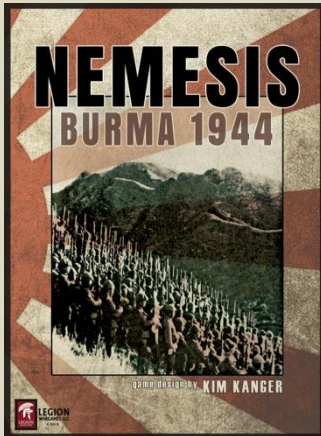


Nemesis

Version 1.1d

(changes in the text are
Printed in red)



Sections	Page
Game Components	2
The Map, The Counters	2
Basic Play Mechanics	4
Zone of Control, Stacking Limit	4
Satisfaction Points (SaP)	4
Lament Marker, Allied Resources	5
Yunnan Force Activation	5
Monsoon	6
Setup	6
Setting the Game, Setup Letters	6
Game Turn	7
Assault Phase Chit	7
Movement	7
Assault	8
Attack Phase Chit	9
Attack	9
Retreating	11
Supply Check Phase Chit	12
Supply Check	12
Reinforcement Phase Chit	14
Japanese Replacements & Reinforcements	14
Allied Replacements & Reinforcements	15
End of Game Turn Sequence	16
Optional Variants	17
Rules Updates & Comments	17

Game Design	Kim Kanger
Graphics	Kim Kanger
Development	Kim Kanger
Research Assistance	Mikael Norrby
Playtest	John Collis, Michel Ouimet, Harold Lajoie, Robert Mårtensson, David Daniels, Mats Edén, Hobie Orris, Rob Winslow, Richard Diosi
Production	Randy Lein
Produced by Legion Wargames 2018	

NEMESIS Burma-44

*"The spirit of divine retribution against those who
succumb to hubris"*

The Burma campaign in 1944 was the very definition of absurdity. Even though it did not contribute to Japan's defeat, it still hosted many of the most colorful personalities of the war. There was the flamboyant royal Mountbatten, who went from commanding destroyers and planning the disastrous Dieppe raid to becoming the Supreme Commander of India and Burma. There was Slim, Britain's greatest general during WW2, who utterly defeated the Japanese in Burma. There was Wingate, Churchill's protégé, highly controversial and considered by many as certifiably insane. There was the American General Stilwell, who hated the British and Chinese leadership, except those who actually fought. There was Chiang Kai-shek, the incompetent and corrupt generalissimo of China, who exhausted everyone's patience.

Churchill's main concern was to restore Britain's colonial empire. His main focus was on Singapore rather than Burma. Mountbatten realized that he had to fight in Burma but preferred an amphibious assault further south instead. Slim was set on fighting the Japanese in the north but wanted to meet them while defending the mountainous border area between Burma and India. Wingate preferred to land troops in the midst of the Japanese instead. Roosevelt did not want to fight in Burma at all, except if it could open a land route to China for lend-lease. Stilwell, who just wanted to fight the Japanese and support the Chinese, understood that building a Burma Road was the only way of making Roosevelt endorse an American engagement there. Chiang Kai-shek, who did not want to fight the Japanese, was only interested in stealing the lend-lease and stashing it for the coming showdown with the communists.

The problem of different strategies was solved when Mutaguchi, the Japanese commander of the forces facing India, decided that the best way to defend Burma was to attack. While his colleagues kept the British Chindits, the Americans and the Chinese at bay, he attacked with virtually no supply a larger British force defending in the Indian Border Mountains. Why not, attacking a stronger force worked in 1942. But this time the Japanese met their Nemesis. Welcome to Burma

Nemesis

...is a two-player game about the campaign in northern Burma between March and August 1944. One player plays the Japanese. The other player plays the Allies, which means the British (or rather British, Indian, Nepalese, and Africans) in the west and center, the Chinese in the east, and both the US and Chinese in the north. Some abbreviations are:

DRM = Die Roll Modification

OoS = Out of Supply

ZoC = Zone of Control

SaP = Satisfaction Point

CLF = Chiang Kai-shek Loses Face

mp = Movement point

1.0 Game Components

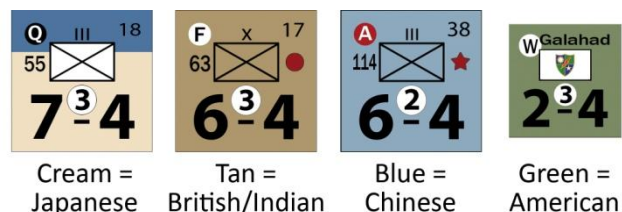
1.1 The Map

The map covers northern Burma and the border areas of India and China. A hex is 10 miles (16 km) across. The most expensive terrain to enter is the terrain that defines a hex (see the Terrain and Unit Chart).



An Objective hex is shown by a square with a Satisfaction Point number in it. Those with a black number on cream background are controlled by the Japanese from start. Those with a white number on gray background are Allied-controlled from start. Do not mark them with flags at setup. Some of your Objectives are marked with a star. It will cause you extra Lament if they are controlled by the enemy (rule 9.0). Supply Depots are two-colored circles (many with a blue ring) with a red number. Japanese are cream/white while Allied Supply Depots are gray/white. **Supply Entry hexes have a thick colored border (cream = Japanese, gray = Allied).** The four Reinforcement Hexes that are slightly off-map are where Reinforcements show up. You may not enter a Reinforcement Hex, but you may leave one along an arrow into any adjacent hex. You may also attack out of a Reinforcement Hex but not into one.

1.2 The Counters

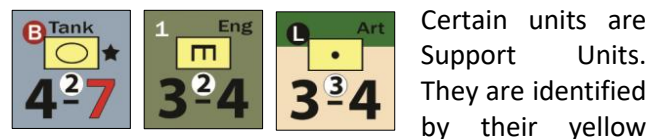


Japanese units from the same Division share colored header. British units from the same Division share colored dot. Chinese Stilwell Force units share the same star if they belong to the same Division.

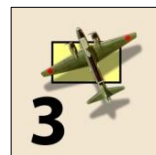
A) The Values on the Counters

All counters with both a Strength Value and a Movement Value are units. The rest are markers (Transporters, Air Support, Ambush, Bunkers and Info markers). Large units are Regiments or Brigades while small units are Battalions. Units control the hex they occupy, while markers do not.

B) Support Units



Type symbol. Their Strength Value is both a normal Strength Value in combat, as well as deciding who has Support Advantage. After having decided on your odds ratio, you check to see who has Support Advantage. Add the Strength Values of all your participating Support Units and Air Support and compare the result with your opponent's total. If you have at least 3 points and your opponent has none, then you have Support Advantage. If both of you have Support Points but you have at least 3 points more, you still have Support Advantage but it will cost you one Lament (rule 2.4).



Air Support offers **Strength/Support** Points, just like a Support Unit. An Air Support may be added to any attack. Return it afterwards to the "Used" side of its Airforce Box. It cannot be used again until next Game Turn. They are never used in defense and only one Air Support marker may participate in an attack. An Air Support can never attack alone without any participating non-artillery "land unit".

