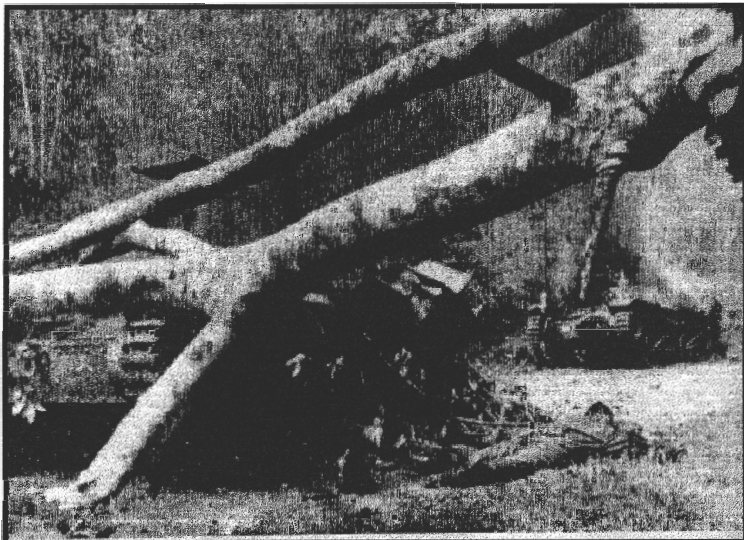
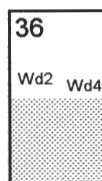


CRUSHED



Burma, March 1942. Frequently in Burma there was only one road leading from the front to the rear supply lines so control of these road routes was critical for both sides. All participants in this ugly conflict sent troops cross country and behind the enemy lines to disrupt supplies and form a block on these roads. These blocks would then become a focus of attention as attempts were made to clear them to get supplies through. Very often the defenders had nowhere to run with the nearest friendly troops some miles away so had to fight ferociously for their own survival.



Only hexes N of hexrow Q are in play.
Overlay Wd2 - N9,O10 and Wd4 - P2,O2

VICTORY CONDITIONS

The ATTACKER gets 1VP per road hex controlled at Game End.

The ATTACKER gets 3VP for each vehicle (of any type) that successfully exits off the edge opposite the one it enters.

BALANCE

A3:- A2 and Attacker may enter only on road hexes.

A2:- A1 and Delete 6 ?

A1:- Attacker must enter all forces on or before T3

D1:- Defender Set up is restricted to Level 2 and higher hexes.

D2:- D1 and Delete 6 ?

D3:- D2 and Defender may not place ? prior to T1.

(HIP is still OK)

TURN RECORD CHART

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

The Attacker (SAN 4, ELR 3)

Enter N and/or S edge on T1 and/or Later.

Attacker must secretly record (after Defender Set Up) which troops will enter which edge but does not have to specify the Turn of entry.

Attacker may add 2 Chinese Henschel Trucks and 6 ? to OOB.

The Defender (SAN 5, ELR 3)

Set up on any Level 1 or higher hex of Hill 601 and/or Hill 604.

All Defender infantry are considered CX for all purposes at Game Start and thus may not Double Time in T1 Movement Phase. (HIP units are similarly affected but no counter need be placed)

Defender may add 6 ? to OOB.

SPECIAL RULES

1. EC's are wet with no wind.
2. PTO terrain is in effect. All Jungle is Light Jungle. All Streams are Shallow.
3. The road A5-P7 exists.
4. Bore Sighting is N/A

AFTERMATH: The blocking force had barely finished its march into the chosen area when they were caught offguard by the sound of truck engines and had to scurry to their positions lugging bags of ammunition and supplies. There hadn't even been time to block the road. This time the attack was coming from both ends of the block and the well organised attackers had coordinated well. The defenders were quickly overwhelmed on one of the hills within the position but with the aid of open stream protecting one flank were able to keep a tenuous grip on the road. The attackers attempted to force the road with a couple of trucks but these were rapidly destroyed by well concealed guns. With this setback the assault was called off.