR, to do so. * OT = Other terrain in the hex. * Only 2 friendly units may stack. Armor units prohibited unless on road or trail. Armor bonus not applicable.
No Supply Points received (Allied only) November 1 1944 turn to end of game
Unit marked as Out of Supply (OOS).

(Allied only) Agartala Interdicted or under Japanese Control
No Effect
May move 3 SP markers (2 during Monsoon) from Allied

Air Combat Table (5.7) - Roll D6

4-6 +1 DRM
1-2 A

DIE ROLL MODIFIERS (DRMs):
-1 Japanese Weather
-1 Any Japanese Ranged Interdicted or under Allied Control
-1 Allied only) Agrarian Interdicted or under Japanese Control
-1 Allied only) November 1944 turn to end of game
-1 Each Allied unit assigned to a Transport Mission.

Air and marker units do not count toward stacking.

SP Disruption Table (7.9.9) - Roll D10

SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect
SR Result's unit's highest CF No Effect

UNIT Supply Status (7.8.8) - Roll D10

Stockpiled SP Expenditure (reduce by 1 per item)
(Allied only) Make two air units available (5.2)
(Allied only) Enter 3 Truck markers into play (17.7)
(Allied only and with Sustained Operations, 15.9) Allow one unit to unstack amphibious movement (15.2)
(Chinese special) can attack from sea hexes (17.2) or by Sea Route (Chindits Table (17.4.7d)).

Indians or Chinese only can enter play via an Air Transport unit (5.3). They are considered as entering play via that method.

12.4 The unit being moved via Airborne Movement cannot be moved further after it “lands.”
12.4.5 The unit can attack in the same Activation Segment as it moves via Airborne Movement (and if Move/Combat was chosen).
12.4.6 The unit is considered in supply for the duration of the turn in which it uses Airborne Movement.

12.5 Allied Amphibious Movement
12.5.1 During any amphibious movement that the Allied player has possession of the Sustained Operations marker, the Allied player can move one or two infantry units via amphibious movement.
12.5.2 In order to be used in this fashion the following conditions must be met:
• The amphibious unit must have an amphibious (12.5.3) or coastal hex is entered by the amphibious unit.
• 1 Stockpiled SP is expended for the unit.

11.0 Zones of Control (ZOC) ———-

11.1 General Rules
11.1.1 All combat units with a CF have a ZOC, which consists of the 6 hexes adjacent to the unit’s hex.
11.1.2 A unit must pay an additional 1 MP to enter or exit a hex that is in the ZOC of an enemy unit in an IP. Otherwise there is no additional MP cost to enter or leave an empty ZOC (see the Terrain Effects Chart).
11.1.3 Costs +2 MPs to move directly from one ZOC to another, even if it is the ZOC of the same enemy unit (Exception Case 11.1.4).
11.1.4 Units may not directly move from an enemy’s ZOC to another in an ZOC if the units they are adjacent to or move adjacent to is in an IP (Exception Case 17.3.5).
11.1.5 A ZOC does not extend into prohibited entry terrain hexes. (An example unit does not have a ZOC into a Rough-Jungle hex unless the trail/rail line it is on connects into that hex)
11.1.6 Friendly units do not negate ZOCs for movement purposes.
11.1.7 Friendly units do negate ZOCs for tracing supply lines and retreat purposes.

12.0 MOVEMENT
12.1 General Rules
12.1.1 Each unit is moved individually, hex to connected hex, paying the appropriate MP cost for the hexes crossed and hexes entered (see Terrain Effects Chart (TEC) on the PAC).
12.1.2 A unit can spend a total number of MPs, during the movement portion of its Activation Segment equal to its printed MA. A unit’s MA is modified if Force Marching (Case 12.1.5) or if a Truck marker is allocated to it (Allies only – Section 17.7).
12.1.3 A unit must have sufficient MVMs remaining from its MA to enter a hex before moving into it.
12.1.4 A unit may move directly from one railroad line to another railroad line. When moving along railroad line, it may enter a hex along the railroad trail, even if it is not connected into the railroad line hex (1MP), move 12 hexes along the railroad line (3MPs) and then move 5 hexes along another railroad line.
12.1.5 Forced March Any unit that does not exist or enter an enemy ZOC during its movement may move up to double its MA.

12.2Rail Movement
12.2.1 A unit expends ¾ MP when moving along a railroad line. 12.2.2 The unit must start its movement supplied and end its movement in a hex in which they would still be in its supply if it were traced at that point.
12.2.3 The unit may not begin or end its movement in an enemy ZOC.
12.2.4 Units do not have to start or end their movement on a railroad line in order to use rail movement.