A British or American Air Support can participate in any attack conducted by either British or Stilwell Force units, but not in any attack conducted solely by Yunnan Force units.

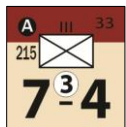
C) Back Side of Units and Transporters



The back side of a large unit is the reduced side, showing that it

has taken a step loss. Large units have 2 steps, with the exception of Chindits and Japanese Regiments which have 3 steps, and Local Rifles which have 1 step. A small unit has 1 step. Its back side is not its reduced side. It shows that it only has Limited Supply. The back side of a Transporter shows that it is Out of Supply and can no longer itself provide supply.

D) Japanese Battalion Exchange



Japanese Infantry Regiments (and one Brigade, but I will call them all Regiments)

have 3 steps and can be exchanged into Battalions. The INA, Garrisons, and Artillery remain normal 2-step units. A full-strength Regiment may drop a Battalion anytime. Flip the Regiment and place a Battalion of the same Division, taken from Japanese Battalions Box, on top of it. Treat the two auxiliary Regiments (no color header) as belonging to the same "Division" in every sense in these rules.

A reduced Regiment cannot drop a Battalion, but it may merge with one from the same Division if in the same hex, unless they are in different supply status (rule 7.1-B). A merger may be done at the end of any Phase, with the reduced Regiment flipped to its full-strength side and the Battalion moved to its box. Two Infantry Battalions from the same Division may merge into a reduced Regiment and three may merge into a full Regiment (if a Regiment counter of that Division is available in the Japanese Regiments Box). Move exchanged Battalions back to their box. Engineer, Artillery, or Cavalry units cannot merge with anyone. Reduced Regiments cannot merge with each other.

E) Chindits



Chindits have 3 steps but cannot drop Battalions. A Chindit Brigade that takes a step loss is flipped to its reduced side. Do not place a Chindit Battalion in any Losses Box. A reduced Chindit that takes a step loss is removed to the Permanent Allied Losses Box and replaced by a Chindit Battalion from the Chindit Battalions Box. A Battalion that takes a step loss is returned to its box. Chindit units cannot merge. MF Chindit unit (Morris Force) is a not a Brigade, so do not replace the MF unit, if reduced, with a Battalion.

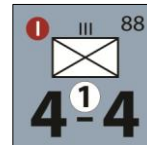
F) Stilwell Force & Yunnan Force

Stilwell Force (historically the "X-force")



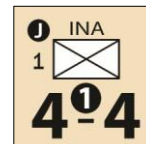
All Chinese units with a star to the right and all US units are part of the Stilwell Force.

Yunnan Force (historically the "Y-force")



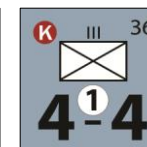
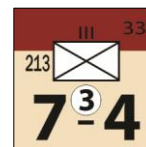
All Chinese units that do not have a star are situated in Yunnan province of China and will be referred to as the Yunnan Force.

G) Non-replaceable Units



Units with a white Quality Value on a black background are non-replaceable. Such unit is placed in its respective Permanent Losses Box, if eliminated.

H) Light Troops



Light Troops can move along Paths quickly and enter Cliff hexes. They are identified by their white Unit Type symbol. All Mule Transporters of all nationalities are considered Light Troops when it comes to movement.

I) Transporters



Transporters are HQ, Mules, and Trucks. They all have a Supply Depot symbol. The main purpose of Transporters is to convey supply to friendly units.

J) Garrisons



Garrisons represent equipment dumps and their guarding troops. Garrisons cannot move or retreat. They cannot attack, they can only defend (see also rule 2.4).

2.0 Basic Play Mechanics

2.1 Zone of Control (ZoC)

A ZoC is a zone that covers some or all of the six hexes that surround a unit. The size of a ZoC depends on terrain and Quality Value of the unit. Transporters are not units and do not have a ZoC. The sole purpose of a ZoC is to prevent any enemy Operational Stretch (rule 5.1-C). Presence of a friendly unit or marker in a hex does not negate an enemy ZoC there. A unit with a printed Quality Value of...

- 3 Exerts a ZoC into all six adjacent hexes. It exerts into all terrain, except across Lake hexsides. But if the unit is Motorized, then it has the same ZoC as those with Quality Value of 2.
- 2 Exerts a ZoC into each adjacent hex where there is a Road or a Track (not Path) that runs between the unit and the adjacent hex in question.
- 1 Exerts no ZoC at all.

2.2 Stacking Limit

You may stack a certain number of units in a hex. The Stacking Limit in a hex is for the...

Japanese:

- 3 Large units.

Yunnan Force:

- 3 Large units (but if stacked with other Allied units, consider Yunnan as "Remaining Allies" below).

Remaining Allies:

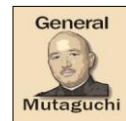
- 3 Large units if there is a Road or Track in the hex.
- 2 Large units if there is no Road or Track in the hex.

Count a small unit as a ½ large unit when stacking. Markers and Transporters stack for free. Stacking is unlimited in Boxes and in Reinforcement Hexes. You may never enter or stack with enemy units (you may enter and stack with enemy markers in some cases).

No more than 1 Motorized large unit or 2 small ones (do not count Truck Transporters, they stack for free), may occupy any non-clear hex (congestion). **They may stack with non-motorized, though.**

Stacking Limits are enforced at the end of any retreat, advance, or movement **portion of a phase**. If a hex has too many units, the owning player eliminates units until the Stacking Limit is satisfied.

2.3 Satisfaction Points (SaP)



You will add SaP when things go well on the battle front. Advance your General on your Satisfaction & Lament Track...

- 1 slot each time you roll a modified die roll of 5 or more on the Combat Results Table, or each time your opponent rolls a modified die roll of 2 or less.
- An equal number of slots to an enemy Objective's SaP Value, if you enter it and it has no flag. Place your flag on it immediately (you now control the Objective). If there is no off-map flag, take one of yours that occupies an Objective that was yours from start and place it on the new Objective.
- An equal number of slots to half of an enemy-controlled Objective's SaP Value, if you enter it and it has an enemy flag. Immediately Flip the flag (you now control the Objective).

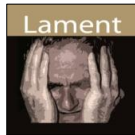
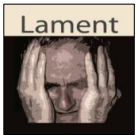
Remember that a Transporter cannot control a hex.



If your General passes 9 SaP, reset him to "0" and add any SaP from there.

Each time you reset (during any phase or sequence), advance your Superior 1 slot. If your Superior cannot advance because it is at "9", reverse your opponent's Superior 1 slot instead. If your Superior is at "9" while your opponent's Superior is at "0", then the game immediately ends and you win.

2.4 Lament Marker



Your Lament marker records the increasing unhappiness of your Superior. Advance your Lament marker on the Satisfaction & Lament Track by...

