

In keeping with the tradition of OCTOBear presenting unique and interesting formats this years 2 day struggle will focus on the campaign in Burma in March 1942.

Historical Background

March 1942, Burma

The Allies were on the retreat in Burma. The British 17th Division had lost half its strength but successfully withdrawn to Pegu where it was joined by the 7th Armored Brigade (including 7th Hussars and 2nd Royal Tank regiment) and was re-equipped from the storehouses of Rangoon. The air war was now considerably more balanced as the RAF and American Volunteer Air Group had successfully caught a large portion of Japanese Air Force on the ground. Elements of the Japanese 33rd Division were in hot pursuit however and Rangoon was certain to fall so the evacuation began with Rangoon left blazing as ammunition stores and supplies were destroyed.

In the North the Chinese 5th Army incorporating the famed 200th Division (the only fully mechanised Chinese Division) were hanging grimly onto Toungoo. The pressure was however too much and this time the Japanese 55th Division were greeted by burning stores and exploding ammo dumps as they marched into Toungoo.

Though the allies were in rout generally along the line many counterattacks were launched particularly into the flanks of the advancing Japanese. However, each time even if successful, they were forced to again withdraw as they were cut off from the main allied forces.

In this campaign game 4 nationalities are represented each with the ability to "purchase" troops that were available to each of the formations mentioned above. It should be noted that some license has been taken with the "Burmese" nationality as it more truly represents a force under Japanese command but with native Burmese elements attached. Actual characteristics of the Burmese are merely guesswork based on mere scraps of reference material. With the British some license is taken with MkVI tanks which may have not been present here but certainly could have been as they were available in other parts of SE Asia and the sub-continent around this period.

How it all works

The actual competition will involve 4 games over the two days. Each player will select a side and pick a nationality (either Axis- Japanese, Burmese or Allied- Chinese, British) and play that nationality the whole weekend. The choice of nationality is limited only by the numbers of Axis players which must equal the number of Allied players. Rather than have a fixed OOB for each scenario each player will select a force using a campaign game style purchasing system which he will then divide as he sees fit between the 4 scenarios. The purchase rules have been designed with limitations to ensure that each scenario is of manageable size and can be completed in the time allotted. The scenarios are representative of the type of actions which took place in Burma and any nationality may be the Attacker or Defender. (There will often be SSR's that favour the attacker and thus preparing simply to play defender in each scenario may not be to your best advantage). The draw will be done in advance on a round robin type system so you will know who your opponent is each round. The scoring system will be based around each individuals performance relative to the same side (Attacker or Defender) at all the other tables. Very simply if you perform best as the attacker in a particular scenario compared to the 6 other attackers you will get 7 pts, the second best performer 6 points and so on to the worst attacker who will get 1 pt. In order to establish who has performed best reference should be made to the variable victory points for achieving objectives in each scenario (which may include CVP's). Where more than one player perform equally they will each receive average VP's eg if 1st and 2nd are equal they will receive 6.5 points each. Thus in each round a player from each side (Attacker/Defender) will each get the same points. At the end of the 4 rounds the best total will win.

In the event of a tie the winner will be determined by having the highest sum of the points tally of their 4 opponents.

Time clocks will be used in each scenario and if a game goes overtime the umpire will adjudicate a result. Where the clocks at this stage indicate 1 player has used more than their allotted time they will automatically be relegated 1 position for that scenario. If both players are deemed to be slow then both will be relegated. As well as the clocks an overall time will be set at which point the game will be called regardless. All players are encouraged to fight to the death or reach an agreed settlement rather than just concede as it will make determining the rankings that much harder. I would suggest that when selecting a nationality and purchasing troops that you should take your own speed of play into account. For instance a slow player may be better suited by the Japanese or British troops rather than the more numerous Chinese or Burmese.

In addition to the traditional prizes for the placegetters there will be a special Angry Bear award to the player who finishes with the highest ranked Personal Leader. If tied this will be resolved by rounds of CC between the leaders until only one is left standing.