Example An Air-supply unit with an MA of 5 could move one hex into a clear terrain rail line hex (1MP), move 12 hexes along the rail line (3MPs) and then enter an adjacent clear hex (1MP). 12.2.5 Units moving by rail cannot move further by any rail movement during the turn in which they encountered a cut railroad line.

12.3 Naval Movement
12.3.1 The Japanese player (only) can move the 3 units deployed on the west coast islands to hrs 4620 or the town of Tungang (3720) by expending one supply point from its stockpile for each unit to be moved.
12.3.2 Movement from the islands is one way only and irreversible.
12.3.3 Following each unit’s movement a D6 is rolled. Add 1 to the D6 if the Allied player has an Interdiction unit placed at the unit’s port of arrival. If the modified D6 result is greater than the unit’s highest CF, it is immediately reduced by one step.
12.3.4 When there are no longer any Japanese units on an island it automatically returns to Allied control.

12.4 Allied airborne Movement
12.4.1 The three Merrill’s Marauder (MM) units, as well as the 77th and 5th Indian Airborne Brigades, can be moved via Airborne Movement during a non-Monsoon turn.

12.4.2 Air and marker units do not count toward stacking.

Example the Merrill’s Marauder units, as well as the 77th and 5th Indian Airborne Brigades, can be moved via Airborne Movement during a non-Monsoon turn.
12.4.3 Suppose an Allied unit was carrying is placed back where it started. Allied player’s Flown Box and cannot be used again in the turn. Any unit is returned to owner’s Flown Box.

Air units do not enter, and can only enter play via an Air Transport unit (5.3). They are considered as entering play via that method.

12.4.4 The unit being moved via Airborne Movement cannot be moved further after it “lands.”
12.4.5 The unit can attack in the same Activation Segment as it moves via Airborne Movement (and if Move/Combat was chosen).
12.4.6 The unit is considered in supply for the duration of the turn in which it uses Airborne Movement.

12.5 Allied Amphibious Movement
12.5.1 During any amphibious movement that the Allied player has possession of the Sustained Operations marker, the Allied player can move one or two infantry units via amphibious movement.
12.5.2 In order to be used in this fashion the following conditions must be met:
• The amphibious unit must have an amphibious (12.5.3) or coastal hex is entered by the amphibious unit.
• 1 Stockpiled SP is expended for the unit.

12.5.3 Once the above conditions are met the unit can move to any coastal hex on the map.
12.5.4 If the coastal hex is enemy occupied, the Amphibious moving unit can attack normally from an adjacent sea hex (this is the only time this can occur). (Designer’s Note British Royal Navy gunnery support, as well as the element of surprise, are at work here.)
12.5.5 The Amphibious attacking unit must advance into the defender’s hex following the combat if successful.
12.5.6 If the defending unit is not eliminated or retreated the attacking Amphibious moving unit is eliminated.

Game Play Note: The amphibious unit could move into an adjacent hex to the occupied Japanese hex and attack from there.
13.0 GROUND COMBAT

13.1 General Rules

13.1.1 Terrain

• River Each unit attacking across a 1/2 AF (round down)
• City Each defending unit within +1 DF
• Jungle +1 DF for each defending unit within. Note: During Monsoon, +2 DF for one defending unit and +1 DF for all other defending units within the hex (modified by any terrain condition listed in Section 13.3 that affects them.)
• Lake Combat Prohibited across.
• Improved Position +2 DF for each defending unit within.
• Towns, Villages, Trail, and Railroad features have no effect on combat (use other terrain hexes.)

Game Play Note: These are summarized on the TEC on the P&O as well.

13.2 Support Units

• Armored units Each participating unit shifts the odds column 1 step in favor of the owning player. This shift is based on the defending hex. It is not used in a Rough-Jungle terrain hex.
• Air or Artillery Support unit Shift odds 1 column in owners favor for each unit assigned. Note: Only the Japanese player has artillery support (Section 17.3). There are no limits to the number of odds columns shifted that can be applied by artillery and air support other than unit availability.

13.3 Combat

13.3.1 T errain

A unit's CFs and the odds used to resolve combat can be modified by the terrain:

- Combat Calculation Impulse
- Defender's Declaration Impulse
- Attacker's Declaration Impulse

ii) Active player performs this first, then his opponent.

13.3.2 Operations Sequence If the player chose to have Combat performed before Movement, the odds column is shifted 1 right.

13.3.3 Supply

- Supply Impulse
- Supply Source or in-LOC HQ's hex by the expenditure of 2 SP markers. Roll one die for each retreating unit that enters into an Interdicted road, railroad/trail construction (Case 7.8.2). Players expend SPs to repair these units. Roll one die for each retreating unit that enters into an Interdicted road, railroad/trail construction (Case 7.8.2). Players expend SPs to repair these units.

