

DEFEAT INTO VICTORY

THE FINAL CAMPAIGNS IN BURMA

RULES OF PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

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 scenario 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 numbering system we employ 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 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. 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're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses 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 USA
Attn: Defeat into Victory

Or e-mail us at: admin@atomagazine.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@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 game's interpretation of 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 folders at www.consimworld.com.

Never give in—never, never, never, never, in nothing great or small, large or petty, never give in except to convictions of honor and good sense. Never yield to force; never yield to the apparently overwhelming might of the enemy. —Winston Churchill

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 become 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 airborne 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 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 non-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

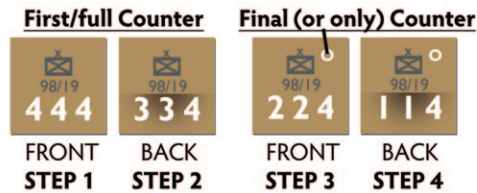
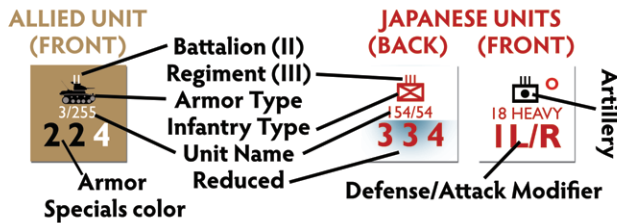
The 300 counters represent the fighting forces on each side and markers used to facilitate the flow of the game.

Units

HQs



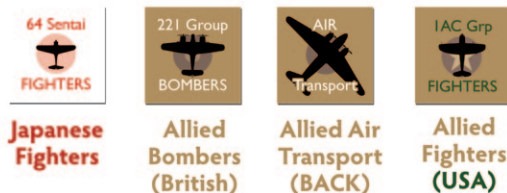
Combat Units Military counters, or units, represent the combat forces involved in the struggle. Japanese forces have a main counter color of white. Allied forces have a main counter color of tan. Japanese and Commonwealth divisions all have the same unit identification and NATO symbol colors.



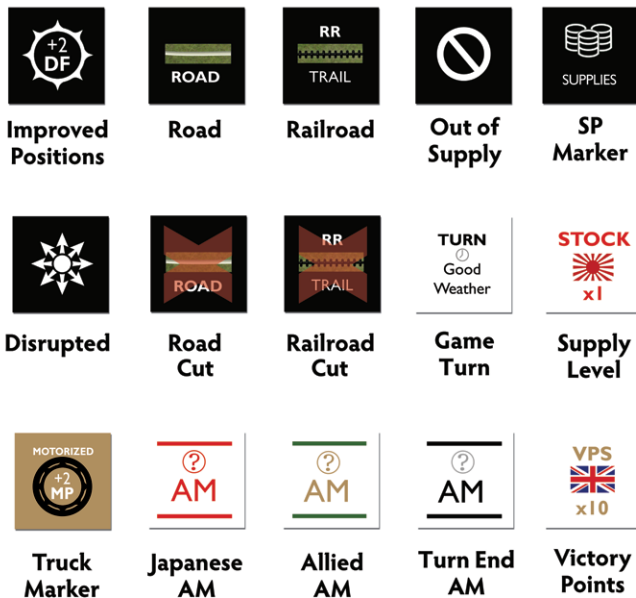
Nationalities that are not Japanese or Commonwealth Indian are distinguished on their counters by having the same color for their NATO symbol, unit identification information, combat and movement values.



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



Markers



2.4 Players 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 when activated in an Activation Segment of the 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 activate.

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

Commitment Headquarters (HQ) units can provide supply and combat support by flipping to their Committed sides. This does come at the cost of reduced abilities.

Control The player who was the last to occupy or past through a hex. Each scenario will also 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 individually during the turn's Operations Phase. 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 information, Japanese units that have a red NATO symbol and identification information, both sides' armor and HQ units, and Japanese artillery units are independent units.

Initiative Player 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 varying 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 step losses. 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, food, and ammunition 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 this theatre. Deal with it!

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 players' VP levels determining the nature and quality of the win.

