

BURMA 1942



INTRODUCTION

Burma 1942 is the recreation of the Japanese onslaught against Burma in the first months of 1942. Four Japanese divisions, supported by their Thai allies must conquer the whole of Burma before Moonsoon sets in. The British must defend their colony at all costs, and more specifically the road to Lashio, the only land connection the Nationalist China.

Burma 1942 lasts 18 turns, each of one week between 8th January and 7th June 1942. Axis and Allies face each other.

- Two divisions of the **japanese** 15th army are attempting to capture most of Burmese territory before the start of the moonsoon season in June. Depending on the surrender of Singapore and Java, other divisions will shore up the army. Thai allies and Burmese rebels can be useful supplementary forces
- The **British** forces are quite weak at start, but the influx of many Chinese Nationalists reinforcements may prove decisive, despite their intrinsic weaknesses and low quality.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields

DURATION

Average Duration: 3h00

Favored side: British Empire

Most difficult side to play: British Empire

Game lasts 18 turns (between January 8th and June 7th, 1942), each turn being equivalent to one week.

The **Japanese player** always plays before the **British player**.



FORCES

The **Japanese player** controls the **Japanese (red)** and **Siamese (green)** units.

The **British player** controls the **British, regular and Indian Army (beiges)**, **RAF (blue)** and **Nationalist Chinese of the Kuomintang (mustard)** units.

MAPBOARD

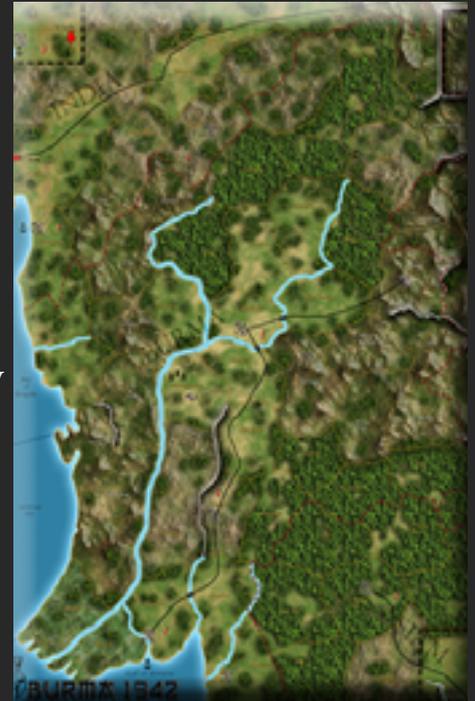
The map represents various sectors of the theatre: Burma, the east of British India, northern Siam and southwestern China.

The **Chinese** units may never enter **Siam**, and the further they can go away southward is indicated by the dotted yellow line labelled 'KMT'.

The **Siamese** are not allowed to enter both of **China** and **British India**.

Some mountain ranges, shown by dotted white lines on the map cannot be crossed by land units.

The offmap regions of **Kunming** and **Calcutta** are forbidden to land units of the Axis (they are too far away to be reached during the time scale of this scenario).



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceed 40 VP at the end of his turn.
- The **Japanese player** wins if, at the end of a turn, he controls all of Burma and Siam.
- The **British player** wins if, at the end of a turn, he controls Bangkok with supplied units.

END GAME VICTORY

The **British player** wins if his opponent does NOT control all the regions in Siam and Burma.

VP BONUS

- The **Japanese player** earns 2 VP the first time he controls the following city: Rangoon.
- The **Japanese player** earns 1 VP (each) the first time he controls the following cities:: Mandalay, Lashio, Moulmein, Chittagong.

SPECIAL RULES

ECONOMIC PHASE

There is an economic phase every odd turn in this scenario.

SUPPLY SOURCES

- **Japan** : Bangkok, Chiang Mai, Moulmein, Mandalay, Laos.
- **British Empire**: Rangoon, Mandalay, Chittagong, Kumming, Comilla, Calcutta



REINFORCEMENTS

British Empire:

- Turn 2 / Calcutta : Duke of Wellington Batallion, 7th Rajput Batallion.
- Turn 3 / Rangoon : Viper Force.
- Turn 3 / Calcutta : Blenheim bombers
- Turn 4 / Calcutta : West Yorkshire Batallion.

China:

- only through card play (6th Army, Force Y, Force X)

Japan:

- only through cards (Surrender of Singapore, Fall of Java)

ROADS AND RAILROADS

In this scenario, Railroads allow movement into connected regions at the cost of 0.5 MP per region entered, as long as that region is friendly (if not, the full cost is paid). This applies to all land units. Roads give NO movement discount but will allow supply in Jungles and Marshes (otherwise not allowed if no road present).

NB: unlike other WAW scenarios, railroads do not offer unlimited transport (to represent the weakness of the infrastructure and rolling stock).

CAVALRIES

In this scenario, cavalry units have no specific bonus.

GENERALS LOSSES

Generals are not tested for injuries or death in this scenario.

CARDS IN HANDS AT START OF THE GAME

The **Japanese player** starts with the following card:

- 'Siamese Army Waiting'

The **British player** starts the game with the following card:

- 'Burn Rangoon !'

OPERATION C

This **Japanese** card represents the efficient raid conducted by the Imperial Japanese Navy in the Indian Ocean (attacks on Ceylan and coastal traffic paralysis). In the game, some **Japanese** naval units will be placed in the sea zones, thereby effectively cutting naval supply to the various ports to their opponents Rangoon, if held by them, will also become a supply source for the **Japanese**.