13.4 Combat Results

13.4.1 Results to the left of the slash apply to the attacker, while those to the right apply to the defender.

13.4.2 "E" results mean that one of the player's participating units with the most remaining steps is completely eliminated. All other surviving units must be returned to hexes.

Example: Combat result is 1 1/2. The attacker must either take one step loss from among his attacking unit(s) or retreat one of the units that attacked 1 hex. The defender has a choice of taking 2 step loss, or taking 1 step loss and retreating one unit (any defending unit, not necessarily the one that took a step loss) 2 hexes, or retreat two defending units 2 hexes.

13.5 Steps and Step Losses

13.5.1 The number of step losses that units are capable of taking are as follows:

- 4 steps All Japanese, Allied Indian and British non-armor units, Chinese Nationalist Army
- 3 steps Indian National Army (INA), Merrill Marauder units
- 2 steps Allied Armor

13.5.2 Each unit indicates the volume of artillery and Artillery units (eliminated with any step loss allocated to them)

13.5.2 For units that can take 2 step losses, the front of the unit indicates full strength (no loss) and the back its reduced strength.

13.5.3 For units that can have 3 or 4 steps, its first step loss is indicated by flipping the full strength counter over to its back side.

- a) When this 1 step loss unit takes another step loss, exchange the counter with its reduced step counter (hollow circle in the upper right of the counter with the same ID). If the reduced step counter is flipped over, its loss is counted on the hex below. Those units with only 3 steps (too information on the back side) of the reduced step counters are eliminated (removed from play) while 4 units step counters continue in play.

- b) When a reduced step counter on its back side takes another step loss, it is eliminated and removed from play.

13.6 Retreats

13.6.1 Units retiring may not retreat into a hex in an enemy ZOC that is not occupied by friendly units.

13.6.2 Units may not end the retreat in violation of stacking limits (Module 10.0).

13.6.3 Roll one die for each retreating unit that enters into an Interdicted hex.

- a) If the result is equal to or less than the unit's highest modified CF there is no additional effect.
- b) If a unit that fails this DR check is reduced 1 step (and if it has only 1 step loss already in play).
- c) A natural roll of 6 is always a failing result.
- d) 13.6.4 Unretired off of the map or into prohibited terrain are considered eliminated.
- e) At the end of any retreat the retreated units (attacker or defender) are marked as Disrupted.
- f) A player may always retreat additional units beyond what is called for by the combat result.

13.7 Disruption

- 13.7.1 Units are marked as Disrupted at the end of their retreat.
- 13.7.2 OOS units can also become Disrupted with a failed status check made during the Unit Supply Determination Segment (Case 7.9.7).
- 13.7.3 Disrupted units cannot attack but defend normally.
- 13.7.4 Disrupted units can move no more than half its printed MA, terrain conditions and other terrain permissibility (round any fractions up).
- 13.7.5 Non-OOS disrupted units automatically recover during the Disruption Removal Segment of the End Phase of the turn.
- 13.7.6 OOS units automatically remain Disrupted status, or may become Disrupted if unable to traverse safe at the end of the turn.

13.8 After Combat

13.8.1 Whenever a defender's hex is left vacant due to combat, non-disrupted attacking units, up to the hex's stacking limit, may advance into the vacant hex. See Module 19.0 for possible additional advancement.

14.0 END PHASE -

14.1 General Rules

During this phase the players perform the following actions in the following order:

14.1.1 Air Unit Return and Repair Segment
Air units on the map and which are still in the available Box are moved into the player's Flyon Box. Then perform repair DR checks (Section 5.8) for all those air units in the owning player's Flyon Box.

14.1.2 Attenuation Segment Players first perform Last Chance Supply (Section 7.13) and then perform attenuation (Case 7.10.3) to their OOS units.

14.1.3 Step Loss Segment Shifts the volume of artillery and Artillery units (eliminated with step loss allocated to them)

14.1.4 Construction Segment Eligible under construction IP markers are flipped to their constructed side (Section 7.12). Players complete new road, railroad or trail construction (Case 7.8.2). Players expend SPs to repair cut trail, railroad or railhead hexes (Case 7.8.3).

14.1.5 Allied SP Reduction Segment See Case 7.3.4.

14.1.6 Random Event Segment Each player makes a D6 DR. Add the two results together and consult the Random Events Table (see back page of rules). The event will occur next turn (this is not performed on the last turn of the game). See Module 18.0 for possible additional advancement.

14.1.7 VP Accumulation Segment Each player determines the number of VP's he receives for end of turn (see VP Table on P&O Race Card).

- a) Adjust each player's VP tally using the markers on the Game Record Track.
- b) This is the final turn of the Scenario, add in any End of Game VP's shown on the VP Table and determine victory (Module 20.0).