3.2 General Rules

3.2.1 Players choose a scenario (Module 21.0) 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).

3.2.5 Both players place their Stock marker in the space indicated by the scenario on the SPs 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 Note:** *These are also listed on the back page of the rules for easy reference.*

Air Phase (Module 5.0)

- **Air Power Determination Segment** (Section 5.2)
- **Air Interdiction Segment** (Section 5.5)
- **Allied Air Transport Segment** (Section 5.6)

Initiative Determination Phase (Module 6.0)

Sustained Operations Declaration (Optional - Module 19.0)

Supply Phase (Module 7.0)

- **Supply Acquisition Segment** (Section 7.1)
- **Allied Strategic Supply Segment** (Case 7.1.3)
- **Supply Adjustment Segment** (Section 7.4)
- **Unit Supply Status Determination Segment** (Section 7.9)
- **OOS Unit Disruption Determination Segment** (Case 7.6.6)
- **Road/Railroad/Trail Construction Start Segment** (Case 7.8.2)
- **Operation Thursday Declaration Segment** (Case 17.4.7)

Activation Marker Phase (Module 8.0)

Operations Phase (Module 9.0)

- **Reinforcements Segment** (Module 15.0)
- **Chindits Segment** (Case 17.4.6d)
- **Activation Segments** (Section 9.3)

End Phase (Module 14.0)

- **Air Unit Return Segment** (Case 14.1.1)
- **Attrition Segment** (Case 14.1.2)
- **Disruption Segment** (Case 14.1.3)
- **Construction Segment** (Case 14.1.4)
- **Allied SP Reduction Segment** (Case 7.3.4)
- **Random Event Segment** (Case 14.1.6)
- **VP Accumulation Segment** (Case 14.1.7)

5.0 AIR POWER -----

The 9 Allied and 4 Japanese air units represent the tactical air support of the RAF, USAAF (Allied player) and the Sentais of the IJA (Japanese player). Due to the demands for air support on other off-map battlefields, as well as the need to escort supply transport aircraft for the Allies, the availability of these units is somewhat problematic and determined each game turn.

5.1 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) Bombers 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 player has one Fighter-Bomber (FB) unit that can perform as either type.

5.1.3 Transports (Allied player only). The back side of Bomber Units shows Transports. The Allied player will need to choose if the unit is a bomber or transport for the turn when he chooses his available air units

(Design Note: *This represents the fuel and maintenance being dedicated to those plane types).* A Transport unit can perform Air Transport and Supply Missions. Transports cannot be used in Air Combat and are aborted if required to.

5.1.4 An air unit can be used once per turn.

5.1.5 Japanese air units can only be used for Air Support (Section 5.4) or Air Superiority (Section 5.3) missions.

5.1.6 When air units are chosen, they will need to be assigned to a mission allowed for their type (as detailed above) for the turn.

a) For air units that a player wishes to perform Air Superiority (Section 5.3) this Turn, place those unit counters to the right of the word "Available" in their Available Box.

b) For air units that a player wishes to perform an Air Support mission (Section 5.4) this turn, place them to the left of the word "Available" in their Available Box.

c) For air units that the Allied player wishes to perform an Interdiction mission (Section 5.5) this turn, place them on the word "Available" in their Available Box.

d) For units the Allied player wishes to Transport, place them with their transport side up in the same position as Interdiction mission units.

5.1.7 Any air units still in the Available box at the Air Unit Return Segment of the End Phase of a turn are moved back into the player's Flown box.

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 he 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 he expends. 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 Japanese player then determines how many air units he will have available for the turn by making a D6 DR. Modify the roll by the listed modifiers, and then reference the Japanese Air Availability Table (see PAC) to determine if he receives any air units or possibly even loses one.

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 2 or more means 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 no longer has air 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 air units can be committed to Air Superiority missions.

5.3.2 Allied Air Superiority mission air units also affect 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 Support (Section 5.4), Air Interdiction (Section 5.5), or Air Transport (Section 5.6) 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 Fighter, Fighter-Bomber and Bomber air units allocated to this mission can be used during the owning 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 air units to a combat (Section 13.2).

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 mission into a hex where ground combat is 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 (Allied only)

5.5.1 The Allied player can commit Bomber (or Fighter Bomber) air units to Air Interdiction during the Air Power Determination Segment.

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

5.5.3 An air unit committed to this mission is placed in the hex to be interdicted and can be subjected to interception by any enemy air units on an Air Superiority mission.

