

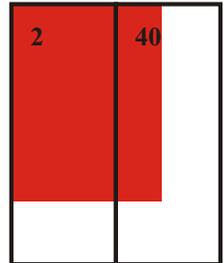
BACK IN THE SADDLE



VICTORY CONDITIONS: The Japanese player wins immediately by exiting 23 VP [EXC Prisoners are worth 0 VP] off of the north board edge from hexes 4A5/A6. Otherwise the Japanese player wins at game end by controlling all level 3 hexes.

TUITUM, MANIPUR, 24 MARCH, 1944: The Battle for Imphal had started very well for the Japanese. Catching the Allied forces off guard, the initial attack looked as if it would repeat the victories of 1942, when isolated allied forces retreated in disorder when encircled. Once again the 17th Indian Infantry Division was cut off; this time, however, order prevailed and the division began an orderly retreat back to Imphal, destroying the road behind them. At one point along the Tiddim road, a key height, part of a saddle, overlooked a bridge over which the division was retreating. The night before, the Gurkhas, under threat of attack were mistakenly ordered to give up their positions, but they were retaken the next day. That night, a substantial Japanese attack developed..

BOARD CONFIGURATION:



BALANCE:

- 🎯 Exchange an 8-0 for a 9-2 Leader
- Add a HMG and 228 crew to the Japanese OB

(Only Hexrows A-U are in play, and on board 40 only hexes numbered ≥ 7)

TURN RECORD CHART

🎯 BRITISH Sets Up First	●	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First										



Elements of the 1/10Gurkha Rifle Battalion, 63rd Indian Brigade, 17th Indian Infantry Division [ELR 4] set up north of hex row Ron/adjacent to hill hexes on board 2:: {SAN: 3}



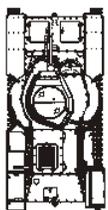
4 ² -5-8	8-1	8-1	8-0	6-14	4-12	2-7	51 [2-11]	8	Foxhole 5 OVR, OBA: +4 Other: +2	Trench OVR, OBA: +4 Other: +2	MPH/R/Ph: dr = MF CC: +1/-1
13			2			4	2		4	4	5

Choose one option (see SSR 4):

8-3	4 ² -5-8	OR	1 AT Mine	?
2			6	2



Elements of the 2nd Battalion, 214th Regiment, 33rd Division, and 14th Tank Regiment, 15th Army [ELR 3] Enter on/after turn 1 from the south edge, east of hex 2U4. All, some, or none may enter each turn: {SAN: 2}



4 ² -4-8	4 ¹ -4-7	2-2-8	10-1	10-0	2	2-6	50MM	30-1	8	15 37 2/-32*	9-1 2nd Lt
6	8	2	2	2	2	3	2	2		5	

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is *not* in effect. All buildings are Huts. Orchards and grain are in season. The Stream is Deep. Ground is Soft (D8.21).
2. Night Rules [E1.] are in effect. Base NVR is 3.
3. The Japanese receive one module of 105mm OBA [HE only]. The Gurkhas receive one module of 94mm OBA [HE only] with plentiful ammunition. Radio Contact may not be attempted until turn 2.
4. If chosen, A-T Mines may not be exchanged, but may set up on any hill hex and/or within 2 hexes of any hill hex.

AFTERMATH: For the first time in the campaign, the Japanese were able to bring medium artillery into the battle. However, control was poor in the mountains, and most of the fire was ineffectual. Indian artillery, supplied by air drop, rained freely on the Japanese attack. At one point the Gurkha defenders heard tanks. With no weapons to stop them, the tanks passed down the road unhindered. The Gurkhas held the Japanese attack. The next morning they discovered that the Japanese light tanks had driven into a minefield, destroying 4 of the 5 tanks. The Japanese commander stayed with his tank until attacked the next morning. In a scene soon to become common in Manipur, the commander committed suicide rather than face possible capture.