- 1 Slot for each eliminated...
 - Small unit.
 - Quality Value 1 unit (except Garrisons) or Local Rifles unit.
 - Chindit step (Allies only).
 - Japanese Regimental step (which is not INA, Garrisons, or Artillery) (Japanese only).
- 1 Slot for each Attrition step loss (in addition to Laments suffered due to any elimination).
- 1 Slot for each Support Advantage in situations where both sides have Support Points.
- 2 Slots for each Massive Combat (rule 6.1-G).
- 2 Slots for each Japanese step loss due to Banzai (rule 6.1-G). These 2 slots replace the otherwise normal given 1 slot (Japanese only).
- 3 Slots for each eliminated large unit (except Garrisons, Local Rifles, Quality Value 1 units) (also, Chindit Brigades and Japanese Regiments will create a lament for each step they lose - see above, not when the large unit as such is removed).
- 5 Slots for each eliminated Garrison.
- 5 Slots if the Japanese player occupies/destroys the Supply Stock at Imphal (Allies only).
- # Slots during End of Game Turn Sequence (rule 9.0).

If the Lament marker passes "9", reset it to "0" and add from there. If you reset (during any phase or sequence), reverse your Superior 1 slot. If your Superior cannot reverse because it is at "0", advance your opponent's

Superior 1 slot instead. If your Superior is at "0" while your opponent's Superior is at "9", then the game immediately ends and you lose.

2.5 Allied Resources



Allied Resources marker indicates the number of Resource Points the Allied player can use, mainly to move units from Allied Off-Map Box into play. Advance the marker on the China & Resources Track...

- 1 Slot for each Allied unit, regardless of type, size or Quality, that is placed in either Allied Losses Box. Exception: Do not move the marker when a Yunnan Force unit is eliminated, or when a Chindit Battalion is returned to its box (move it instead when a Chindit large unit is placed in the Permanent Allied Losses Box).
- 1 Slot when the Japanese player achieves control of an Objective.
- # Slots, at the End of Game Turn Sequence (rule 9.0)

The Resources marker cannot move beyond "9". Anything beyond that is wasted.

2.6 Yunnan Force Activation

Chiang Kai-shek committed his force to battle only when Japanese threat became acute or when shamed enough by Stilwell. The Yunnan Force is immediately activated for the current Game Turn the moment...



- A Japanese unit attacks a Yunnan Force unit or moves onto a Yunnan Transporter.
- A Japanese unit occupies a Supply Entry Hex in China or is adjacent to it.

If not already activated by the time when the first Allied Chit is to be played, then the Allied player rolls a die. The Yunnan force is activated if the result is equal to or less than the current number where the CLF marker is. Modify the die roll with...

- 1 if there are 8 or less Japanese unit steps (not Transporters) within 7 hexes of any Yunnan unit(s).
- +1 if there is any Yunnan unit in Allied Losses Box.

If the Allied player rolls higher, then the Yunnan Force is not activated (although it might be later on, if the Japanese player activates it), which means Yunnan Force units may not attack but they may move as long as they end their movement in or adjacent to a Chinese Supply Entry Hex, or in a hex that already contains a Yunnan Force unit. Yunnan Force may receive Reinforcements and they must check their supply. If the Yunnan Force is activated, then it is for the duration of what remains of that Game Turn only. Activation must be checked each Game Turn.

Advance the CLF marker 1 slot each time Superior Churchill advances 1 slot, but not higher than "9". The CLF marker never reverses.

2.7 Monsoon



The Light Monsoon starts in Game Turn 5. Its effects last for the rest of the game. The Light Monsoon effects are:

- The Japanese Air Support is removed and all Allied Air Supports are flipped onto their weaker "Monsoon" side.
- Minor Rivers are now considered Major Rivers. Japanese Supply Depots along Minor Rivers are now able to provide River Supply (rule 7.1-C).
- Remove 1 Air Supply marker from the game.
- Japanese player adds 2 Laments during **each** Japanese Reinforcement Phase due to malaria and will only receive 3 Battalions as Replacements.



In Game Turn 8, the Heavy Monsoon starts. Its effects last for the rest of the game and are in addition to the effects of the Light Monsoon. The Heavy Monsoon effects are:

- All Movement costs are doubled (rule 5.1), except for Supply Trace (rule 7.1-A).
- Remove 1 more Air Supply marker from the game.
- Allied player receives only 1 unit as Replacement during Allied Reinforcement Phases due to malaria.
- Japanese pl. adds another 2 Laments during **each** Japanese Reinforcement Phase due to starvation and will only receive 1 Battalion as Replacement.

3.0 Setup

3.1 Setting the Game

Put the Phase Chits into two opaque cups, one for each player. The gray ones for the Allied player and the white ones for the Japanese player. Both players pick up their Assault Chit, which will be their first Phase to play in the game. Then set ...

- Air Supports, showing their full strength, to the "Available" side in their respective Airforce Box.
- The six Chindit Battalions with no Setup Letter to the Chindit Battalions Box (**note that one Chindit Battalion has a Setup Letter on its Limited Supply side**), and all Japanese Battalions with no Setup Letter to the Japanese Battalions Box.
- Game Turn marker to "1" (March) on the Game Turn Scale.
- Generals and Laments to "0" and Superiors to "5" on respective Satisfaction & Lament Track.
- Resources marker to "0" and CLF marker to "1" (flip it into Kim Kang-shek Loses Face, if you wish), both on the China & Resources Track.
- All markers with no Setup Letter to their respective boxes.
- All units with a Game Turn Entry Number to the Turn they will arrive, on the Game Turn Scale.
- All units and markers with a Setup Letter to their positions on the map. Set up according to rule 3.2.

3.2 Setup Letters



There are Setup Letters on the map. Those with white letters in black circles indicate where Japanese units with corresponding Setup Letters set up. The black circles have surrounding color codes that correspond with Division colors (to help you find the units). Black letters in white circles show where British and US units set up.

White letters in red circles show where Chinese units (both Stilwell and Yunnan Force) and the US HQ set up. All units are set up with the side upwards that displays their Setup Letter (which is on the reverse side of some Japanese regiments).

The five Chindit units on the map start the game in Limited Supply (rule 7.0). Mark them accordingly. Note also that 111 Chindit Brigade sets up reduced.

4.0 The Game Turn



Phase Chits

Each Game Turn consists of four phases for each player. You will each have a cup containing your own four Phase Chits. During each Game Turn, you will take turns drawing a random Phase Chit from your own cup and play it. Japanese player always plays the first Phase Chit each Game Turn. You alternate playing chits until Allied player ends by playing the fourth Allied Phase Chit. Place the chit that you **have drawn**, from left to right on your Phase Track. There is an “End of Game Turn Sequence” after all chits have been played, when you secretly choose your first Phase Chit for the next Game Turn. But you may not choose the one you drew as the fourth and last one (you cannot play your same Chit two phases in a row). The remaining three chits will be randomly drawn.