5.5.4 If the interdicting air unit survives any Air Combat (Section 5.7) place the air unit in the hex 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 where a trail, road, or rail line is cut.
- b) Additional MP cost for units to move into and trace Supply lines or LOC through its hex and adjacent hexes (Case 7.4.3)
- c) Restriction on units conducting retreats in its and adjacent hexes.

5.5.6 The interdicting air unit is removed from the map and placed in 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 moving supply or non-armor ground units.

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 as described in Case 5.1.6d).

5.6.3 The SP marker or ground unit to be transported must be within 5 MPs of an in-LOC HQ 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 The infantry unit can be moved to another controlled town/village or city, or from off-map to a friendly controlled town.

5.6.5 For each air unit so allocated to an Air Transport mission, one *infantry* step, one SP marker, or one Merrill's Marauder or Paratroop *unit* can be moved via Air Transport (Section 12.4).

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

Example 1 air unit is committed to Air Transport. So, a +1 DRM is received for determining this turn's SP acquisition, 1 SP marker can be transported, and 1 step of a infantry ground unit can be air transported.

Game Play Note It takes 4 air units to transport a full strength non-airborne infantry unit.

5.6.7 Air Transports cannot engage in Air Combat.

a) If there are no friendly air units to combat the Japanese interceptors the Transport mission automatically fails.

b) The Transport air unit is returned to the Allied player's Flown Box and cannot be used again in the turn, and any unit it was carrying is placed back where it started.

5.7 Air Combat

5.7.1 If both players have allocated air units to missions in the same hex, Air Combat results.

5.7.2 Air Combat is performed before the other air missions are resolved for a hex.

5.7.3 Use the Air Combat Table (see PAC) to resolve the combat.

5.7.4 All Air Combat in a hex is considered simultaneous regardless of who goes first in rolling the die.

5.7.5 The owning player chooses an opponent's unit for each of his air units in the hex prior to rolling any of his results.

a) An Allied Air Transport unit can only be selected after all other Allied air units have been selected.

5.7.6 The Air Combat DR can be modified by air unit type and target unit (see the Air Combat Table on PAC).

Air Combat Example: The Allied player commits a fighter (F) and bomber (B) to an offensive air support mission against a Japanese infantry unit. The Japanese player commits a Sally Bomber for defensive support. If the Japanese player had an F unit on an Air Superiority Mission that could have been used to combat the Allied air units as well, but alas there are none available for the forces of the Rising Sun. As there are opposing air units in the hex Air Combat will result. The Allied player will roll twice on the Air Combat Table, once for the F unit with a -1 DRM against the Japanese Bomber and once for the B unit without a DRM (Air Combat between same types). The Japanese player rolls once for his sole air unit and elects to have it used against the Allied B unit as it will have an unmodified DR (it would have a +1 DRM if fought the F unit). The Japanese player rolls first and gets a 3 (-1A). The Allied B unit is aborted and will not be able to provide offensive support. After combat is resolved the Allied B unit is placed in the Flown section of the Allied Air Unit Holding Area on the PAC. The Japanese B unit is unaffected and can continue on to its mission (so far).

The Allied player now rolls a die for his B unit and gets a 4 (-/-). Neither player is affected by this combat, so the Japanese B unit drones on with its mission. The Allied player now rolls for his F unit and has a -1 DRM. The DR is a 2 that is modified to 1 (A/X). The Japanese B unit will not complete its mission and is placed in the Japanese player's Damaged Box. The Allied F unit is aborted and will not be able to support the Allied attack. The Allied F unit is placed in the Flown box of the Allied Air Display.

Designer's Note: Why can bombers attack? These units do have a fighter escort, albeit with fewer aircraft than a "fighter" unit. Same goes with fighters performing air interdiction and support missions; these units also have a few bombers as part of the mission but not shown on the counter.

5.8 Air Unit Damage

5.8.1 If damaged in Air Combat an air unit is placed in the Damaged box area of the owner's display.

5.8.2 A player can attempt to repair damaged air units during the Repair Segment of the End Phase of a turn.

5.8.3 The player performs a D6 DR for each such unit.

5.8.4 If the result is within the range listed in the Damaged Box of the player's Air Display, it is a successful Repair check and the Air unit is moved into the Flown Box.