The Scenarios

The 4 scenarios will consist of 1 city type, 2 open (by Burmese standards) terrain and 1 close jungle terrain. No Scenarios use night or any exotic rules. Obviously people should familiarise themselves with PTO (Exclude Panjis, Rice Paddies). Each scenario will specify how the attacker can earn victory points (eg. Exiting, Casualties, control of objectives etc), the defender will aim to minimise the victory points of the attacker. SAN will be specified on the scenario card. All nationalities have an ELR of 3 for the duration of the campaign.

At the commencement of each round the following steps should be taken,

1. Both sides with reference to the scenario card, their available OOB and personal preference bid for either the attacker or defender using the listed ABS handicaps. This is independant of nationality. Either side may attack or defend in each scenario.

Normal ABS rules apply and in the event of tied bids the sides are diced for. The ABS handicaps may include things such as SAN adjustments, fortifications and or changes to special rules.

2. Both sides select their forces with reference to the tactical situation, strength of their opponent and most importantly what they've got left in their OOB.

(Note that this actually slightly discriminates against the top players as their opponents will usually field slightly more troops however by doing this they will weaken themselves in later games).

3. The scenario is played.

4. At the completion of the scenario (or at the players agreement) the attackers victory points will be totalled and the referee will assign the campaign points based on the relative performances. All scenarios will be based on points. How these are determined will be detailed in each scenario card.

5. The cycle recommences (with now reduced OOBs as none of the troops can be reused EXCEPT The Personal Leader and any OBA which failed to get off a shot)

Purchasing Your Force Pool

Troops are purchased according to the following Purchase Tables. When buying troops be aware of the maximum limits indicated on the tables. In addition the following rules apply.

No more than 7 Infantry Platoons may be purchased in total for the whole campaign. (Carriers do not count as infantry).

No more than 3 Platoons may be used per scenario. (Includes Infantry and Armour)

No more than 3 Sections may be used per scenario. (Includes Infantry, Ordnance and Armour)

(Exception: if only 1 Infantry Platoon is selected 4 Sections may be used)

No more than 2 OBA modules may be used per scenario. If an OBA module does not successfully place an FFE (HE or SMOKE) then it may be retained for use in a subsequent scenario. OBA Modules do not count as either sections or platoons.

Units must be assigned to scenarios in whole sections or platoons which may not be split up. Leaders however may be freely assigned to any scenario and do not have to be fielded with the Platoon that allowed their purchase.

Each player may spend a total of 270pts.

Worked Example

British Player starts with 270 pts and is opting to maximise infantry and leader strength.

Elite Platoon x 4	13x4	52	52		
Assault Eng. Platoon x 1	22	22	74		
1st Line Platoon x 2		9x2	18	92	(This totals the max. 7 Inf. Pltns)
Carrier Platoon x 1		25	25	111	
Lt. Artillery I x 1	25	25	142		(11 leaders can now be purchased. 7 for inf pltns, 1 for carrier, 1 for artillery and 2 for nationality bonus)
7-0 x 2		3x2	6	148	
8-0 x 2		4x2	8	156	(Note that the number of SMC in any one rank cannot exceed that of the rank below it)
8-1 x 2		7x2	14	170	
9-1 x 2		8x2	16	186	
9-2 x 1		14	14	200	
10-2 x 1		16	16	216	
10-3 x 1	25	25	241		
8-0 x 1				241	Personal Leader
AC Platoon		16	16	257	
ATR Section x2	3	6	263		
HMG Section x1	7	7	270		

For the 1st Scenario the British are the attacker and so elect to deploy an aggressive force.

Assault Eng. Platoon x 1

Elite Platoon x 1

Carrier Platoon x 1 (The maximum 3 platoons)

9-2, 9-1, 8-0 + 8-0 Personal Leader

For the 2nd Scenario the British are on the defense and elect to deploy a powerful but small force (because of the force pool limits in at least 1 scenario only 1 infantry platoon can be deployed).