Special Game Turn 1 rule: The very first Phase Chit in the game for both players is the Assault Chit (an exception to free choice).

If you have chosen/drawn the...

5.0 ... Assault Phase Chit



...then each of your units may move and then assault.

5.1 Movement

Movement is voluntary and is done first. There is Normal Movement and there is Limited Movement, which is enforced by certain conditions. One can do an Operational Stretch, if possible, but only combined with Normal Movement.

A) Normal Movement

Each unit and Transporter has a Movement Value that shows how many Movement Points it may spend in total during a single move. You move your units from hex to hex, paying a Movement Point (mp) cost for the most expensive and thereby defining terrain in each hex. There is an extra cost when crossing a Major River hexside. If you enter a hex while moving along a Road, you pay the cost for Road instead of the terrain. The same applies if you move along a Track or Path. They will also negate the cost of crossing any Major River. A unit may not enter a hex if it does not have enough remaining points left to pay for it. There are two Lakes. Any movement (or combat) across a Lake is forbidden. Two special rules:

- A unit may always move one single hex, if eligible to enter that hex (even during Heavy Monsoon). But only during an Assault phase.
- Units that are Motorized may only move, retreat or advance along Road, Track, or Path.

B) Limited Movement

A unit or Transporter in Limited Supply or that is Out of Supply (OoS) can only do Limited Movement (rule 7.1-B). It pays the full movement cost of terrain. No Road, Track, or Path movement costs are used. It pays the cost of crossing any Major River. It may not do an Operational Stretch (rule 5.1-C). Road, Track, and Path hexes still exist when it comes to tracing supply, stacking, Air Supply, and to determine where Motorized units are allowed to enter.

Note: See *Limited Movement as bad weather, lack of food, gas and communication. It can also be Infantry that stays away from Roads not to be detected.*

C) Operational Stretch

A unit or Transporter that does not start in or enter an enemy ZoC, or enter an enemy-controlled Objective, enemy Transporter, or Ambush marker (exception: Japanese may enter an Ambush) during its Normal Movement, may double its Movement Value. It is only permitted during an Assault Phase. A unit **or Transporter** with a printed Quality Value of...

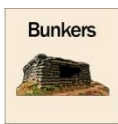
- 3 May do Operational Stretch in any terrain.
- 2 May do Operational Stretch if the entire move, including the hex where it starts, stays on Roads and/or Tracks (not Paths).
- 1 May not do Operational Stretch at all.

D) Ambush



Any Japanese Light Troop unit, except the INA, may at the end of its movement (**whether it moved or not**) in the Assault Phase place Ambush markers in its hex or in any adjacent hex(es) (except across Lake) that is not enemy-occupied or has an enemy-controlled Objective. The number of markers is the limit, and only one Ambush per hex. It will cost **+1mp** for Allied units and Allied Supply Trace to enter a hex with an Ambush marker, even if the hex becomes Allied-occupied. It also prevents any Allied unit that does an Operational Stretch, from entering that hex. An Ambush marker is removed at the end of any Allied Phase if there is an Allied unit occupying the same hex. If not, it will remain in its hex until the End of Game Turn sequence.

E) Creating Bunkers



A unit that does not move at all during an Assault Phase may instead place a Bunker marker in its hex (a unit can both create a Bunker and place an Ambush).

Cavalry, Transporters, and Motorized units may not create Bunkers. A Bunker occupied with only these units or by the enemy or if it has no occupants at all, at the end of a phase or at any given moment in combat, is removed. **All units in a hex, except those that are unable to create Bunkers, may benefit from a Bunker (rule 6.1-F), not just the unit that created it.** If there is no Bunker off-map, then remove one on the map and place it in the new hex (the old one deteriorated). You can remove a US Bunker, flip it, and place it as a British Bunker on a British unit, and vice versa. Yunnan Force has only one Bunker they may create.

F) Transporters

Any unit (a Transporter is not a unit) may enter a hex occupied only by enemy Transporter(s). There is no extra movement cost to do so. If a unit enters, the enemy Transporter is retreated 1 hex by its owner (rule 6.2-D). A Transporter may only retreat 1 hex, but it may do so each time a unit enters its hex (the same unit can enter the same Transporter several times, pushing it 1 hex at a time).

Note: *Transporters represent a train of porters/mules, spread out in constant movement.*

5.2 Assault

Assaults take place when all movement is done. Your units, **whether they have moved or not**, may now assault enemy unit(s) in adjacent hexes. **A unit may only assault or be assaulted once during a single phase.** The combat procedure is explained in rule 6.0. When “attacks” are referred to elsewhere in the rules, it includes assaults. An assault is like an attack, with all its limitations, but with these extra limitations:

- You may only do 3 assaults. Among these 3 assaults, only 1 may be done by units that belong to the Stilwell Force (**remember, only units in full supply may assault, rule 7.1-B**).
- Units that belong to the Yunnan Force may not assault. They may move, though.
- When conducting an assault, you may only add the Strength Values of participating assaulting units that are in the same hex. Units in separate hexes may not be added together.

6.0 ... Attack Phase Chit

Attack

1 hex Move
Multi-stack
Combat

Attack

1 hex Move
Multi-stack
Combat

... then your units may move one hex and attack, together with units in other hexes.

Note: *This “attack” exists to prevent the tactics of protecting Objectives by evacuating units there so as to remove any targets to attack*

Sole Transporters cannot themselves be attacked.

A Transporter will not satisfy any step loss requirements. It must retreat if units in the same hex are eliminated due to combat result.

6.1 Attack

A) Forward Move

You may move your units one single hex, but only into hexes they are allowed to enter. A unit may enter an adjacent hex only if the total movement cost to enter it does not exceed its Quality Value (Quality 3 = 3mp; Quality 2 = 2mp; Quality 1 = 1mp). Remember that an Ambush increases terrain cost by one. In this phase there is no “always move 1 hex”, no creation of Bunkers and no placement of Ambushes. Limited Movement, if any, does exist.

B) Air Movement

2 non-Motorized units that occupy the Off-Map Airfield may be moved, after the Forward Move **but before any attacks**, to an Allied-controlled Airfield on the map (including a Japanese Airfield, if Allied-controlled). Each unit that arrives at an Airfield is immediately changed into Limited Supply.

C) Attack

Your units may, after **all** Forward movement is done, attack adjacent hexes that contain enemy units. If you do, you may add Strength Values of participating units in all hexes that are adjacent to the defending hex. During a phase, each unit may only attack or be attacked once. Units in the same stack are not forced to participate in the same attack. Some may choose not to attack at all. You may observe the result of an attack before conducting the next one.

You may “attack” an enemy-controlled Objective hex even if vacant, or if occupied only by enemy Transporters or Ambush marker. If so, do it before any other attacks are resolved. Roll a die. You will take 1 step loss on a result of 1-3 (“leftover enemy troops” fighting against you). A result of 4-6: no step loss. Unless you are eliminated, you must advance into the hex and force any Transporters there to retreat. You can still enter a vacant Objective during movement without rolling any die.