5.8.5 A failed DR check will result the unit remaining in the damaged space.

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 DR by any applicable DRMs listed on the Initiative Determination Table (see PAC).

6.1.3 Re-roll any ties.

6.1.4 The player with the highest modified DR result wins the initiative for the turn.

7.0 SUPPLY

Supply in the game is represented by two different methods. First there is the SPs Stockpiled Track printed on the map with each side's Stock marker. 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 HQs 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 receive for the turn.

7.1.2 Each SP received can either be added to the player's 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 1601 once 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 used the towns and cities shown on the map (existing airfields or ones hastily constructed close by), the Allied player performs an additional DR during the Allied Strategic Supply Segment to receive SPs.

a) The Allied player makes a D6 DR, modifies the roll by the listed DRMs on the Allied Strategic Supply table on the PAC and implements the result 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 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 expends 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 by both players.

7.2.5 These markers do not have an MA and can only be moved from a Supply Source hex (where they were initially placed) by friendly infantry troops or as detailed in Section 7.4.

7.2.6 An infantry unit can carry up to 3 SP markers (2 SP markers in Monsoon turns) when it moves during its activation. Units carrying SP markers can attack later in the turn.

7.2.7 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 on a higher Supply Level, as well as making it easier for units to avoid Out of Supply Disruption and recover lost steps (receive replacements). Certain activities in the game require expenditure of supply from the stockpiled supply.

7.3.1 Stockpiled supply is tracked 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 his 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.

7.3.4 During the Allied SP Reduction 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 Supply 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 its Supply Source.

7.4.2 Increase the player's Stock marker by one for each SP marker removed from the map.

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 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 non-initiative player performs all these moves first, then the initiative player.

b) No MPs are expended for this SP marker movement.

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

7.4.5 The Allied player (only) can purchase Trucks (Section 17.7) at this point, and each Truck marker can transport 3 SP markers (2 SP markers during Monsoon turns). A Truck 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 +1 from his Supply Source hex by expending a Stockpiled SP for each HQ 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.

A -1 DRM applies to this DR during a Monsoon turn.

7.5 Supply Levels

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 boxes on the SPs Stockpiled track (see map).

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

c) Supply Level 3 is when the player's Stock marker is on the 9-12 boxes of the SPs Stockpiled track (see map).

d) Supply Level 4 is when the player's Stock marker is on the 13-18 boxes of the SPs Stockpiled track (see map).

7.5.2 Neither side's stockpiled supply can go above 18 (ignore excess SPs if received).

7.5.3 Neither side's stockpiled supply can be reduced below 0.

7.5.4 A player can never voluntarily expend a supply point from his SPs stockpile if it is in the 0 box.

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

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

7.5.7 Supply Level is consulted for modifiers when determining Allied Strategic Supply (Case 7.1.3).

7.6 Main Supply Sources

7.6.1 The Allied Main Supply Sources are Silchar (1419) and Agartala (1323).

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 of hex 1601.

7.7 Supply Lines

7.7.1 A unit's 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 next to the NATO icon to serve as a reminder

- a) For MP cost purposes, the supply line excludes the HQ's or Supply Source's hex, but does include the tracing unit's hex.
- b) All terrain costs are counted as per the TEC.
- c) Reduce the supply line length by 1 MP in a Monsoon turn.
- d) Supply lines may not be traced through uncontested enemy ZOC or prohibited terrain hexes.
- e) An in-LOC HQ may also extend its supply line distance by 2 MPs in normal weather or by 1 MP in a Monsoon turn for each SP marker within 5 MPs of it expended (removed from the board).
- f) Up to 3 SP markers can be expended by an HQ in a turn to extend its supply line.

7.8 Line of Communications (LOC)

7.8.1 For an HQ to be in Line of Communications (in-LOC), the HQ itself must be able to trace a path of connected hexes no more than 20 MPs (15 MPs in Monsoon) to its Supply Source.

