

FLAMIN' 'ELL



Burma March 1942. As cities were overrun the defenders often times did not have sufficient time or transport vehicles to fully evacuate all the valuable supplies. As a result ammunition and food was often still being moved out as the city came under attack and only a small rear guard were available to complete the demolitions and stem the enemy tide. As the cities were evacuated the stores and warehouses were set ablaze and conflagrations raged through the older areas where timber was still the preferred building material. The aggressors moved quickly to salvage as many supplies as possible but more often than not only ashes remained.



Only Hexrows R-GG are playable.

VICTORY CONDITIONS

The ATTACKER receives 1 VP for each building (not rubble) hex he controls in the playing area at Game End. Each player controls all building hexes in their respective set up areas at start.
Any hexes with a blaze in them are always considered controlled by the DEFENDER at Game End.
Armory hexes (If not rubbled) are worth an additional 1VP per hex.

BALANCE

- A3:- A2 + ATTACKER Sets Up First.
- A2:- A1 + All troops must Set up onboard and/or enter Turn 1
- A1:- Delete Henschel Truck from OOB
- D1:- Delete 4 ? from OOB
- D2:- D1 + an additional MMC must set up in the Armory Building.
- D3:- D2 + Set DCs may not be hidden

TURN RECORD CHART

DEFENDER Set Up First	1	2	3	4	5					
ATTACKER Move First										

The Attacker (SAN 4, ELR 3)

Setup up S of Road R7-S7-Y10 and/or Enter along S edge on Turns 1 and/or 2.
Attacker may add 1 Chinese Henschel Truck to OOB.

The Defender (SAN 5, ELR 3)

At least 1 Infantry Platoon and 1 Infantry Leader must set up in building DD-3 with no more than 1 MMC per location.
At least 1 MMC must set up in the Armory Building.
All other units must set up N of road R7-S7-S6-W8-BB9-FF5-GG6. Vehicles may set up in open ground or road hexes only.
Up to 2 DCs in DEFENDERS OOB may be set up as Hidden Set DCs.
Defender may add 4 ? to OOB

SPECIAL RULES

- PTO is not in effect. EC's are moist with a mid breeze from the South.
- Cellars are in play for building DD3 only. Rowhouses are N/A, treat as normal buildings. Only buildings with a staircase symbol have an upper level and it is Level 1 only. Level 1 is accessible only through stairwells (or climbing).
- Units set up in Building DD3 may not move/advance before T2.
- The DEFENDER must secretly designate 1 multi-hex building (not DD3) as the Armory. If at anytime a DC is detonated (barring dud) or an FFE resolved or a blaze occurs in any Armory location the entire building is rubbled and a blaze placed in each hex. All occupants of the building are eliminated. In addition any hex adjacent to an armory hex is attacked (once per hex only) as if by 150mm OBA (EXC: Airbursts and Upper Level Modifications are N/A)
- Vehicular Crews may not voluntarily abandon Mobile AFVs

AFTERMATH: As usual the enemy arrived just as demolitions were being prepared and the defenders moved desperately to destroy what was left of the supplies. In this part of the city there were two important buildings. One, the armory had stored bombs and shells for planes and artillery pieces most of which had long been overrun. The other was an old colonial mansion that was being liberated of its valuables by one of the rearguards' officers and his men. Sadly this enviable task had distracted them somewhat and they were quite unprepared for the enemy who were now firing at point blank into the building. Small firefights raged across the city until with a mighty explosion the armory erupted and blew a whole city block to pieces. This event was so intense and violent that men from both sides dropped their weapons and simply fled, all discipline lost in a mad panic. The city burned.