FIRE ON TOP BASTION

NEAR BISHENPUR, INDIA, 6 JUNE, 1944: Despite every indication that the battle of Imphal was lost, General Mutaguchi kept attacking. With new reinforcements, the Japanese hoped to finally isolate and take Bishenpur, and cut the Silchar track. Along the track, the 1st Battalion (3rd Regiment) Gurkha Rifles had fortified two locations, called "Bastion" and "Top Bastion".
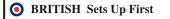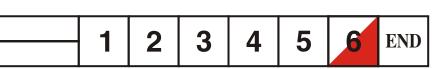
BOARD CONFIGURATION:

N

BALANCE:

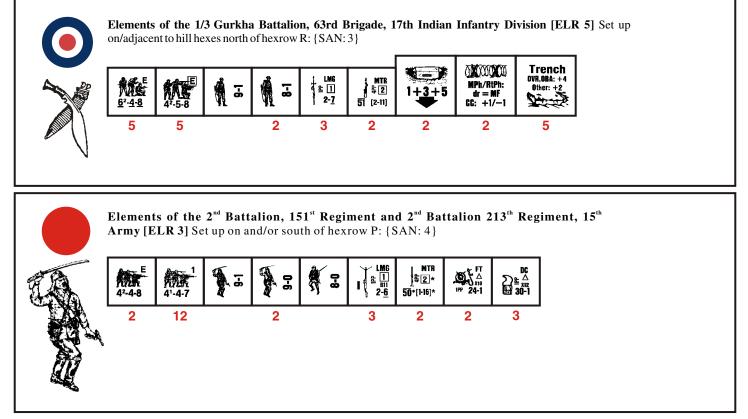◉ Exchange two 458 squads with two 648 squads

● Replace a 9-0 Japanese leader with a 9-1 leader

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VICTORY CONDITIONS: The Japanese player wins at game end by gaining more VP than the Gurkha player [EXC: the Japanese must earn at least 10 VP to win]. The Japanese player gains one VP for each level two hill hex in the British set up area controlled at game end [EXC: U6, AA8 and CC4 are worth 3 VP each]. The Gurkha player receives VP based on the CVP inflicted upon the Japanese player.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
JAPANESE Moves First							

Elements of the 1/3 Gurkha Battalion, 63rd Brigade, 17th Indian Infantry Division [ELR 5] Set up on/adjacent to hill hexes north of hexrow R: {SAN: 3}

6²-4-8 E	4²-5-8 E	9-1	8-1	LMG IPP 1 2-7	MTR 4PP 51 [2-11]	1+3+5	MPh/RtPh: dr = MF CC: +1/−1	Trench OVR,OBA: +4 Other: +2
5	5	2	3	2	2	2	2	5

Elements of the 2nd Battalion, 151st Regiment and 2nd Battalion 213th Regiment, 15th Army [ELR 3] Set up on and/or south of hexrow P: {SAN: 4}

4²-4-8 E	4¹-4-7 1	9-1	9-0	8-0	LMG IPP 1 B11 2-6	MTR 4PP 50* [1-16]*	FT X10 1PP 24-1	DC X12 1PP 30-1
2	12	2	2	3	3	2	2	3

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is in effect, including Light Jungle [EXC: All marsh/swamp hexes are Dense Jungle].

2. Due to morning mist there is a +1 LV hindrance at all ranges.

3. All British forces are Gurkhas. The Gurkha player may HIP up to one squad equivalent and any SMC/SW stacked with the equivalent in addition to the HIP granted normally to pillbox occupants.

AFTERMATH: During the misty morning the Japanese approached "Top Bastion" in battalion strength, even using some of their precious artillery ammunition to soften up the dug-in Gurkhas. Despite the preparation, the battle-hardened Gurkhas were confident they could withstand another Japanese assault. However, with new Japanese reinforcements came new weapons: flamethrowers! The Gurkhas, shocked by this new (to them) weapon were driven off of "Top Bastion". Once again, though, the Japanese had suffered heavily. The bloodletting of 15th Army continued.

Scenario design by Brian Williams, 12/17/00