

# SWORD PLAY



## SCENARIO KE12



**West of MYINTHA, BURMA, 2 March 1945:** With the stabilization of four bridgeheads across the Irrawaddy River, the British and Indian forces prepared for the breakout designed to "slash the wrist" of the Japanese 15th Army, whose hand firmly grasped the Mandalay area. While the 19th Indian Division struck towards Mandalay from the north, 2nd British Division expanded their bridgehead towards the east, catching the Japanese forces in a vise. While the resistance in 2nd Division's area of operations was not as bitter as that encountered by units of the 19th Division, it seemed that the Japanese were as fanatical as ever in trying to stop the British advance. Unfortunately for the tankers of the 3rd Carabiniers, their normal infantry escort, the Bombay Grenadiers, were not available to protect the tanks from suicidal Japanese infantry assaults. In the rolling scrub and dried-up chaungs west of Mandalay that March, the Japanese would take advantage of that oversight at every opportunity...

**VICTORY CONDITIONS:** Provided that the Japanese do not inflict  $\geq 23$  Casualty VP on the British (excluding the Casualty VP bonus normally awarded for prisoners/Captured equipment) - which would result in an immediate Japanese victory - the British win at game end if they control *all* of the hexes of any *two* of the following three multi-hex areas: the Northern Plantation (hexes DD2, EE2, EE3, FF1, and FF2); the Southern Plantation (hexes AA7, AA8, BB6, and BB7); and the Level 1 hill.

### BALANCE:

- In spite of the limitations imposed by G1.421, the Japanese may create (use HIP set-up for)  $\leq$  three T-H Heroes over the course of the scenario.
- Replace one British 8-0 Leader with a 8-1 Leader.

### BOARD CONFIGURATION:



(Only Hexrows R-GG are playable)

## TURN RECORD CHART

● JAPANESE Sets Up First	○ BRITISH Moves First	1	2	3	4	5	END
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**Elements of 31st Division [ELR: 3] set up on/east of hexrow U; no more than three MMC may set up in hexrows U/V: {SAN: 3}**

1 4 <sup>2</sup> -4-7	2 2-2-8	10-0	9-1	9-0	HMG 3 6-14	LMG 1 2-6	MTR 50*[1-16]*	?	7 morale	AT M11 47L	Foxhole 5 OVR, ODA: +4 Other: +2
4	2							6			2

**Elements of 5th Brigade, 2nd British Division, supported by tanks of A Squadron, 3rd Carabiniers [ELR: 3] enter on Turn 1 on/between hexes 40R4 and 40R10: {SAN: 2}**

1 4 <sup>2</sup> -5-7	9-2	8-0	LMG 1 2-7	MTR 5 [2-11]	9-1 2nd LI	13 8 4 37LL* 2/4
7		2	2			3

## SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain is *not* in effect [EXC: all grain/marsh is Kunai (G6.); all orchards are Palm Trees (G4.); the buildings in hexes 40CC1 and 40DD0 are huts (G5.)]. Treat the Elevated Road as a Sunken Road. Kindling fires is NA.
2. The river is *not* a Water Obstacle (i.e., it is Dry), and is treated as a Valley (B22.); all blue-color river (Valley) hexes are Sand (F7.). A unit need never take a Sand Bog DR (F7.31) if in a non-Sand Open Ground hex accessible to a Sand hex. The TEM of a foxhole in Sand is *not* halved.
3. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair dr still permanently Disables that weapon/Gun].
4. The British may not use Riders (D6.2), nor may they use Armored Assault (D9.31). AFV crews may *not* voluntarily Abandon their vehicles. The *printed* ROF of a Lee(a) is increased by one (+1) if the AFV is CE.
5. *Once* during the scenario (at the *option* of the Japanese player), any *one* Japanese leader may be declared Heroic without the application of Heat of Battle. This may occur during any *Japanese* MPh/Aph in which the leader would otherwise be able to make an attack vs an AFV if *he were* a T-H Hero (G1.432). This SSR-created Hero must then attack the AFV that allowed its creation. If the target is a BU AFV, the Hero attacks the AFV through the use of *normal* CC vs an AFV (A11.6), with a CCV of 2 [EXC: the Hero may *not* make a combined attack with any other unit vs that AFV, and the use of ATMM (G1.4231) is NA]. However, if the target AFV is CE, the Hero *must* attack the AFV's CE crew by mounting the AFV (i.e., becoming a Rider) at a cost of 1 MF [EXC: two MF if the AFV is in Motion; if this occurs during the Japanese APh, the Hero may mount the AFV if he began the phase ADJACENT to it], and attack/be attacked by the crew with non-sequential [EXC: Ambush] Hand-To-Hand CC during the ensuing CPh on the following Table. The *only* A11.11 CC DRM that are applicable on this Table are those for Ambush and/or CX status. Additionally, there is it +1 DRM if the attacker is Wounded or under the effects of a Stun/STUN marker:

DR	Hero attacks AFV crew:	AFV crew attacks Hero:
$\leq 4$	KIA <sup>1</sup>	KIA
5	Recall <sup>2</sup>	KIA
6	Recall <sup>2</sup>	Wounded <sup>4</sup>
7	Stun	Wounded <sup>4</sup>
$> 8$	NF <sup>3</sup>	NF <sup>3</sup>

<sup>1</sup>Mark the AFV with an "Abandoned" counter; the AFV is immediately Captured if the Hero is still present on/in it.

<sup>2</sup>Mark the AFV with a "STUN" counter (the crew may still attack in CC with a "STUN" or "Stun" counter on, but receives the "STUN+1" DRM); flip this counter to its "Recall-1" side at the end of the CPh in which the "H-to-H Melee/CC" counter is removed.

<sup>3</sup>No Effect: Melee continues (unless the other side is eliminated).

<sup>4</sup>Must make a Wound Severity dr as per A 17.11.

Withdrawal is NA for this H-to-H Melee. The "Rider" Hero need not Bail Out as a result of the AFV changing its TCA. Both the Hero and the CE crew are vulnerable to fire (the crew still receives the +2 CE DRM) until the beginning of the *second* CPh of their Melee; thereafter, neither the Hero nor the crew are considered to be CE (remove that CE counter at this time accordingly). Once the "H-to-H Melee" counter is placed, the AFV may not move or fire in any way; if the AFV is in Motion, it immediately Stops concurrent with the placement of the "H-to-H Melee" counter. This Hero is *not* automatically eliminated upon the completion of his CC attack (i.e., G1.425 is NA for this Hero). If: the Hero eliminates the AFV/AFV crew in CC, the AFV withdraws from a *normal* CC vs an AFV Melee, or the Hero becomes engaged in CC by any *Personnel* prior to attacking its target AFV through the application of this SSR, the Hero immediately reverts to "normal" Heroic leader status.

**AFTERMATH:** Tasked with clearing the area around Myintna, the tanks from A Squadron of the Carabiniers stopped to engage a target in a chaung. As the tanks fired away, two Japanese soldiers darted from nearby cover and mounted the tank of Captain Cornaby, the Squadron Adjutant. A burst of fire felled one of the attackers, but the other, brandishing a sword, ran Cornaby through. As Cornaby fell mortally wounded into his turret, the Japanese officer followed him in and likewise killed Cornaby's gunner. The loader, Trooper Jenkins, emptied his revolver into the berserk swordsman, but to no avail: the Japanese officer was at Jenkins next. As they struggled, Jenkins grasped another revolver and finally managed to kill his opponent. In the tank hull, the 75mm gun crew happily blazed away at their target, unaware of the calamity occurring in the turret. Meanwhile, more Japanese infantry assaulted the tanks but were cut down before they could do any damage; not so of the 47mm anti-tank gun that opened fire from its concealed position, however, knocking out two tanks. Another tank bogged in the sand of the chaung after the destruction of the AT gun, and, unable to recover it, the crew rendered it useless to the enemy as the attack was ended for the day. Short several tanks, 3rd Carabiniers drew into leaguer to rest and replenish for the next day's work, knowing that they would again face the enemy without the aid of the Bombay Grenadiers - a mistake for which they had paid dearly on the trail to Mandalay.