Elite Platoon x 1

ATR Section x 2

HMG Section x 1

10-3, 9-1 + Personal Leader (who has been promoted and is now an 8-1)

For the 3rd Scenario the British are once again on the defensive and choose to add in some OBA to stiffen the defenses.

1st Line Platoon x 2

Lt. Artillery I x 1

10-2, 7-0, 7-0 + Personal Leader (who has been promoted again and is now an 9-1)

Coming into the last scenario the British are attacking but have no choice with the OOB but must field the scraps.

Elite Platoon x 2

AC Platoon x 1

8-1, 8-1, 8-0 + Personal Leader (who was killed in the last scenario and returns as an 8-0)

The Personal Leader Counter

Each Player gets a "personal leader" in addition to the purchased allotment. This officer has the opportunity to Battle Harden in each scenario and may be added freely to forces in each and every round. As soon as the personal leader is used for any purpose he must be identified as such to your opponent. He starts off as an 8-0 and progresses through the ranks for that nationality. A special dice roll is made at the end of each game turn after events involving the officer according to the following table and if he battle hardens he immediately goes to the next higher level. Any regular Heat of Battle or ELR failure result applies normally. If the Personal Leader is killed he may be replaced by another 8-0 in the next scenario.

A DR < 2 is required for battle hardening. (If the officer makes no useful contribution no DR need be made as at least a -1 modifier is required)

Modifiers earned apply only for that Game Turn and are thereafter lost.

- 1 Rallied a friendly MMC or SMC in that game turn.
- 1* Directed an OBA mission (as observer) that achieved an MC result on the IFT.
- 1* Directed a firegroup that achieved a MC result on the IFT.
- 2* Directed a firegroup that achieved a K result on the IFT.
- 3* Directed a firegroup that achieved a KIA result on the IFT.
- 4^ Was involved in a CC that destroyed or casualty reduced (or captured) an enemy infantry unit.
- 5^ Was involved in a CC that destroyed (or captured) an enemy AFV.
- 6^ Single handedly destroyed an enemy AFV or enemy infantry unit.

* each of these are mutually exclusive and only 1 (the best) modifier is allowed for the whole game turn. The MC/K/KIA result must be on a non dummy unit.

^ each of these are mutually exclusive and only 1 (the best) modifier is allowed for the whole game turn.

In addition if at the end of the game the leader has not yet battle hardened (above his scenario start grade) but survived he will automatically do so to the next grade. If the leader becomes heroic or fanatic he loses that status at the end of the scenario and automatically battle hardens (even if he already has done so during play). A wounded leader is automatically healed at the end of each scenario.

Purchase Tables

Japanese

Unit Type	Contents	Cost	MaxNo.	Notes
Elite Platoon	4-4-8 x 4			
LMG 15	3	Note 6		
1st Line Platoon	4-4-7 x 4			
LMG 11	4	Note 6		
2nd Line Platoon	3-4-7 x 5			
LMG 9	4	Note 6		
Conscript Platoon	3-3-6 x 6			
LMG 7	4	Note 6		
Assault Engineer Platoon	4-4-8 x 4			
FT, LMG, DC x 3	28	2		Squads are Sappers and Assault Engineers. Note 6
0.5 Cal Section	2-2-8			
0.5 Cal HMG	10	1		
HMG Section	2-2-8			
HMG 7	2			
MMG Section	2-2-8			
MMG 5	4			
DC Section	4-4-7			
DC 4	4			
ATR Section	2-2-8			
<u>20L</u> ATR3	2			
10-2 Leader	10-2 x 116	1		Notes 1, 2, 3
10-1 Leader	10-1 x 111			Notes 1, 2, 3
10-0 Leader	10-0 x 19			Notes 1, 2, 3
9-1 Leader	9-1 x 1 8			Notes 1, 2, 3
9-0 Leader	9-0 x 1 6			Notes 1, 2, 3
8-0 Leader	8-0 x 1 5			Notes 1, 2, 3
8+1 Leader	8+1 x 1 4	1		Notes 1, 2, 3
Med. Mtr. Section I	2-2-8 x 2			
Yr11 Type 70* Mtr x 2	7	1		
Med. Mtr. Section II	2-2-8 x 2			
Type 97 81* Mtr x 2	15	1		
AT Section	2-2-8 x 2			
Type 94 37L AT x 2	14	2		
INF Section I	2-2-8 x 2			
Year 11 Type 37* INF x 2		10	2	
INF Section II	2-2-8 x 2			