15.0 REINFORCEMENTS

Both players receive new units during the course of the game.

15.1 General Rules

15.1.1 Each scenario has a list of units that arrive as reinforcements and the location where each is initially deployed on the map.

15.1.2 Some units enter by Random Events (Section 14.1.6), others with conditions and/or VP's that must be forfeited or awarded to the opponent.

15.1.3 Those that enter by Random Event must be entered as directed or not at all.

15.1.4 Each reinforcing unit that is taken by the player is placed in its indicated location on the map with the expenditure of 1 SP from the owning player's stockpile track (on-map supply markers cannot be used to enter reinforcements).

15.2 Allied Strategic Reserve

15.2.1 Some Allied Reinforcement units are part of their Strategic Reserve. These units can be entered into the game, but in addition to the one supply point cost to do so, the Allied player loses 1 VP per unit entered. If he has 0 VP's, ignore the VP loss.

Game Play Note: The Japanese player will gain additional VP's for existing Indian National Army units from the map (to any Allied Strategic Reserve units have been brought into the game already at that point).

16.0 REPLACEMENTS

Both players can replace step losses as outlined below.

16.1 General Rules

16.1.1 Only in-supply activated units that can trace a supply line to an in-LOC friendly HQ or Supply Source can receive replacements.

16.1.2 In-supply activated units cannot be used for replacements.

16.1.3 The maximum number of replacement steps any particular unit can receive in a turn is 2 for infantry and 1 for armor.

16.2 Allied Replacements

16.2.1 Allied units that receive supply via Air Transport Supply cannot receive replacements. Note: Merrill's Marauder units cannot receive replacements.

16.2.2 For each SP marker that is in a supply range of a friendly HQ and removed from the map, the Allied player can replace 2 infantry steps or 1 armor step for units that are also within supply range of the same HQ.

16.2.3 For Chinese units, replacements can be received without an HQ if the unit is within 5 MIs of the hex.

16.2.4 An eliminated Allied Indian infantry unit (not a British or armor unit) can be returned to play with 1 step at a Supply point and an in-LOC HQ hex by the expenditure of 1 SP units.

16.3 Japanese Replacements

16.3.1 Only in-supply activated units that can trace a line of supply to an in-LOC HQ or Supply Source can receive replacements.

16.3.2 For each SP marker that is in supply range of the HQ and removed from the map, the Japanese player can replace 2 infantry steps or 1 armor step for units that are also within supply range of that same HQ.

16.3.3 Alternatively, a totally eliminated Japanese infantry unit (not the Indian National army or armor) can be returned to play, at 1 step strength, at a Supply Source or in-LOC HQ hex by the expenditure of 2 SP markers that are in supply range of the HQ or Supply Source.

16.3.4 Japanese armor and artillery units cannot receive replacements.

17.0 SPECIAL RULES

Some units in the game have special abilities or limitations.

17.1 Armor Units

17.1.1 One unit of this type may stack for free in a non-Rough-Jungle terrain hex.
13.0 GROUND Combat

13.1 General Rules
13.1.1 Ground Combat is voluntarily and performed by a player’s active units against adjacent enemy units.
13.1.2 Ground Combat can occur before or after movement, depending on the activation sequence the player has chosen for his activation (Section 9). 
13.1.3 Combat results are resolved at a time, so a player can sequence them to attain a desired overall operational result.
13.1.4 The Active player is the attacker, while his opponent is the defender, regardless of the overall sequence.
13.1.5 All units in a defender’s hex must be attacked as a combined total.

13.2 Combat Resolution
13.2.1 Each combat resolution proceeds through the following Impulses:
   a) Supply Impulse
      i) Both players can now expend SP markers to place activated units or defending units being attacked in supply prior to any combat result (see the Supply Rules, Section 7.9).
      ii) Active player performs this first, then his opponent.
   b) Attacker’s Declaration Impulse
      i) The Attacker indicates which of his active units are attacking one adjacent enemy occupied hex.
      ii) Allocates any Air, Artillery, or HQ units to support the attack if desired.
   c) Defender’s Declaration Impulse
      i) The Defender allocates any Air, Artillery, or HQ support to his defense.
   d) Combat Calculation Impulse
      i) The Attacker indicates which of his active units are attacking one adjacent enemy occupied hex.
      ii) Allocates any Air, Artillery, or HQ units to support the attack if desired.
   e) Combat Result
      i) Results to the left of the slash apply to the attacker, while those to the right apply to the defender.
   f) Combat Result
      i) A “1” means no effect.
      ii) A “2” results means that one of the player’s participating units with the most remaining steps is completely eliminated. All other surviving units must be retreated 2 hexes.
   g) Combat Result
      i) A “2” means no effect.
      ii) A “3” results means that one of the player’s participating units with the most remaining steps is completely eliminated. All other surviving units must be retreated 2 hexes.
   h) Combat Result
      i) A “3” means no effect.
      ii) A “4” results means that one of the player’s participating units with the most remaining steps is completely eliminated. All other surviving units must be retreated 2 hexes.