D) Attack Limitations

The following limitations apply:

- You may not do more than 3 attacks
(An attack against an unoccupied Objective is counted as one of your 3 allowed attacks).
- Artillery may attack, but only together with non-Artillery units.
- A unit may not attack into a hex it may not enter (Motorized can only attack along Road/Track/Path). Exception: Artillery may attack regardless of terrain, including lake.
- No more than 1 attack may be done during Attack Phase by units part of the Stilwell Force.

E) Odds Ratio

The attacker adds all participating Strength Values in a given attack and compares the total with the total of defender Strength Values to get an odds ratio. Round it down to the benefit of the defender. Check the Combat Results Table to find the column with your odds. If your odds are between two existing ones, use the lower one. Any odds higher than 9:1 uses that column. Combat at odds lower than 1:2 is not permitted. Any future column shifts (rule 6.1-G) are done from the column you decide upon here.

F) Units at the “Barricades”

The attacker chooses one unit to spearhead the attack (not Artillery unit). Then the defender chooses a defending unit to meet the charge (rule 6.1-G). Here, an Artillery unit may be chosen if no other choice. Some features alter Quality of units:

- **Major River**

A unit that spearheads an attack across a Major River has its Quality lowered by one (a “0” is possible).

- **Bunkers**

A unit beneath a Bunker, except Cavalry and Motorized, has its Quality increased by one when defending (a “4” is possible). A unit with a Bunker can still attack, but not with an increased Quality. A unit in a Bunker will never receive a “better” ZoC. It is always the printed Quality that applies when it comes to ZoC.

G) Combat Adjustments

Before rolling the die, check for column shifts. All shifts are cumulative but the end result cannot be more than 4 shifts to one side. Calculate end result before starting counting shifts on the table. If shifts take you further than 9:1, the attack on the 9:1 column. If shifts take you below 1:2, the attack at this stage is allowed, but with a -1 DRM on the 1:2 column. You shift columns due to...

- **Unit’s Quality Value**

Shift a number of column(s) equal to the difference (if any) between the Quality of the spearheading unit and meeting unit, to the benefit of the side with the higher quality unit.

- **Mountain or Cliffs**

Shift 1 column to the benefit of the defender (exception: Artillery and Tank units meeting the charge do not receive this shift).

- **Support Advantage**

Shift 1 column to the benefit of the side that has Support Advantage.

Some actions may alter the outcome:

- **Massive Combat**

If attacker has at least 8 participating steps and final odds ratio is no more than 3:1, the attacker may, before any Banzai is declared or any die is rolled, declare a Massive Combat. If so, advance your Lament 2 slots (in addition to any from the combat result). The effect is that regardless of combat result, both sides will take an extra step loss (which may cause you further Lament). This step loss is taken like an “additional step loss” (see 6.1-H) and before the attacker enforces any retreat (6.2-B). If either side is eliminated before taking the extra loss, the remaining side is released from having to take this loss as well.

There may be another DRM:

- **Banzai**

Any Japanese Light Troop unit, except the INA, at the “barricades” may declare Banzai before the die is rolled, but after any Massive Combat is declared. If so, Japan will receive a +1 DRM when attacking. An Allied attack will suffer a -1 DRM, if defending Japanese declares Banzai. Any step losses that Japan places in a Losses Box are placed in Permanent Japanese Losses Box, and it will Japan cause extra Laments (rule 2.4). Any additional step loss due to Massive Combat or to Refusing the Advance is not permanently lost (and will not cost more than 1 Lament each), even if a Banzai was declared.

H) Combat Result

When a final column in the Combat Results Table is decided upon, roll a die and apply any DRM. Cross-reference the result with the column to get a combat result. The number to the left of the hyphen is how many step losses the attacker takes. The first step loss is taken from spearheading unit. The number to the right is how many step losses the defender must take. The first step loss is taken from meeting unit. Players take any additional step losses from any of their own participating units, except the attacker may not take from any Artillery unit, even if there remains no other unit. A full-strength large unit takes a step loss by flipping into its reduced side. A reduced unit takes a step loss by removing it to one of the Losses boxes (and replaced with a Battalion, if a Chindit). Exception: Japanese Regiment, see below:

Whenever a Japanese Regiment takes a step loss, flip the Regiment and move a Battalion from the same Division from the Japanese Battalions Box to the appropriate Losses Box! This is the actual loss. When a reduced Japanese Regiment takes a loss, you replace it with a Battalion and you move a Battalion to a Losses Box, both taken from the Japanese Battalions Box. The removed Regiment is placed in the Japanese Regiments Box (it will not affect the Japanese Lament marker) until you decide to merge Battalions to return it.

Remove any Bunker in the defending hex if you got an “r” in the combat result and the attacker both had Support Advantage and a participating Engineer or Tank unit.

6.2 Retreating

A) Retreat Result

The attacker may (**voluntary**) try to enforce a retreat if there is an "r" result and if the attacker has fulfilled all its losses. If there remains a Bunker in the defending hex, then the attacker can only enforce a retreat if the attacker had Support Advantage during combat. If all requirements to enforce a retreat have been fulfilled, then once again the attacker chooses a participating non-Artillery unit to lead an advance. Defender then chooses a unit that may refuse the advance. It does not have to be the same ones that were chosen during combat. A defending Artillery unit may be chosen, if no other choice. A defender may not retreat unless the attacker enforces it.

B) Enforcing the Retreat

Compare Quality Values of the advancing unit and the refusing unit (note: Major River and remaining Bunker will alter units' Quality). If the Quality of the advancing unit is equal to or higher than the refusing unit's Quality, then the attacker may enforce the retreat without any step loss. If Quality is lower, then the attacker must take the same amount of step losses as the difference in Quality to enforce the retreat. There is no step loss to advance against sole Transporter(s) (**rule 5.1-F**). The first step loss must be taken from the advancing unit. Additional step losses may be taken from any of the attacking units, except Artillery. The attacker may not enforce a retreat if unable to satisfy the number of step losses or if there is no unit left to advance. Japanese losses from enforcing a retreat are not permanently lost even if Banzai was declared before combat die roll.

C) Refusing the Advance

The defender must decide whether to retreat or to refuse, if the attacker has enforced the retreat. If refuse is chosen, then the defender must take a step loss from the refusing unit. If the refusing unit has a lower Quality than the advancing unit, then the defender must suffer, in addition to the initial refuse loss, an equal amount of step losses as the difference in Quality (Major River and Bunker will alter units' Quality). These extra step losses can be taken from any unit(s) in the defending hex. If the defender is able to satisfy all Refuse step losses, then the attacker may not advance, even if the defending

hex becomes vacant due to losses (Transporters may remain in the vacant hex then).