Type 92 70* INF x 2	13	2			
INF Section III 2-2-8 x 2					
Year 41 75* INF x 2	15	2			
Tankette Platoon I	Type 94 x 4	15	2		
Tankette Section I	Type 97A x 2	10	2		
Tankette Section II	Type 97B x 2	10	2		
Light Tank Platoon	Type 95 HAGO x 3	17	3	Note 5	
Medium Tank Platoon I	Type 89B CHI-RO x 3	20	2	Note 5	
Medium Tank Platoon II	Type 97A CHI-HA x 3	26	2	Note 5	
Armored Car Section	Type 92 Armored Car x 2	7	1	No BMG	
Light Artillery I 70+	15	3	Plentiful Ammo +1, Pre Reg +3 , WP +2, Note 4		
Light Artillery II 80+	19	2	Plentiful Ammo +2, Pre Reg +4 , WP +2, Note 4		
Medium Artillery I	100+	22	1	Plentiful Ammo +2, Pre Reg +4 , WP +2, Note 4	
Medium Artillery II	120+	25	1	Plentiful Ammo +2, Pre Reg +4 , Note 4	
Heavy Artillery I 150+	29	1	Plentiful Ammo +2, Pre Reg +5 , WP +2, Note 4		

Note 1: A maximum of 1 SMC may be purchased for each Infantry Platoon (only) and each OBA Module plus 1 additional. (All may be freely assigned once purchased)

Note 2: The number of Leaders at any 1 rank cannot EXCEED the number at the next lower rank. (Ignore 8+1's and Personal Leader for this purpose)

Note 3: The Personal Leader is additional to all purchased leaders.

Note 4: Field Phones may not be used. All Radio Operators may set up HIP.

Note 5: A 9-1 Armor Leader may be purchased for 1 (only) Tank (not Tkette) Pltn at a cost of 8pts.

Note 6: The 1st, 3rd, 5th and 7th Japanese Infantry Platoons purchased may add a Light Mortar at no extra cost.

Chinese

Unit Type	Contents	Cost	MaxNo.	Notes
Elite Platoon	4-4-7 x 4			
LMG 9	3			
1st Line Platoon	3-3-7 x 6			
LMG 9	4			
Conscript Platoon	3-3-6 x 8			
LMG 5	4			
Assault Engineer Section	4-4-7 x 2			
DC x 2 7	2	Squads are Sappers and Assault Engineers. (Note this is a Section)		
0.5 Cal Section	2-2-7			
0.5 Cal HMG	10	1		
HMG Section	3-3-7			
HMG 7	2			
MMG Section	3-3-7			
MMG 5	3			
Mtr Section	3-3-7			
40* Mtr	2	4	Add 1 to cost for 45* , 2 to cost for 50* (g, r) and 3 to cost for 50* (j)	
10-3 Leader	10-3 x 125	1	Notes 1, 2, 3	
10-2 Leader	10-2 x 116		Notes 1, 2, 3	
9-2 Leader	9-2 x 1 14		Notes 1, 2, 3	
9-1 Leader	9-1 x 1 8		Notes 1, 2, 3	
8-1 Leader	8-1 x 1 7		Notes 1, 2, 3	

