

Imphal: "an unmitigated disaster..."

Introduction: The Japanese campaign to invade India and establish an area of control for the INA began with a diversionary attack in the Arakan peninsula (*Ha-Go*) and led to the destruction of the 15th XXXX at Imphal and Kohima in the failed main invasion (*U-Go*). The British counterattacked (*Capital*) and the ensuing rout left Burma for the taking.

Duration: Spring and Summer 1944

Situation: Japan has taken a full offensive on the Southeast Asian front. All controlled areas are considered fully supplied throughout the scenario.

Controlled Areas:

Japan controls Burma except hex V20.

The Allies control India, Bhutan, Nepal, hex V20 in Burma and hex R17 in China.

Special Rules:

1. Play is restricted to the Controlled Areas, except that Japanese units may *not* enter China.
2. Offensives. Both Japan and the Allies are considered to be able to undertake a Full Offensive option in *all* turns.
3. Supply. Any eastern border hex of Burma is considered an unlimited supply source for Japan. Any western border hex in India is considered an unlimited supply source for the Allies (exception: special rule 6).
4. Ha-Go and U-Go. Japan must attempt a 1:1 attack on both hex U20 and Imphal in the first turn.
5. Monsoons. Monsoon Rules 34.23 & 34.33 are in effect.
6. Lent Chinese. The two 2-2s and the one 1-2 are lent Chinese units as per Rule 52.6. The Chinese 1-2 is in supply as long as it is in China; otherwise it must draw supply as all other Allied units.
7. Chindit. The 1m2 is the Chindit and operates as per Rule 10.6.
8. British Invasion Capacity. The Allies have an invasion capacity for one 1-2 with a shore bombardment of 3 factors.

Magic Capability: None

Force Pools:

Japanese Forces:

Rangoon: 1-2 (INA)
Mandalay: 1AAF
Hex V21: 1-2
Hex U20: 2-2
Hex T19: 3-2, 1-2 (INA)
Hex S19: 3-2, 1-2 (INA)
Hex S18: 2-2

Japanese Reinforcements

None

Japanese Replacements

Sp44: Ground, 2BRPs

Allied Forces:

T23: 1NAF, 3AAF, 1AT, airbase
Calcutta: 1-2 (Indian), 1m2
V20: 1-2 (Indian)
U21: 3-2
Dacca: 2-3, 2-2 (Indian)
Imphal: 3-2
S21: 2-2 (Indian)

R19: 2-2 (Indian)

Ledo: 2-2 (Chinese), 2-2 (Chinese)

R17: 1-2 (Chinese)

Allied Reinforcements

None

Allied Replacements

Sp44: Air, none; Ground, 3BRPs

Victory Conditions:

Victory is determined by the control of Singapore and the casualties suffered by each side. Whichever side has more Victory points at the end of the scenario is the winner. The difference in Victory Points determines the level of victory: decisive, 10; tactical, 7; marginal, 3; pyrrhic, 1; draw, 0.

Victory Points:

+3 Dacca
+1 Imphal
+1 Mandalay
+3 Rangoon
+1 Each air and ground factor eliminated