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

- a) During the Construction Build Start Segment of the Supply Phase, a player can expend 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 have one and is not occupied or in an enemy ZOC. 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/trail/ railroad it is coming out from in the adjacent hex.
 - OR Upgrade 2 trail hexes to road. Place the road marker initially so that its marker's road symbol is parallel to the hexside connecting the two hexes.
- b) If at any point in the turn the hex in which one of these are being built comes under an enemy's ZOC when not occupied by a friendly unit, or the hex is occupied by an enemy unit, remove the marker.
- c) If the marker being constructed is still there during the Construction Segment of the End Phase, the construction is complete.
 - Re-orient the markers so that the printed road/railroad/trail on it shows where it is coming from (connecting to an existing road/railroad/trail).
- d) When a road/railroad/trail is built into a hex that is beside one of those types in the next hex (it was building towards), it is assumed to automatically connect to it. If there is 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/trail line printed on the marker is pointing to that hex.

Example The Allied player builds a road into hex 1418. This road is now considered to connect to the road in Silchar (1419) and the trail in 1418 (which the Allied player indicated to his opponent).

7.8.3 Communications Line Repair Trail, Road, and Railroad hexes that are cut can be repaired during the Construction Segment of the End Phase if the hex:

- Is under friendly control,
- Can trace a line of uninterrupted (by enemy units or their ZOCs) connected road/railroad/trail hexes back to a friendly HQ unit or Supply Source.

Expend 1 SP from the Stockpile (2 SPs in a Monsoon Weather turn) to repair the cut.

Remove the cut marker if these conditions are met.

7.9 Supply Mechanics

On-map SPs are used to:

- Allow the units to move fully
- Not suffer attrition at the end of the turn
- Attack and defend at full strength
- Give a replacement to a unit (Module 16.0)

7.9.1 Supply status of a player's units is determined during the Supply Determination Segment.

7.9.2 SP marker expenditures for unit supply are performed during 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 Supply (Section 7.13).

7.9.3 Up to a number of units equal to the HQ's command rating are put in supply for each SP marker expended that is within supply line distance of an in-LOC HQ (Section 7.8).

7.9.4 If an HQ does not have a valid LOC, 2 on-map SP markers must be expended to supply the same number of units.

7.9.5 Place the expended SP markers into the common SP pool off-map.

Example If an HQ expends 2 SP markers, then it can put in supply up to 10 units that are within 5 MPs during a non-monsoon turn.

7.9.6 If on-map SPs are not expended, the player can flip the HQ to its Committed side and reduce the friendly Stock marker by one box on the SPs Stockpile Track to put a number of units (within supply range) equal to its command rating in supply.

7.9.7 A friendly Supply Source can supply an unlimited number of friendly units that are within its supply range (still having to expend an SP marker for each 5 units supplied).

7.9.8 A D10 DR is performed on the Unit Supply Status Table (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 DRMs and apply the result.

7.9.9 After all units' supply status' have been determined in the Unit Supply Status Determination Segment, both players will make a D10 DR, consult the OOS Disruption Table (see PAC), modify the result by listed modifiers there, 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 MA (round fractions down).

7.10.2 See Section 7.12 for OOS effects during combat.

7.10.3 After Last Chance Supply (Section 7.13), each OOS unit suffers a one step loss during the Attrition Segment of the End Phase. **Note** that this could eliminate a unit.

7.10.4 OOS units automatically become or remain Disrupted during the Disruption Segment of the End Phase.

7.11 Air Supply (Allied Player only)

7.11.1 The Allied player can transport 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 general supply if the units are within 5 MPs (4MPs in Monsoon weather turns) of the SP marker at any point during the turn.

Exceptions Merrill's Marauder units require 1 SP for each of their units to be put in Air Supply (Case 17.5.6) and CNA units require 2 SPs for each unit if 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.

7.12 Supply and Combat

For units to attack or defend at their current printed CF, 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 OOS when combat is resolved will fight at half its AF (round fractions down).

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

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) -----

Activation Markers are the mechanic used in this game to activate units/formations 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 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 withholds 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 marker.

Example: The Allied player is at Supply Level 3 and the Japanese at Level 2. The Allied player selects at random one Level II 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 markers to be drawn.

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 draw) in which player perform actions with their units.

9.1 General Rules

The following sequence of play must be adhered to each OPs Phase.

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 concluded 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

- 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.
- 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 AM are used to possibly determine the end of the OPs Phase of the turn.

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 solitaire and the above marker is drawn, roll a die to determine which side activates (even Allied, odd Japanese).

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

When a player's Activation Marker is drawn, he will get to activate units or Formations as detailed on the AM.