8-0 Leader	8-0 x 1	4				Notes 1, 2, 3
7-0 Leader	7-0 x 1	3				Notes 1, 2, 3
6+1 Leader	6+1 x 1	2	2			Notes 1, 2, 3
Med. Mortar Section I	2-2-7 x 2					
76* Mtr x 2	7	1				
Med. Mortar Section II	2-2-7 x 2					
81* Mtr x 2	12	1				
Med. Mortar Section III	2-2-7 x 2					
82* Mtr x 2	11	1				
Med. Artillery Section I	2-2-7 x 2					
75* ART Krupp x 2	12	1				
Med. Artillery Section II	2-2-7 x 2					
75* ART (75/13) x 2	11	1				
Med. Artillery Section III	2-2-7 x 2					
75* ART (le IG18) or 76 ART (Pobr02/30) x 2	15	1				
Med. Artillery Section IV	2-2-7 x 2					
76 ART (PP obr.27) or 75* (M1A1) or						
84* (18 pdr) x 2	17	1				
Med. Artillery Section V	2-2-7 x 2					
75 ART (FK16) x 2	14	1				
Hvy. Artillery						
Section	2-2-7 x 2					
105 ART (105/28) x 2	15	1				
Light Tank						
Platoon I	T-26TU M33r x 3	26	3	1	has opt AA Note 5	
Light Tank Section	Type 95 HAGO x 1	5	2		Captured. Red B11 no other	
	penalties apply. Note 5					
Carrier Platoon	Carrier A x 4					
Carrier B x 1						
2-3-7 x 5	20	2				
Light Artillery I	70+	15	3		Plentiful Ammo +1, Pre Reg +3, Smoke +2, Note 4	
Light Artillery II	80+	19	2		Plentiful Ammo +2, Pre Reg +4, Smoke +2, Note 4	
Medium Artillery I	100+	22	1		Plentiful Ammo +2, Pre Reg +4, Smoke +2, Note 4	

Note 1: A maximum of 1 SMC may be purchased for each Infantry Platoon (only) and each OBA Module plus 1 additional. (All may be freely assigned once purchased)

Note 2: The number of Leaders at any 1 rank cannot EXCEED the number at the next lower rank. (Ignore 6+1's and Personal Leader for this purpose)

Note 3: The Personal Leader is additional to all purchased leaders.

Note 4: Field Phones may not be used. All Radio Operators may set up HIP. All Chinese OBA uses the 5/2 draw pack.

Note 5: An 8-1 or 9-1 Armor Leader may be purchased for 1 (only) Tank Pltn or Section at a cost of 6 or 8pts respectively.

British

Unit Type	Contents	Cost	Max No.	Notes
Elite Platoon	4-5-8 x 4			

LMG 13 4 Gurkhas

1st Line Platoon 4-5-7 x 4

LMG 9 4

2nd Line Platoon 4-4-7 x 5

LMG 9 4

Assault Engineer Platoon 6-4-8 x 4

LMG, DC x 4 22 1 Squads are Sappers and Assault Engineers.

2" Mtr Section 2-4-7

51* Mtr 5 6

HMG Section 2-4-7

HMG 7 3

MMG Section 2-4-7

MMG 5 4

ATR Section 2-4-7

ATR 3 4

10-3 Leader 10-3 x 125 1 Notes 1, 2, 3

10-2 Leader 10-2 x 116 Notes 1, 2, 3

9-2 Leader 9-2 x 1 14 Notes 1, 2, 3

9-1 Leader 9-1 x 1 8 Notes 1, 2, 3

8-1 Leader 8-1 x 1 7 Notes 1, 2, 3

8-0 Leader 8-0 x 1 4 Notes 1, 2, 3

7-0 Leader 7-0 x 1 3 Notes 1, 2, 3

6+1 Leader 6+1 x 1 2 1 Notes 1, 2, 3

3" Mortar Section 2-2-8 x 2

76* MTR x 2 10 3 Range is 6-36

AT 2 pdr Section 2-2-8 x 2

40L AT x 2 15 3

18 pdr Artillery Section 2-2-8 x 2

84* ART x 2 17 2

25 pdr Artillery Section 2-2-8 x 2

88 ART x 2 21 2

3.7" Artillery Section 2-2-8 x 2

94* ART x 2 17 1

Bofors AA Section 2-2-8 x 2

40L AA x 2 18 1

Tankette Section Mk VIB x 2 14 1 Note 5

Light Tank Platoon Stuart (I) x 3 30 3 Note 5

Scout Car Section Daimler SC x 2 11 2 Note 5

Armored Car Platoon Marmon Herr III MFF x 3 16 3 Note 5

Armored Carrier Platoon Carrier A x 2

Carrier B x 1

Carrier C x 1

Carrier 2" x 1

2-4-8 x 5 25 2

Battallion Mortar 70+ 22 2 Plentiful Ammo +1, Pre Reg +3 , (Includes SMOKE)
Note 4