13.3 Combat modifiers
13.3.1 Terrain
   i) River Each unit attacking across 1/2 AF (round down).
   ii) City Each defending unit within +1 DF.
   iii) Jungle +1 DF for each defending unit within. Note: During Monsoon, this is -2 for one defending unit and +1 for all other defending units (Section 16.0).
   iv) Rough-Jungle +1 DF for each defending unit within. Note: During Monsoon, this is -2 for one defending unit and +1 for all other defending units (Section 16.0).
   v) Lake Combat Prohibited across.
   vi) Improved Position +2 DF for each defending unit within.
   vii) Towns, Villages, Road, Trail, and Railroad features have no effect on combat (use other terrain instead). 

Game Play Note: These are summarized on the TEC on the PAC as well.

13.3.2 Support Units
13.3.2.1 Armored units Each participating unit shifts the odds column 1 hex in favor of the owning player. This shift is based on the defending hex. It is not used in a Rough-Jungle terrain hex.
13.3.2.2 Air or Artillery Support unit Shift odds 1 column in owners favor for each unit allocated. Note: Only the Japanese player has artillery support (Section 17.3). There are no limits to the number of odd columns shifts that can be applied by artillery and air support other than unit availability.
   i) HQ Commitment Shift 1 odd column in owner’s favor. Note: HQ must be within range of at least one friendly unit in the combat to be able to provide this combat support commitment.
   ii) Support (Section 7.10.2)
   iii) Operations Sequence If the player chose to have Combat performed before Movement, the odds column is shifted 1 right.
   iv) Banzai Attack (Optional, Japanese player only, Section 18.1) +1 AF for units still activated on the map.
   v) A player may always retreat additional units beyond what is called for by the combat result.

13.5 Disruption
13.5.1 Disrupted units are marked as Disrupted at the end of their turn.
13.5.2 OOS units can also become Disrupted with a failed status check made during the Unit Supply Disruption Segment (Section 7.9.7).
13.5.3 Disrupted units cannot attack but defend normally.
13.5.4 A Disrupted unit cannot move more than half its printed MA, and other conditions permitting (round up any fractions).
13.5.5 Non-OOS disrupted units automatically recover during the Disruption Removal Segment of the End Phase of a turn.
13.5.6 OOS units automatically remain Disrupted status, or may become Disrupted if unable to supply at trace the end of the turn.
13.6 Advance After Combat
13.6.1 Whenever a defender’s hex is left vacant due to combat, non-disrupted attacking units, up to the hex’s stacking limit, may advance into the vacant hex. See Module 19.0 for possible additional advance.

14.0 END PHASE
14.1 General Rules
   During this phase performing the following rules in the following order:
   i) Air Unit Return and Repair Segment Air units on the map and which are still in the Available Box are moved into the Player’s Flown Box. Then perform repair DR checks (Section 5.8) for all those air units in the owning player’s Flown Box.
   ii) Armored Unit Return and Repair Segment Armor units that can trace a supply line to an in-LOC friendly HQ or Supply Source can receive replacements.
   iii) Allied Strategic Reserve Each reinforcing unit that is taken by the player is placed in its indicated location on the map with the expenditure of 1 SP from the owning player’s stockpile track (on-map supply markers cannot be used to enter reinforcements).
   iv) Allied Strategic Reserve
      i) Some Allied Reinforcement units are part of their Strategic Reserve. These units can be entered into the game, in addition to the one supply point used to do so, the Allied player loses 1 VP per unit entered. If he has 0 VPs, ignore the VP loss.
   v) Game Play Note The Japanese player will gain additional VP’s for existing Indian National Army units from the map if any Allied Strategic Reserve units have been brought into the game already at that point.

16.0 REPLACEMENTS
Both players can replace step losses as outlined below.

16.1 General Rules
16.1.1 Only in-supply activated units that can trace a supply line to an in-LOC friendly HQ or Supply Source can receive replacements.
16.1.2 Some units cannot be used for replacements.
16.1.3 The maximum number of replacement steps any particular unit can receive in a turn is 2 for infantry and 1 for armor.
16.2 Allied Replacements
16.2.1 Allied units that receive supply via Air Transport Supply cannot receive replacements. Note: Merrill’s Marauders cannot receive replacements.
16.2.2 For each SP marker that is in supply range of a friendly HQ and removed from the map, the Allied player can replace 2 infantry steps or 1 armor step for units that are also within supply range of the same HQ.
16.2.3 For Chinese units, replacements can be received without an HQ if the unit is within 5 Mls of the hex.
16.2.4 An eliminated Allied Indian infantry unit (not a British or armor unit) can be replaced to play with 1 step at a Supply price or an in-LOC HQ hex by the expenditure of 5 SP units.