9.3.1 Whenever a roll is required, a D6 is used for determining the number of units that can activate.

9.3.2 All units or Formations to be activated must be declared before any moves or combat are performed in the Activation Segment.

9.3.3 An Independent unit, both players' armor units, as well as HQ units, can activate with any friendly AM drawn.

9.3.4 Normally a unit may activate only once per turn.

9.3.5 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 rotate them 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 side.

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:

- **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.
- **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.

10.1.2 Stacking limitations for a hex are as follows:

a) Clear or Jungle terrain

- All the subunits of a Formation plus any one armored or Independent unit.
- 2 units from different Formations, plus one Independent or armored unit.

b) Rough Jungle terrain

- Only 2 units total.
- Armor units are not permitted in this terrain unless a Road/Railroad or Trail is in the hex as well.

10.1.3 Units found to be in violation of the stacking limits at the end of the turn are eliminated (owning player's choice).

10.1.4 Air and marker units do not count toward stacking.

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 if that hex is in the ZOC of an enemy unit in an IP. Otherwise there is no additional MP cost to enter or leave an enemy ZOC (see the Terrain Effects Chart).

11.1.3 It 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 hex to another hex in an enemy's ZOC if the enemy unit they are adjacent to or move adjacent to is in an IP (**Exception** Case 17.5.3).

11.1.5 A ZOC does not extend into prohibited entry terrain hexes. (**Example** An armor unit does not have a ZOC into a Rough-Jungle hex unless the trail/road/railroad 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 hex sides 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).

12.1.2 A unit must have sufficient MPs remaining from its MA to enter a hex before moving into it.

12.1.3 A unit may always move a minimum of one hex if it expends its entire MA to do so and the terrain is not prohibited to that type of unit.

12.1.4 Units that move directly from one trail or road hex to a connected trail or road hex ignore the terrain of the hex being entered or the hexside terrain being crossed and pay only the Road/Trail MP cost to enter that hex.

12.1.5 Forced March Any unit that does not exit or enter an enemy ZOC during its movement may move up to double its MA.

12.1.6 Railroad lines are dual type. There is always a trail that runs along with the rail line, so if a unit could not use the rail line for movement (Section 12.2), it could use the trail instead.

12.2 Rail Movement

12.2.1 A unit expends ¼ 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 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 move on a railroad line in order to use rail movement.

Example An in-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 their activation once they encounter a cut rail line marker.

12.3 Naval Movement

12.3.1 The Japanese player (only) can move the 3 units deployed on the west coast islands to hex 4620 or the town of Taungup (3720) by expending one supply point from his 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 DR if the Allied player has an Air Interdiction unit placed at the unit's port of arrival. If the modified DR 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 immediately reverts 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.

a) One MM or Para unit, regardless of the number of steps of the unit, can be transported by one air unit.

12.4.2 The in-supply unit must at the start of its activation be located in a town/village or city hex that connects back to its Supply Source by road or railroad.

12.4.3 It can then be moved to **any** hex using an Air Transport unit within these limits:

a) Hex moved to cannot be a Rough-Jungle hex unless there is a town/village within.

b) Hex moved to cannot be enemy occupied (but can be in an enemy ZOC).

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 turn in 1945 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 for a unit to be moved in this fashion the following conditions must be met:

- The unit begins its activation in a port or as an off-map reinforcement.
- 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 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 9.4).

13.1.3 Combats are resolved one 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 situation.

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 resolution (use 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

Defender allocates any Air, Artillery, or HQ support to his defense.

d) Combat Calculation Impulse

i) Attacker totals the AF of all attacking units (each modified by their supply status and conditions listed in Section 13.3 that affects them).

ii) Defender totals his DF of all defending units in the hex (each modified by their supply any conditions listed in Section 13.3 that affects them).

iii) Compare the totals (Attacker's AFs to Defender's DFs) and express this as one of the odds ratios on the Combat Results Table (CRT) in favor of the Defender.

Examples 20 AF versus 10 DF would be a 2:1 odds ratio. 24 AF versus 5 DF would be a 4:1 odds ratio.

iv) Shift the column to be used by the appropriate odds column modifiers. Roll one die and apply the results.

