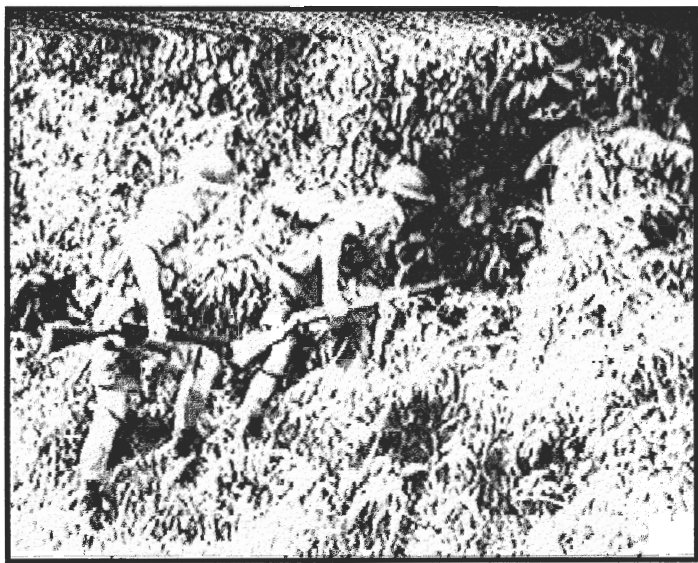
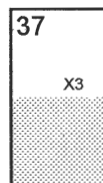


CHOCOLATES



Burma, March 1942. Good quality intelligence is very important in modern warfare and very often poor and/or innacurate communication can result in the loss of valuable troops and positions. In Burma this was extremely difficult as the wire net was poor and radios prone to breakdown from high humidity or even infestation by rampant insects. Troops did not necessarily have any idea where the enemy were and often did not even know where they were themselves. Lead elements in particular were often surprised or caught napping by enemy they thought were miles away.



Only hexes N of hexrow Q are in play.
Overlay X3 should be placed in K3

VICTORY CONDITIONS

- The ATTACKER gets -
- 3VP for control of Overlay X3 at Game End.
- 2VP for control of O7 at Game End.
- 3VP for each enemy leader prisoner or enemy vehicle captured at Game End.
- 1VP for each Good Order SW/Gun captured at Game End.
- 1 VP for each Enemy Squad Equivalent Prisoner at Game End.
- 1 VP for each Squad Equivalent(excluding Prisoners) Exited along S Edge.

TURN RECORD CHART

DEFENDER Sets Up First	1	2	3	4	5	5.5				
ATTACKER Moves First										

The Attacker (SAN 3, ELR 3)

Enter N edge on T1 and/or Later.

The Attacker may play a maximum of 1 Infantry Platoon.

The Defender (SAN 4, ELR 3)

1 Infantry Platoon, 1 Section, and all Infantry Leaders must set up on board on/or S of hexrow F

All Infantry Leaders and a maximum of 1 MMC must set up on Overlay X3.

All other Platoons and Sections enter S edge, 1 Platoon or Section per Turn from T1 on.

Volunteers may enter with any Platoon or Section. Leaders may have radios with them.

SWs/Guns must enter or set up with an MMC of the Section/Platoon they are part of.

The Defender may play a max. of 1 Infantry Platoon and must play 3 or more Infantry Leaders (including Personal Leader)

(All leaders must set up 12 tents)

SPECIAL RULES

- EC's are wet with no wind.
- PTO terrain is in effect. All Jungle is Light Jungle. The road A5-H4-P5 exists.
- There is Dusk LV Hindrance of +1/6 hexes (FRD). (So +0 at 1-5 hexes)
- Bore Sighting is N/A
- Any troops that do not enter play are considered Captured.
- Overlay X3 represents the HQ tents. It is at Level 1 and is treated as Open Ground for all purposes.

AFTERMATH: The advance elements had marched to their current postions during the day and had just encamped in a fairly clear area. Wisely the officers had carefully selected a bare hillock to pitch their tents in an attempt to avoid the leeches and other vermin that plagued them every minute of the day. It was thought the enemy were still a couple of days march away so security measures were poor and they were really caught by surprise as the sound of gunfire was heard and the pitched tents where an officers meeting was in progress came under fire from enemy tanks. Leaderless and slow to react the Defenders were routed before the spread out troops could regroup. Most of the Officers were captured and dragged away while the remainder of the men fled back to their parent units to tell their sorry tale,

Designed by Paul "Snake Eyes" Seage for OCTOBear '97