16.3 Japanese Replacements
16.3.1 Only in-supply activated units that can trace a line of supply to an in-LOC HQ or Supply Source can receive replacements.
16.3.2 For each SP marker that is in supply range of the HQ and removed from the map, the Japanese player can replace 2 infantry steps or 1 armor step for units that are also within supply range of that same HQ.
16.3.3 Alternatively, a totally eliminated Japanese infantry unit (not the Indian National army or armor) can be replaced to play at 1 step at a Supply Source or in-LOC HQ hex by the expenditure of 2 SP markers that are in supply range of the HQ or Supply Source.
16.3.4 Japanese armor and artillery units cannot receive replacements.

17.0 SPECIAL RULES
Some units in the game have special abilities or limitations.

17.1 Armor Units
17.1.1 One unit of this type may stack for free in a non-Rough-Jungle terrain hex.
17.2.1 An IP can be built by any in-supply unit in its hex that does not move or attack during its activation
a) Mark the unit constructing the IP with an IP marker with its Undeployment side.

b) If the unit is still in the hex and in supply range of an HQ or Supply Source (Section 7.2) during the Construction Segment of the End Phase, the IP marker is flipped to its completed side.

17.2.2 An IP has the following benefits:
A) +1 MP cost for any enemy unit that moves adjacent.

b) No enemy ZOC to ZOC movement if any friendly unit occupies an IP (Exception Case 17.5.3).

c) -2 DF for any adjacent unit in its hex.

17.2.3 No more than one IP can be built in a hex.

17.2.4 An IP is removed as soon as all friendly units in its hex leave the hex or are eliminated.

Game Play Note Neither player can capture existing ones (build your own!):

17.2.5 Both sides can use IPs (common pool and the counter-mix is the limit in the game).

17.3 Heavy Artillery Units
The Japanese players have heavy artillery units that can affect combat both within an HQ's supply range and committed/uncommitted.

17.3.1 For an artillery unit to be able to apply to column shift to a combat:
• The HQ unit must be in-LOC.

• The combat hex must be within supply range of the HQ.

• A friendly ground unit must either be attacking or defending in the hex.

17.3.2 The Artillery shifts the combat 1 column in favor of the Japanese.

17.3.3 An artillery unit can only be used once per turn to support a combat.

17.4 Chinese Nationalist Army (CNA) Units
These units entered the campaign in support of the Chinese side, composed of the 5th and 7th Brigades of Merrill's Marauders, which captured Myitkyina (off-map but near 1601), restoring the overland communication of Nationalist China to India. Although the capture of Myitkyina occurred, these Allied units were greatly reduced in the fighting and essentially put out of the war.

17.4.1 These Allied reinforcement units may enter play by Random Event (Case 14.3.6) or Operation Thursday (Case 17.4.7).

17.4.2 They can only trace supply from hex 1601 or via Air Transport Supply.

17.4.3 It requires 1 SP per unit (2 SPs if Air Supplied) to place these units in supply.

17.4.4 CNA units cannot move or advance south of hex 23XX.

17.4.5 The only other Allied units they can stack with are the 3 Merrill's Marauder units.

17.4.6 These units cannot be returned to play if eliminated.

17.4.7 Operation Thursday: CNA units may also enter play without waiting for a Random Event if the Allied player elects to perform Operation Thursday.

To do this, during the Operation Thursday Segment at the end of the Supply Phase, he expends a number of stockpiled SPs equal to a D6 DR plus 2 (i.e., a DR of 5 requires the expenditure of 5 stockpiled supply points) which he must pay immediately. If he has sufficient stockpiled SPs:

a) If the result of this roll is more than 5 SPs than the Allied player has stockpiled, the Operation does not start but one stockpiled SP is still deducted from the track.

b) If sufficient SPs were available and paid, he then makes a D6 DR on the Operation Thursday Table (see PAC) for each Chinese unit that has not entered the game, applies the results to the unit and places it in or on an unassigned map-edge hex to hex 1601.