Light Artillery I 80+ 25 2 Plentiful Ammo +2, Pre Reg +4 , (Includes SMOKE) Note 4

Light Artillery II 80+ 23 2 Plentiful Ammo +2, Pre Reg +4 , (Includes Smoke) Note 4

Medium Artillery I 100+ 26 2 Plentiful Ammo +2, Pre Reg +4 , Note 4

Note 1: A maximum of 1 SMC may be purchased for each Infantry Platoon (only) and each OBA Module plus 2 additional. (All may be freely assigned once purchased)

Note 2: The number of Leaders at any 1 rank cannot EXCEED the number at the next lower rank. (Ignore 6+1's and Personal Leader for this purpose)

Note 3: The Personal Leader is additional to all purchased leaders.

Note 4: Field Phones may not be used. All Radio Operators may set up HIP.

Note 5: A 9-1 or 9-2 Armor Leader may be purchased for 2 Tk/AC/SC Pltns/Sections at a cost of 6 or 11pts. respectively.

Burmese

Unit Type	Contents	Cost	MaxNo.	Notes
Elite Platoon	4-4-7 x 4			
LMG (j) 9	2			Use Axis Minor MMCs.
Notes 1, 2,				
Fanatic Platoon	3-4-7 x 5			
LMG (j) 10	2			All MMCs are Fanatic. Use Axis Minor MMCs. Notes 1, 2, 3,
1st Line Platoon	3-4-7 x 5			
LMG (j) 7	3			Use Axis Minor MMCs.
Notes 1				
Conscript Platoon	3-3-6 x 6			
LMG (j) 4	3			Use Axis Minor MMCs.
Notes 1				
Volunteers	1-4-9 Hero			
DC 5	4			Use Axis Minor Hero
Notes 1, 9				
Japanese Elite Platoon	4-4-8 x 4			
LMG (j), 50mm Mtr	16	1		Use Japanese MMCs.
Japanese 1st Line Platoon	4-4-7 x 4			
LMG (j) or 50mm Mtr	11	1		Use Japanese MMCs
Ethnic Chinese Militia Platoon	3-3-7 x 6			
7	2			Use Partisan MMCs
Note 8				
Japanese Assault Engineer Section	4-4-8 x 2			
LMG, DC x 2	13	1		Squads are Sappers and Assault Engineers.
Mtr Section	1-3-7			
50mm Mtr (j)	4	2		Use Axis Minor MMC
Note 1				
HMG Section	1-3-7			
HMG (j) 6	2			Use Axis Minor MMC
Note 1				
MMG Section	1-3-7			
MMG (j)	4	2		Use Axis Minor MMC
Note 1				
9-2 Leader (Burmese)	9-2 x 1	14	1	Axis Minor SMC
Notes 1, 4, 5, 6				
9-1 Leader (Burmese)	9-1 x 1	8	1	Axis Minor SMC
Notes 1, 4, 5, 6				
8-1 Leader (Burmese)	8-1 x 1	7		Axis Minor SMC