13.3 Combat Modifiers

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

13.3.1 Terrain

- **River** Each unit attacking across x 1/2 AF (round down).
- **City** Each defending unit within +1 DF.
- **Jungle** +1 DF for each defending unit within.
- **Rough-Jungle** +1 DF for each defending unit within. **Note:** During Monsoon, this is +2 for **one** defending unit and +1 for all the other defending units participating.
- **Lake** Combat Prohibited across
- **Improved Position** +2 DF for one defending unit within.
- **Towns, Villages, Road, Trail, and Railroad** features have no effect on combat (use other terrain in hex).

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

13.3.2 Support Units

- **Armored units** Each participating unit shifts the odds column 1 in favor of the owning player. This shift is based on the defenders 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 allocated. **Note:** Only the Japanese player has artillery support (Section 17.3). There are no limits to the number of odds

column shifts that can be applied by artillery and air support other than unit availability.

- **HQ Commitment** Shift odds 1 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.

13.3.3 Supply

See Case 7.10.2.

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

13.3.5 Banzai Attack (Optional, Japanese player only, Section 18.1) +1AF for each unit attacking.

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 A "—" means no effect.

13.4.3 A numerical result indicates the number of hits inflicted against the pertinent player. Each hit can be allocated by the owning player as follows:

- A step loss to a participating unit.
- A retreat by one participating unit. Attacker's unit must retreat 1 hex. Defender's unit must retreat 2 hexes.

13.4.4 If there are not enough units that can retreat, then the excess unallocated hits **must** be taken as step losses.

13.4.5 An "E" result 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.

Example: Combat result is 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 losses, 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
- **1 Step** Japanese Armor 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).

b) If a reduced step counter takes a second step loss, it is flipped over to its back side. Those units with only 3 steps (no information on the back side of the reduced step counter) are eliminated (removed from play) while 4 step units continue in play.

c) 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 retreating 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) A unit that fails this DR check is reduced 1 step (and if it has only 1 step left is eliminated).

c) A natural die roll of 6 is always a failing result.

13.6.4 Units retreated off of the map or into prohibited terrain are considered eliminated.

13.6.5 At the end of any retreat the retreated units (attacker or defender) are marked as Disrupted.

13.6.6 A player may always retreat additional units beyond what is called for by the combat result.

13.7 Disruption

13.7.1 Retreated 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 A Disrupted unit cannot move more than half its printed MA, terrain and other conditions permitting (round up any fractions).

13.7.5 Non-OOS disrupted units automatically recover during the Disruption Removal Segment of the End Phase of a turn.

13.7.6 OOS units automatically retain Disrupted status, or may become Disrupted if unable to trace supply at the end of the turn.

13.8 Advance 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 advance.

14.0 END PHASE -----

14.1 General Rules

During this phase 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 Flown box. Then perform repair DR checks (Section 5.8) for all those air units in the owning player's Damaged box.

14.1.2 Attrition Segment Players first perform Last Chance Supply (Section 7.13) and then perform attrition (Case 7.10.3) to their OOS units. Remove Truck markers from host units on the map. The Japanese player performs INA unit checks if required (Section 17.6).

14.1.3 Disruption Segment First remove Disruption markers from units that are not OOS. Next place Disruption markers on OOS units that do not have them.

14.1.4 Construction Segment Eligible **under construction** IP markers are flipped to their constructed side (Section 17.2). Players complete new road, railroad/trail construction (Case 7.8.2). Players expend SPs to repair cut trail, road or railroad 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 a scenario).

14.1.7 VP Accumulation Segment Each player determines the number of VPs he receives for end of turn (see VP Table on PAC).

a) Adjust each player's VP tally using the markers on the Game Record Track.

b) If this is the final turn of the Scenario, add in any End of Game VPs 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 Event (Section 14.1.6), others with conditions and/or VPs 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 VPs, ignore the VP loss.

***Game Play Note** The Japanese player will gain additional VPs for exiting 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 SP Stockpile points 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 within 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 MPs of hex 1601.

16.1.4 An eliminated Allied Indian infantry unit (not a British or armor unit) can be returned to play with 1 step at a Supply Source or an in-LOC HQ's hex by the expenditure of 2 SP units.

16.3 Japanese Replacements

16.3.1 Only in-supply activated units that can trace a line of supply to a 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 1 infantry step for an in-supply unit that is also within supply range of that same HQ.