17.5 Merrill's Marauder Units
These units have some unique abilities in the game:

17.5.1 They do not pay higher MP costs during Monsoon weather turns (pay only regular MP costs).

17.5.2 They do not pay any additional MP to move from one enemy ZOC to another in Jungle or Rough-Jungle terrain.

17.5.3 They are not restricted by Case 11.1.4 but must pay the additional cost (Case 11.1.3).

17.5.4 These units adhere to all ZOC rules in any other terrain.

17.5.5 They can move via Airborne Movement (Section 12.4).

17.5.6 They require 1 SP per unit to be in supply if not tracing supply to a friendly HQ or Supply Source.

17.5.7 They cannot take replacements (Module 16.0).

17.5.8 They are the only Allied units that can stack with Chinese units.

17.5.9 Any surviving Merrill's Marauder units are immediately withdrawn permanently from the game as soon as a line of road, trail, or railroad hexes (in any combination, cut or uncut) can be traced from Imphal (1335) to hex 3061 that are free of Japanese or their ZOCs.

17.6 Indian National Army (INA)
These four units are the only Japanese controlled units that can exit the map from the west map edge for VP's.

17.6.2 INA units have only 3 steps.

17.6.3 If there are no Japanese units within 10 hexes of Silchar during the Arthurian Segment of the End Phase:

a) Make a D6 DR for each on-map INA unit and consult the INA Table (see PAC).

b) Add one to the DR if the unit is Out of Supply.

17.6.4 INA units cannot receive replacements or be rebuilt by the Japanese player (Module 18.5).

17.7 Allied Truck Transport
A Truck marker can be used to increase the MA of one infantry ground unit or to transport 3 SPs.

17.7.1 It costs 1 SP from the Allied player's stockpile to create 3 Truck markers or part thereof during the Supply Adjustments Segment or during an Activation Segment.

17.7.2 A Truck marker, when used to transport SPs, may not be used again during the turn.

17.7.3 Any Truck markers purchased during the Supply Adjustments Segment and not used to transport SPs can be saved by the Allied player and activated in the next Phase.

17.7.4 A Truck marker transports SPs as detailed in Section 7.4.

17.7.5 A Truck marker can be placed on top of an in-supply infantry unit that can trace a line of supply to an in-LOC HQ or Supply Source.

17.7.6 The Truck marker normalizes the infantry unit and adds 2 MP's to its MA.

17.7.7 A Truck marker remains with its host unit for entire turn (i.e., it cannot be switched to another).

17.7.8 A Truck marker is removed by the combat result of its host unit.

17.7.9 A Truck marker cannot be used to satisfy a step loss result, and is removed permanently from play if all other ground combat units are eliminated in its hex.

17.7.10 All Truck markers are removed from host units and set aside for purchase next turn at the end of the Arthurian Segment of the End Phase.

17.7.11 The counter-mix is the limit to the number of Truck markers available to the Allied player.

18.0 JAPANESE SPECIAL ABILITIES

18.1 Banzai Charges
The Japanese player can elect to have an attacking infantry unit perform a Banzai Charge:

18.1.1 This increases the unit's AF by 1.

18.1.2 The unit must make a casualty check (Section 18.3) against the unit's AF after the combat has been resolved.

18.2 Suicide Squads
The Japanese player can elect to have one defending infantry unit utilize suicide squads when an Allied armor unit is attacking.

18.2.1 The defending infantry unit increases its DF by 1 for the combat.

18.2.2 The unit must make a casualty check against the unit's DF after the combat.

18.3 Casualty Check
Make a D6 DR, modify it if applicable and then consult the Japanese Casualty Check Table on the PAC and implement the result.

19.0 SUSTAINED OPERATIONS (Optional)

19.1 General Rules
The player who possesses the Sustained Marker can do up to two (2) of the Sustained Operations list items (on the back of this rulebook) during any one turn.

19.2 The player utilizing Sustained Operations declares his intention to do so after Initiative is determined during the Initiative Phase.

19.3 The Japanese player has possession of the Sustained Operations Marker in Scenarios 21 and 21.3.

19.4 The Allied player uses Sustained Operations on or before the November II 1944 turn, he must give the marker to the Allied player.

19.5 If still in possession of the Sustained Operations Marker at the conclusion of the November II 1944 turn, the Japanese player must give it to the Allied player (in another direction). Japanese units (use it or you lose it).

19.6 Once the Allied player exercises his Sustained Operations option the marker is permanently removed from the game.

20.0 VICTORY CONDITIONS
The following rules spell out how to determine the winner.

20.1 Victory Points (VP)

20.1.1 Players win the game according to victory points.

20.1.2 The VP菲 as per the VP Chart on the back of this rulebook.

20.2 Levels of Victory
The player with the most VP's is the winner of the game. Subtract the lower VP total from the higher and consult the list below to determine the level of victory.

0 = The game is a
draw

1 to 4 = Minor victory. The victory here does not contribute at all to the war’s outcome or post-war developments. The various nations, deviated by war, throw off their colonial masters and declare independence, which is quickly recognized by the UN.

