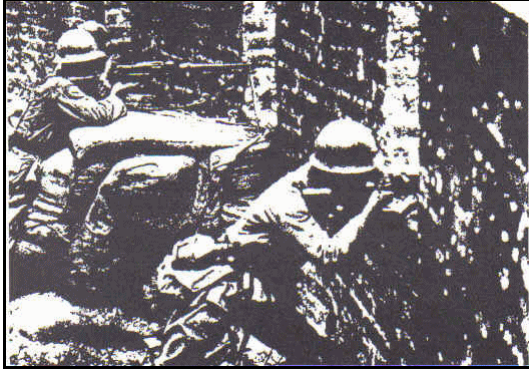


JUNGLE CITADEL

SL SCENARIO A71

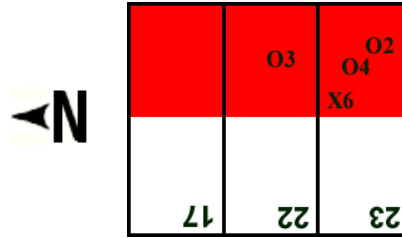
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VICTORY CONDITIONS: The Chinese win if they Control hex 22W8 by the end of Turn 6, or whenever they Control eight building hexes (whether rubble or not) south of the canal.

BHAMO, BURMA, 9 December 1944: As part of the multi-pronged drive to reopen the northern end of the Burma Road, the Chinese New 1st Army had pushed south to the river port of Bhamo, the terminus of navigation on the Irrawaddy. The town was unusual in several respects. Instead of being a claustrophobic jumble of dilapidated shops and buildings barely separated by narrow winding streets, its solidly built homes and warehouses were spread out among grassy and wooded spaces like a town in a park, providing an open, airy feel reinforced by its location between the river and a ring of lagoons. And, much more ominous, the Japanese had spent some six months turning it into a fortress. The land between the lagoons was cut by antitank ditches; panji stakes and wire, protected by automatic weapons in bunkers, were laid to channel and impede movement; and the ornate spires of numerous pagodas were made into observation posts. Tasked to capture the city were the veteran jungle-fighters of the Chinese 38th Division, now confronted by an entirely new type of combat. The initial attacks of as 113th Infantry Regiment got nowhere, due to a lack of coordination with the strong artillery and air support arranged by its U.S. advisors. However, north of Bhamo the 114th, with only half the support but a more aggressive and imaginative commander, pushed into the Japanese defenses and held firm. The air and artillery assets were shifted to him, and he proceeded to the next phase of his break-in.

BOARD CONFIGURATION:



The Chinese 38th Division, now confronted by an entirely new type of combat. The initial attacks of as 113th Infantry Regiment got nowhere, due to a lack of coordination with the strong artillery and air support arranged by its U.S. advisors. However, north of Bhamo the 114th, with only half the support but a more aggressive and imaginative commander, pushed into the Japanese defenses and held firm. The air and artillery assets were shifted to him, and he proceeded to the next phase of his break-in.

BALANCE:

- In SSR 6, change “four” to ‘six’.
- ⊙ Up to two Chinese squads may be pre-recorded as being Assault Engineers.

TURN RECORD CHART:

● JAPANESE Sets Up First [229]	1	2	3	4	5	6	7	8	9	10	11	12	END
⊙ CHINESE Moves First [226]													

Elements of the 16th Infantry Regiment, 2nd Infantry Division [ELR: 4] - set up first on boards 22 and 23:

Elements of the 114th Infantry Regiment, 38th Infantry Division [ELR: 4] - set up second on board 17:

SPECIAL SCENARIO RULES:

- A71.1:** EC are Moderate, with no wind at start. PTO Terrain (PV.1) is in effect, including Light Jungle (PV2.1) [EXC: all roads exist, but are unpaved; no buildings are huts]. The board 22 stream is Dry. Kindling Attempts are NA.
- A71.2:** Place overlays as follows: 02 on 23Y8-Z7; 03 on 22X8-X7; 04 on 23X7-X6; and X6 on 23S2.
- A71.3:** Buildings 22W8, 23S9 and 23Z6 have ground, first, and second levels. However, the second level of each can hold no more (per side) than one SMC and two PP.
- A71.4:** No bridges exist. The canal is treated as a shallow stream (the other water hexes on board 23 are deep Water Obstacles).
- A71.5:** No Gun/Fortification [EXC: mines] set up in non-Concealment Terrain may use HIP.
- A71.6:** The Japanese may Fortify (*GIA 161*). ≤ four ground-level building Locations.
- A71.7:** The Japanese receive one module of 70+mm O13A (HE and WP). The Chinese receive one module of 100+mm OBA (HE and SMOKE), plus one module of 120+mm OBA (HE and SMOKE) directed by an Aerial Observer (*GIA 150*). Each Chinese module also receives one Pre-Registered (*GIA 163*) hex.
- A71.8:** Each Chinese MMG/HMG/MTR maybe set up dm or assembled.
- A71.9:** The Chinese receive Air Support (*as per COD 139*), which arrives automatically on Turn 1 in the form of three FB each with a 150HE/36+ bomb load.

AFTERMATH: Aerial observers called down artillery concentrations on individual strong-points, while other batteries and aircraft laid smoke and interdicted enemy movement. When the artillery fire lifted, the Chinese, who in the meantime had crept up as close as possible, would rush each position with bayonet and grenade. One by one the strong-point's and bunkers fell, as the attackers methodically ground their way forward. The Japanese, with no effective way to counter this new—for the Chinese—method of assault, fought on with their usual tenacity for five days but could not keep the 114th from cutting its way into the very center of town. With their position looking more and more hopeless, the defenders decided upon a novel tactic of their own: on the night of the 14th-15th they massed against a lightly held Chinese position southwest of Bhamo; and in the misty dawn broke out and retreated.

This scenario is an adaptation of ASL Scenario #71 from the ASL Module *GUNG HO*™ and has been modified here for use with the *G.I.: Anvil Of Victory* rules set and the rules from *Blood & Sand* a VSQLE module expansion gamette. With some additional adjustments players may utilize the *Cross of Iron/Crescendo of Doom* rules set. This card is provided free of charge. If you like this scenario it is suggested that you buy a copy of *GUNG HO*™ from MMP to get the original ASL scenario card. This scenario was designed for using the VSQLE game system which uses the Vassal game engine. Both the Vassal engine and the VSQLE game module can be downloaded from the vassalengine.org website in the vsqle module files section. The necessary module and extensions required to play this scenario are: **VSQLE.vmod** (main module) **VSQLE4-CodGia** (extension) **VSQLE4-Japanese** (extension) The rules governing the Pacific Theatre of Operations (PTO) can also be downloaded from the VSQLE module section or from the VSQLE website. This scenario is designed for use with rules up to and through *G.I.: Anvil of Victory* and the VSQLE: *Blood & Sand* gamette which covers rules for the Japanese and the fighting in the Pacific Theatre. Updated 110828, rev A;
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