16.3.3 Alternatively, a totally eliminated Japanese infantry unit (not Indian National army or armor) can be returned to play, at 1 step strength, at a Supply Source or in-LOC HQ's 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.

17.1.2 Each armor unit that participates in a combat (attack or defense) shifts the odds one column in the owning player's favor.

17.1.3 Armor units also attack and defend with the printed CF as any other unit (**Exception** Case 17.1.6).

17.1.4 Armor units can only enter Rough-Jungle terrain along a road, trail, or rail line.

17.1.5 Armor units in a Rough-Jungle hex may only attack out of the hex into hexes that the road/trail/railroad (in their hex) are directly connected to.

17.1.6 When attacking into or defending in a Rough-Jungle hex, an armor unit does so with an AF/DF of 1 (regardless of its printed factors) and does not confer a combat odds column shift.

17.1.7 Japanese armor units only have 1 step and cannot receive replacements.

Designer's Note: By this point in the war, the Japanese ability to repair and maintain these weapons was severely degraded, hence these units having only one step and unable to be repaired.

17.1.8 Allied armor units have 2 steps and can receive replacements, but are permanently out of the game if eliminated.

17.2 Improved Positions (IPs)



Improved Positions represent entrenchments, barbed wire, mines, and other devices to improve the defense of units in a 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 Under Construction side up.

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 effects:

a) 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 one defending 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 player has heavy artillery units that can affect combats that are within an HQ's supply range (committed or uncommitted).

17.3.1 For an artillery unit to be able to apply its 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 combat.

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 Chindit raid, composed of the 5th and 7th Brigades of Merrill's Marauders, which captured Myitkyina (off-map but near 1601), restoring the overland communications with 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 14.1.6) 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 hexrow 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.

a) 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 3 requires the expenditure of 5 stockpiled supply points) which he must pay immediately if he has sufficient stockpiled SPs.

b) If the result of this roll is more SPs than 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.

c) If all Chinese units enter play via Operation Thursday, treat the Chinese entry random event as "No Event."

d) Chindits Operations Starting on the turn the Allied Player launches Operation Thursday, he will perform a DR on the Chindits table (see PAC) during the Chindits Segment of the OPs Phase.

i) A -1 DRM applies if it is a Monsoon weather turn.

ii) The Allied player can expend 1 SP (maximum) from his stockpile to get a +1 DRM before making the roll.

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 1601 that are free of Japanese units or their ZOCs.

17.6 Indian National Army (INA)



17.6.1 These four units are the only Japanese controlled units that can exit the map from the west map edge for VPs.

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 Attrition 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.

17.6.4 INA units cannot receive replacements or be rebuilt by the Japanese player (Module 16.0).

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 allocated during the OPs 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 motorizes the infantry unit and adds 2 MPs 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 If attacked, it must abide 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 Attrition 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 has been resolved.

18.3 Casualty Check

18.3.1 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

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

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

19.1.3 The Japanese player has possession of the Sustained Operations marker in Scenarios 21.1 and 21.3.

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

19.1.5 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 other words, Japanese player, use it or you lose it!).

19.1.6 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 VPs are awarded as per the VP Chart on the back of this rulebook.

20.2 Levels of Victory

The player with the most VPs 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 earned:

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, devastated by war, throw off their colonial masters and declare independence, which is quickly recognized by the UN.

5 to 10 = Major victory.

If for the Allied player, colonialism will return, albeit only for a few more years following the war.

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

11 or more = Decisive victory

If for the Allied player the transition from colonialism to Commonwealth in the postwar era, with Indian independence as its cornerstone, is assured (historical result).

If for 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 expend even 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 resolute will, even the gods must give way." —Fifteenth Army commander General Mutaguchi 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).

Map Area Play is restricted to hexes north of the 22XX hexrow.

21.1.1 Allied Set Up (sets up first)

- **Within 3 hexes of Imphal (1315) 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), 23rd Indian Division (3 units), 20th Indian Division (3 units, 1 reduced 1 step), 254th Armored Brigade (3 units), 4 Improved Positions.
- **At Silchar:** 89/7th Indian Infantry Brigade, IV Corp HQ.
- **Within 1 hex of 1601:** Merrill's Marauders (3 units). **Note:** These units are marked as Out of Supply.