5 to 10 = Major victory. If the Allied player, colonialism will return, albeit for only a few more years following the war.

If the Japanese player, your face-saving victory will allow you to press on to preserve some modicum of dignity and hasten the end of British colonialism in the region.

5 or more: decisive victory If the Allied player, this transition from colonialism to Commonwealth in the postwar era, with Indian independence as its cornerstone, is assured (historical result).

If the Japanese player, although the Army is humiliated with the surrender, it will play a role in post-war Japan. The region, however, will continue to suffer in the post-war era as the Allied powers’ inability and /or reluctance to come up with more resources here means increasingly violent and militant nationalist movements, all with growing Communist support as the years go by.

21.0 SCENARIOS
There are three scenarios to Defeat into Victory. The first covers the Japanese offensive at Imphal/ Kohima in 1944. The second covers the Allied offensive that would take them from the Irrawaddy River to Rangoon. The third is a campaign game that covers the entire period.

Unless otherwise noted all units set up at full strength and in supply.

21.1 Operation U-Go: Imphal/Kohima
"Before a resolution will, even the god must give way."—Fifteenth Army commander General Matsukage on the eve of the Japanese offensive against Imphal/Kohima.

Game Length: The scenario lasts from March 1, 1944 to May/June 1944 (5 turns).

21.1.1 Allied Set Up (sets up first)
Within 5 hexes of Imphal (1335) and/or Tiddim (1916) but not adjacent to Tarnu nor east or south of the Chindwin River: 5th Indian Division (3 units, 1 reduced 1 step), 25th Indian Division (3 units, 1 reduced 1 step), 254th Armored Brigade (3 units), 4 Improved Positions.

At Silchar: 87th Indian Infantry Brigade, IV Corps HQ.

Within 1 hex of 1601: Merrill's Marauders (3 units). Note: These units are marked as Out of Supply.
17.4.1 These Allied reinforcement units may enter play by Random Event (Case 14.3.6) or Operation Thursday (Case 17.4.7). They can only trace supply from hex 1601 or via Air Transport Supply. 17.4.3 It requires 1 SP per unit (2 SPs if Air Supplied) to place these units in supply. 17.4.4 CNA units cannot move or advance south of hex 23XX. 17.4.5 The only other Allied units they can stack with are the 3 Merrill’s Marauder units. 17.4.6 These units cannot be returned to play if eliminated. 17.4.7 Operation Thursday: CNA units may also enter play without waiting for a Random Event if the Allied player elects to perform Operation Thursday. To do this, during the Operation Thursday Segment at the end of the Supply Phase, he expends a number of stockpiled SPs equal to a D6 DR plus 2 (i.e., a DR of 5 requires the expenditure of 5 stockpiled supply points) which he must pay immediately. If he has insufficient stockpiled SPs: b) If the result of this roll is more than twice the number of SPs the Allied player has stockpiled, the Operation does not start but one Stockpiled SP is still deducted from the track. c) If sufficient SPs were available and paid, he then makes a D6 DR on the Operation Thursday Table (see PAC) for each Chinese unit that has not entered the game, applies the result to the unit and places it in or on an adjacent map-edge hex to hex 1601. d) If all Chinese units enter play via Operation Thursday, treat the Chinese entry random event as “No Event.” 17.5 Merrill’s Marauder Units These units have some unique abilities in the game: 17.5.1 They do not pay higher MP costs during Monsoon weather turns (pay only regular MP costs). 17.5.2 They do not pay any additional MP to move from one enemy ZOC to another in Jungle or Rough-Jungle terrain. 17.5.3 They are not restricted by Case 11.1.4 but must pay the additional cost (Case 11.1.3). 17.5.4 These units adhere to all ZOC rules in any other terrain. 17.5.5 They can move via Airborne Movement (Section 12.4). 17.5.6 They require 1 SP per unit to be in supply if not tracing supply to a friendly HQ or Supply Source. 17.5.7 They cannot take replacements (Module 16.0). 17.5.8 They are the only Allied units that can stack with Chinese units. 17.5.9 Any surviving Merrill’s Marauder units are immediately withdrawn permanently from the game as soon as a line of road, trail, or railroad hexes (in any combination, cut or uncut) can be traced from Imphal (1315) to hex 3001 that are free of Japanese units or their ZOCs. 17.6 Indian National Army (INA) 17.6.1 These are the four units which the Japanese controlled units that can exit the map from the west map-edge for VP. 17.6.2 INA units have only 3 steps. 17.6.3 If there are no Japanese units within 10 hexes of Silchar during the Attirenn Segment of the End Phase: a) Make a D6 DR for each on-map INA unit and consult the INA Table (see PAC). b) Add one to the DR if the unit is Out of Supply. c) Apply the result immediately.