Notes 1, 4, 5, 6					
8-0 Leader (Burmese)	8-0 x 1	4			Axis Minor SMC
Notes 1, 4, 5, 6					
7-0 Leader (Burmese)	7-0 x 1	3			Axis Minor SMC
Notes 1, 4, 5, 6					
10-1 Leader (Japanese)	10-1 x 111	1			Japanese SMC
Notes 4, 5, 6					
10-0 Leader (Japanese)	10-0 x 19				Japanese SMC
Notes 4, 5, 6					
9-1 Leader					
(Japanese)	9-1 x 1	8			Japanese SMC
Notes 4, 5, 6					
9-0 Leader					
(Japanese)	9-0 x 1	6			Japanese SMC
Notes 4, 5, 6					
8-0 Leader					
(Japanese)	8-0 x 1	5			Japanese SMC
Notes 4, 5, 6					
8-1 Leader					
(Ethnic Chinese)	8-1 x 1	7	1		Use Partisan SMC
Notes 4, 5, 6, 8					
8-0 Leader					
(Ethnic Chinese)	8-0 x 1	4			Use Partisan SMC
Notes 4, 5, 6, 8					
7-0 Leader					
(Ethnic Chinese)	7-0 x 1	3			Use Partisan SMC
Notes 4, 5, 6, 8					
Med. Mtr. Section I					
	2-2-8 x 2				
Yr11 Type 70* Mtr x 2	7	1			Japanese MMC
AT Section					
	2-2-8 x 2				
Type 94 37L AT x 2	14	1			Japanese MMC
INF Section I					
	2-2-8 x 2				
Year 11 Type 37* INF x 2		10	1		Japanese MMC
INF Section II					
	2-2-8 x 2				
Type 92 70* INF x 2	12	1			Japanese MMC
Light Tank Platoon	Type 95 HAGO x 3	17	2		Japanese Crew.
Medium Tank Platoon					
	Type 97A CHI-HA x 3	26	1		Japanese Crew
Armored Car Section					
	Type 92 Armored Car x 2	7	1		Japanese Crew
No BMG					
Armored Car Section (Captured) Marmon Herrington III MFF x 1					
	4	1			(Captured.) Treat as Inexperienced Crew. No other penalties. Axis Minor Crew. Note 1
Light Tank Section (Captured)					
	Stuart I x 1	9	2		(Captured). Treat as Inexperienced Crew. No other penalties. Axis Minor Crew. Note 1
Light Artillery I					
70+	15	1			Plentiful Ammo +1, Pre Reg +3, WP +2, Note 7
Light Artillery II					
80+	19	1			Plentiful Ammo +2, Pre Reg +4, Note 7
Medium Artillery					
100+	22	1			Plentiful Ammo +2, Pre Reg +4, Note 7

Note 1: All Burmese are represented by Axis Minor Counters and are treated as Chinese for Nationality dependant rules (eg. HOB). In addition Burmese may not deploy (but may recombine). Burmese may not form multi-location firegroups with either their own or other nationalities. All Burmese pay only 1 1/2 MF for Jungle and Kunai. Burmese may use Japanese non-ordnance weapons with no captured use penalty.

Note 2: Burmese Fanatics and Elites are Stealthy (including Officers).

Note 3: Burmese may designate 1 Dare Death squad in each Fanatic Platoon only.

Note 4: A maximum of 1 Leader may be purchased for each Infantry Platoon (only) and each Artillery Battery plus 2 additional. The leader must be of the same nationality as the Platoon. Any Artillery Observer must be Japanese. The 2 extra Leaders must be Burmese. (All may be freely assigned once purchased)

Normal Rules for Allied leaders always apply.

Note 5: The number of Leaders with a -2 modifier cannot EXCEED the number with a -1 modifier which cannot EXCEED the number with a 0 modifier. This applies separately for each nationality. eg If only one Japanese platoon is bought then it must have a 0 leader. Ignore the Personal Officer for this purpose.

Note 6: The Personal Leader is additional to all purchased officers and must be Burmese.

Note 7: Field Phones may not be used. All Radio Operators must be Japanese and may set up HIP. All OBA is treated as Japanese for all purposes.

Note 8: Ethnic Chinese are treated as Chinese for all purposes and though represented by Partisan counters do not receive any Partisan benefits such as underlined morale. Ethnic Chinese are treated as inexperienced infantry for Support Weapon usage only. They may not use Dare Death squads.

Note 9: These volunteer heroes are treated as normal heroes however they do not have the -1 modifier except in CC. They count neither as Sections or Platoons for force allocation purposes.

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