D) Retreating

If retreat is chosen, then the defender retreats each unit and Transporter into any adjacent hex it is allowed to enter. Enemy ZoC does not matter. A unit (but not Transporter) may retreat more than 1 hex in a single retreat by taking a step loss per extra hex. You may not retreat into Cliffs (not even Light Troops). You may not retreat onto Ambush (unless you are Japanese), an enemy Transporter or an enemy-controlled Objective unless all other options would result in any step loss for the defender.

If a unit retreats into a hex violating its Stacking Limit, it must retreat another hex. If a unit retreats onto friendly units about to be attacked, then the retreated unit is not included when calculating odds. It may not meet the charge or refuse the advance, but it may absorb any further step losses when satisfying a combat result or when refusing advance. It may retreat again (costing you a step loss per hex).

A unit or Transporter is eliminated if it is unable to retreat, or if forced to retreat **into a hex it is not allowed to enter**, or off the map. Exception: If a unit retreats off the map within 3 hexes of a friendly Supply Entry Hex, it will return as Reinforcement the next Game Turn. It returns in its present state but in Full Supply (no Laments). An eliminated Japanese Transporter is placed at any friendly Supply Depot that is able to provide any supply. Allied Transporters are placed in the Off-Map Box.

E) Advancing

All participating attacking units may advance into the defending hex if they successfully enforce the retreat, or if the hex is vacant due to combat step losses (but not if the defenders have fought to the last man when refusing an advance, see rule 6.2-C). Special rules are that...

- The unit chosen to advance, and all attacking unit(s) that suffered any step losses when enforcing the retreat, must advance (up to the Stacking Limit; further units may not advance).
- Artillery units, Transporters, and units that did not participate in the attack, may not advance.

7.0 ... Supply Check Phase Chit

Supply
Check

Supply
Check

...then each friendly unit checks if it can trace supply. **Transporters suffer the same supply rules, as if they were units!**

7.1 Supply Check

Each friendly unit is in supply if it is...

- On a Road or Track (not just Path) and is able to trace supply from a friendly Supply Entry Hex. This route may be of any length but must follow Roads and/or Tracks only.
- Within range of a friendly Supply Depot or a friendly Transporter that is able to provide supply.
- Occupying a Reinforcement Hex.

Enemy ZoC does not prevent any trace.

A) Supply Range (from a Supply Depot/Transporter)

Each Supply Depot and Transporter has a printed range within which it can supply all friendly units and other Transporters. Range is measured in Movement Points (mp) and traced across terrain as if "Light Troops" (**which means 1mp for path in mountain, even though Terrain Effects Chart implies otherwise**). A Transporter may be Motorized, but the range itself is not. Count from the Supply Depot/Transporter (do not include its hex) towards the recipients of the supply, whose hex you do include. Ambush or enemy Transporters will not block any Supply Trace, but an Ambush will cause a **+1mp** cost for Allied Supply Trace if it enters one. A printed Supply Depot on the map can never provide supply to enemy units, even if it is controlled by the enemy. **A Supply Trace...**

- Will always reach 1 hex, regardless of Movement Point cost (but not across Lake).
- May not enter enemy-occupied hexes or enemy-controlled Objectives.
- Can always use the Movement Point cost of Roads, Tracks, and Paths, even if it provides Limited Supply only (but units/Transporters that receive this Limited Supply pay the full terrain cost though, when **they themselves are** moving).
- Will not suffer any double Movement Point cost during Heavy Monsoon.

In order to provide supply, a Supply Depot or a Transporter must itself be in supply:

- **Supply Depot**

A Supply Depot can only provide supply if itself can trace supply from a friendly Supply Entry Hex (or if inside one). This trace can be of any length, but it must follow Roads and Tracks only.

- **Transporter**

A Transporter can provide supply only if itself can trace supply (like a unit) according to rule 7.1. There may only be one Divisional HQ in a "supply chain" of Transporters, but it can be anywhere within that chain (the Japanese Army HQ and any Divisional HQ may both be within the same chain). **A chain may consist of any mix of Transporters (with the exception above) and from any Division or friendly nationality.**

Example: *The Supply Depot at Homalin (0909) can supply all Transporters and units within 5mp. A Divisional HQ within that Supply Range can, in its turn, supply other units and Transporters within 4mp, but not another Div. HQ (the Army HQ is okay).*

B) Different Levels of Supply

Units are in different Supply Levels. A Supply Level can only be changed during a friendly Supply Check Phase. A unit is ...

- **In Full Supply**, if it can trace as in rule 7.1. The unit has full Strength Value both when attacking and defending. Air Supports are always in Full Supply.
- **In Limited Supply**, if it can only trace supply as in rule 7.1-C. It suffers Limited Movement and cannot assault. It has half Strength Value when attacking (Attack Phase) and full Strength when defending (**during any phase**). Mark large units and Transporters with Limited Supply markers. Flip small units into their Limited Supply side.
- **Out of Supply** if it fails both options above. It suffers Limited Movement and cannot assault. It has half Strength V. both when attacking (Attack Phase) and defending (**any phase**). Mark it with an OoS marker. Transporters flip into OoS side.

Retain any fractions when you halve the strength.

C) Limited Supply

You will only receive Limited Supply if you are during this phase forced to trace supply through...

- **Air Supply**

There are two kinds of Air Supply:

- **Airfields**

Airfields function as Supply Entry Hexes (you can trace from them as described in rule 7.1), including any Japanese Airfield, if Allied-controlled. But an Airfield can only provide Limited Supply, and only to Allied units.

Example: *If Japanese cut the Imphal-Dimapur road on Game Turn 1, then remember that the British is still in Full Supply until the Allied Supply Check is drawn.*



If Imphal Airfield is used as a Supply Entry Hex during Allied Supply Check, flip or replace its Supply Stock marker into its next lower value, or remove it, if it is a "1" (Low). If there is no marker, remove 2 steps from any unit(s) that has to use Imphal Airfield as a Supply Entry Hex, and add 2 Laments. If it results in a removal of a unit, move it to the Allied Losses Box and add any further Laments due to the elimination. If a Japanese unit enters the Supply Stock marker, remove it and add 5 Allied Laments.

- **Airdrops**



There are 4 Air Supply markers in the Air Supply Box. **Each one can supply a single hex (it will not enable a Transporter in that hex to supply anyone else).** The Allied player may during this phase place them on hexes that contain Allied units on a Road or Track, but no further east than 0500 column. All units in each hex are now in Limited Supply. Special units (Chindits, Galahad, Lushai) may benefit from Air Supply in any hex but no further east than 2300 column. Return the markers back to the box afterwards. Both British and US Air Supply markers can be used by all Allied units except those in the Yunnan Force.

If Imphal Airfield is used as a Supply Entry hex during the Allied Supply Check, **either refrain from placing 1 Air Supply marker on the map**, or move 1 Air Support (if any is available) to the "Used" side of the Airforce Box (reflecting all aircrafts engaged in flying supply to Imphal).

- **Japanese River Supply Depots**



If a Japanese Supply Depot with a blue ring is unable to trace supply from a friendly Supply Entry Hex, it will trace along the river from the map edge instead.

A depot offering "River Supply" will function as any depot except that it now only provides Limited Supply. The Allies cannot prevent such depot from offering River Supply except by occupying it. Those with a dark blue ring can provide River Supply anytime. Those with a Light blue ring can provide River Supply from the start of the Light Monsoon (and onwards).

Living off the land

Any Japanese unit that occupies Imphal, Dimapur or Golaghat will at least be in Limited Supply (plunder) when checked. No Japanese unit outside these towns can trace from them.

D) Out of Supply (OoS) and Attrition

Any friendly unit that is unable to trace any supply during a friendly Supply Check Phase is Out of Supply.

Each friendly OoS unit may suffer Attrition after each friendly Supply Check and at each End of Game Turn Sequence (unless it is able to trace supply then). Units will suffer their first Attrition at different occasions, depending on their Quality Values. A unit that is OoS and that has a printed Quality Value of ...

- 1 Suffers its first Attrition immediately after it becomes OoS.
- 2 Suffers its first Attrition at the End of Game Turn Sequence (unless it can trace supply then).
- 3 Suffers its first Attrition when your Supply Check Chit is drawn again next Game Turn (unless it is no longer OoS).

Example: A Quality 2 unit will avoid suffering its first Attrition at End of Game Turn Sequence if able to trace supply at that moment, but it will remain OoS. If it reverts back to not being able to trace supply when next friendly Supply Check chit is drawn (still OoS), then it suffers its first Attrition then and there.

A large unit that suffers Attrition will take a step loss. A small unit will take a step loss on a die roll of 3 or less (even if it is a remnant of a large unit). Add 1 Lament for each step loss due to Attrition (in addition to Lament due to any unit elimination). Any unit that is eliminated due to Attrition is placed in the Permanent Losses Box, except Yunnan units that are never permanently lost and are always placed in the "normal" Losses Box (add the Attrition Lament though). A Transporter will be removed and returned as in rule 6.2-D.

Note: Turn the OoS marker 90 degrees if you wish to show which units that will not yet suffer Attrition (to help you remember). Turn it back when it will suffer Attrition.

A unit that is able to trace supply when your Supply Check Chit is drawn again has its Supply Level changed into Full or Limited Supply (depending on what is offered). Remove or flip any OoS marker. The Supply Level will never change at the End of Game Turn Sequence.

Only 3 Battalions may be brought back during Light Monsoon and only 1 Battalion during Heavy Monsoon. No more than 2 Battalions from the same Division may be chosen. Support units may be chosen only during Support Game Turns. Place a returning Battalion on either any...

- Unit or Transporter from the same Division that is within Supply Range of its divisional HQ (which may not be OoS), or...
- Japanese Supply Depot that is Japanese-controlled and able to provide some sort of supply, and that is within 5 hexes (straight line as the "crow flies") of its Divisional HQ.

Auxiliary Battalions are placed on another auxiliary unit or a Supply Depot, as described above, but within range of any friendly HQ. A returning Battalion will have the same Supply Level as the unit/Transporter/Supply Depot it is placed upon.

Note: Replacements represent new troops as well as stragglers and returning sick soldiers. Japanese kept on fighting no matter what.

- **Some Game Turns are "Support" Game Turns** (indicated by a red dot in the Game Turn Scale). The Japanese player may on a Support Game Turn return a single Support unit, instead of a Battalion. If the Support unit is Motorized, it is placed on the Japanese Reinforcement Hex (instead of normal placement rules). If a large Artillery unit is chosen, it will return reduced (you may not flip a unit on the map into full strength).

8.0 ... Reinforcement Phase Chit

Reinforce
-ments

Reinforce
-ments

...then you bring Replacements and Reinforcements. The Allied player also checks how many Reinforcements that may enter.

Both players do each sub-phase in the order below.

8.1 Japanese Replacements & Reinforcements

A) Japanese Replacements

Japanese player may bring back up to 5 Battalions as Replacements from Japanese Losses Box. No unit from the Permanent Losses Box may be chosen.

B) Japanese Reinforcements

Place any Japanese Reinforcements due this Game Turn on the Japanese Reinforcement Hex and in Full Supply.

C) Japanese Rail Movement

All Japanese units **and Transporters**, except Garrisons, that either occupy the Reinforcement Hex or Lashio, or a railway hex that can trace a "route of contact" **along the railway**, either with the Supply Entry hex or with Myitkyina, may move along the railway to another railway hex. **Any** rail movement or "route of contact" may not enter any enemy-occupied hex or enemy-controlled Objective.

Consider the two Burmese rail lines to be connected off-map to the south. You can move off the map along either railway and enter the other one in one single move.

8.2 Allied Replacements & Reinforcements

A) Allied Replacements

The Allied player may return 2 British and/or Stilwell units (regardless of size) from Allied Losses Box and place them full strength in the Allied Off-Map Box. Only 1 unit may be returned during Heavy Monsoon. No unit from Permanent Losses Box may be chosen, and Support units may only be chosen during Support Game Turns. In addition to this, 1 eliminated Yunnan Force unit is returned each Game Turn to Allied Off-Map Box.

The Allied player may return on a Support Game Turn a single Support unit instead of a “normal” unit. In addition, the Yunnan Artillery unit may be returned (if it is eliminated) instead of a Yunnan Infantry unit on a Support Game Turn.

Instead of moving 1 unit from the Losses Box, the Allied player may deduct 1 Resource Point and flip up to 2 Allied units (any mix of British and Stilwell units) into full strength. No more than 2 units may be flipped during a phase. Support units and non-replaceable units may not be chosen. Each unit must be within range of either a friendly...

- HQ (which may not be OoS) of the same nationality. Chinese units in the Stilwell Force are regarded as US units, or...
- Supply Depot that is able to provide supply.

B) Allied Reinforcements

Carry out the following steps in the order below:

- 1) **Move all Allied Reinforcements**, due this Game Turn, to the Allied Off-Map Box.
- 2) **Move all Yunnan Force units/Transporters** from the Allied Off-Map Box and place them in Full Supply in the Chinese Reinforcement Hex (no Resource Points are deducted).

- 3) **Deduct 1 Resource Point** for each unit that is moved from the Off-Map Box either to the map or to the Off-Map Airfield. Any remaining points are saved until later use. You may move only 1 unit to the Off-Map Airfield, and it may not be Motorized. You may move 2 units if you refrain from rolling the Replenishment die (see below). A Stilwell Force unit that is brought to the map is placed in Full supply in the US Reinforcement Hex. A British unit is placed in Full Supply in the British Reinforcement Hex (**any Transporter in Off-Map Box/Airfield is handled in the same way as units**).

Exception: If the Lushai Brigade is brought onto the map, it is placed in any hex (within stacking limits) in the 0100 column that is not enemy-occupied. It arrives in Limited Supply.



- 4) **Try to replenish the Supply Stock at Imphal**, if not already full. Unless you have moved 2 units to Off-Map airfield, roll a die. If the result is 5 or more, flip/replace the Supply Stock marker into its next higher value, or place a “1” (Low) Supply Stock marker there if there is none. If you return a British unit (only British) from Allied Off-Map Box to the Game Turn Scale, placing it 2 Game Turns later **as reinforcement**, and deduct 1 Resource Point, you will receive a **+1 DRM**. You can move 2 units and deduct 2 Resource Points and attain a **+2 DRM** (but no more). This must be done each Game Turn you wish to get a DRM.



C) Allied Rail Movement

All Allied units **and Transporters** that occupy a Reinforcement Hex may move to any railway hex connected to it. All Allied units/Transporters that occupy a railway hex in India and that can trace a “route of contact” **along the railway** to a map edge, may move along the railway to another railway hex in India. Any rail movement or “route of contact” may not enter any enemy-occupied hex or enemy-controlled Objective. The three separate Allied railways are not connected off-map.

Note: *The railways into Maingkwan and Baoshan were actually trafficated roads, but for the sake of uniformity, let's call them railways.*

9.0 End of Game Turn Sequence

Both players carry out the following steps in the order below:

1) Control

If an unoccupied friendly-controlled Objective at this moment is unable to trace supply, but able to trace enemy supply (which could be an enemy Supply Entry Hex in the very same hex), then the opponent may choose to make it enemy-controlled. If so, flip/place an enemy flag on it and your opponent receives SaP.

2) Attrition

Make any Attrition check. Both sides check Attrition simultaneously (a unit will not be able to trace supply because a blocking enemy unit dies of Attrition). Retain any OoS markers.

3) Ambush

Return all Ambush markers to their box.

4) Air Supports

Move your Air Supports back to the "Available" side (if not already there) of your Airforce Box.

5) General - Superior

A) Try to make your Superior happy

Roll a die and compare the result with your General's position on its Track. The side with the lowest Superior rolls first. If equal, the Allied player rolls first. If you roll equal to or less than the General's position, then advance your Superior 1 slot (or reverse your opponent's Superior 1 slot instead, if your Superior occupies "slot 9"). Advance the CLF marker if Churchill advances. If you roll higher, then nothing happens. End the game immediately if either side has won according to rule 2.3. If not, then both players reset their Generals back to "0".

B) Listen to your Superior's Lament

Advance your Lament marker an equal number of slots to the number of enemy flags on the map, but no more than 5 slots. Then advance your Lament marker an extra 3 slots for each Objective with a yellow star (you can see it close to the SaP number) that were yours from start and that is currently controlled by the enemy.

Reverse your Superior 1 slot if your Lament marker passes "9", the way it is described in the end of rule 2.4. The side with the highest Superior advances any Laments first. If equal, advance the Japanese Lament marker first. Immediately end the game if either side has lost according to rule 2.4.

Victory?

If you have just played Game Turn 10 and neither side has won yet, then the game will end now where the side with the happiest Superior (on the highest number) is the winner. If both Superiors are on the same number, it is a draw. If the game did not end due to victory and you have not yet played all 10 Game Turns, then proceed with the following...

C) If Hirohito is higher than Churchill

Then the Allied player advances the Resources marker an equal number to the difference between the two Superiors.

D) If it is a Support Game Turn

Then remove all your flags in excess of 5 flags, if possible. A flag may only be removed if it occupies an Objective that was yours from start.

Example: *If you have 8 flags on Objectives that were your opponent's from start, then you keep them. If half are on Objectives that were yours from start, then remove 3 from that half, leaving 5 flags in total.*

6) Continuation

If you are about to enter the Light Monsoon, then remove the Japanese Air Support from the game and flip all Allied Air Supports onto their weaker "Monsoon" side. Also, remove 1 Air Supply marker. If you are about to enter the Heavy Monsoon, then remove 1 additional Air Supply marker.

Now, secretly choose one of your Phase chits that lie on your Phase Track, but not the fourth and last one, and place it with its hidden side up to the left on your Phase Track. Return the remaining three Phase chits into your cup. Advance the Game Turn marker into the next slot. The Japanese player now reveals the chosen Japanese Phase chit and plays it. The Allied player will not reveal its chosen Allied Chit until it is time to play it.

Optional Variants

As you have probably noticed, the campaign clearly has a “western” and an “eastern” front. Therefore it is quite easy to play it with four players. There are several variants that you could try. Neither of them has been tested, so that is why they are optional.

1) Divide the map so that two opposing western players control and play with all units that start a phase on column 1000 and westwards towards India. Another two opposing eastern players control and play with all units that start a phase on column 1100 and eastwards towards China. There may be disputes within one side between the western and eastern player regarding issues like Replacements, Air Support, etc. Whenever there is a disagreement (like who will get what and when, or what chit should be the first one next Game Turn), roll a die and the player that rolls the highest wins that specific claim (reroll if a tie).

2) Another variant that you could try with four players: After both sides have done their initial Assault Phases on Game Turn 1, the game changes:

When Japanese player draws a Phase Chit, then the following units on both sides will play that chit:

- First all Japanese units that belong to 15th Army under the command of General Mutaguchi (Divisions: 15th; 31st; 33rd; all auxiliary units that are present at setup) will play that chit.
- Then all Allied units under the leadership or influence of General Stilwell (Stilwell Force; Yunnan Force; Chindits - except any Chindits that arrive west of river Chindwin) will play that chit.

When the Allied player draws a Phase Chit, then the following units on both sides will play that chit:

- First all Japanese units that belong to 33rd Army under the command of General Honda (Divisions: 18th; 53rd; 56th; all auxiliary units that will arrive as Reinforcements) will play that chit.
- Then all Allied units that belong to 14th Army under the command of General Slim (all British units, except Chindits that are set up or that will arrive east of river Chindwin) will play that chit.

If possible, you can try to do both sides simultaneously when a chit is drawn, in order to speed up.

When a Supply Check Chit is drawn, all friendly Transporters are available for tracing, even if they belong to your co-player who is not checking supply. When Japanese player draws the Reinforcements Chit, then only Replacements are dealt with on both sides (Allies first). When Allied player draws the Reinforcements Chit, then only Reinforcements are dealt with on both sides (Japanese first). Any disagreements are solved with a dieroll, as described earlier.

3) A third variant for two players is to remove the randomness when drawing chits. When it is your turn to randomly draw a chit, choose one instead from the cup. This will change the game in many ways, but you can try it, if you wish, just to get a new version of the game in front of you.

Rules Updates & Comments

Rules are living matter. Errors are corrected, texts are clarified and rules are improved. I always support my games and therefore I continue to work on the rules.

Make it a habit to regularly visit this page:

www.legionwargames.com/legion_NEM_GS.html

There you will find the latest updated rules and any extra material.

A Big Thank You to everyone who has gone to great lengths helping me testing this game, and to everyone who has bought it and thereby supports me and Legion Wargames!

Happy gaming!

Yours truly
Kim Kanger