

# BROKEN BAMBOO



## ASL SCENARIO AP15

Scenario Design: Shaun Carter and Charles Markuss



**VICTORY CONDITIONS:** The British win at game end if they Control  $\geq 5$  of the 6 building hexes that are  $\leq 4$  hexes from 47CC6.

**MAWLU, BURMA, 29 March 1944:** After Brigadier J. M. Calvert's 77th Indian Infantry Brigade had successfully blockaded the railway leading out of Mawlu, combat between the Chindit and Japanese forces intensified. In order to expand the Allied area of control, Calvert launched an attack on Mawlu itself, which was held by Japanese troops in company strength. The plan called for a frontal assault by troops of the 3/6th Gurkha Rifles while a column of the 1st Lancashire Fusiliers cut off the Japanese path of retreat.

### BOARD CONFIGURATION:

38	47
1	
3	



### BALANCE:









- Increase the game length to 8 Turns.
- Add one 4-4-7 to the initial Japanese OB.

### TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
● BRITISH Moves First [161]								












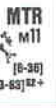
Elements of the 113th and 114th Regiments, 15th Infantry Division [ELR: 4] set up on/south-of Hex Grain 38Q10-47Q1: {SAN:4}



 4'-4-7	 2-2-8	 9-1	 8-0	 2 4-11	 2-6	 50* [1-16]*	?	 1+3+5	<b>Trench</b> OVR, OBA: +4 Other: +2
7	2			2	2		9	2	6

Elements of the 3/6th Gurkha Rifles, 77th Infantry Brigade [ELR: 4] set up on/north-of Hex Grain 38oI10-47I11: {SAN: 3}



 4'-5-8	 2-4-8	 2-2-8	 9-2	 9-1	 8-1	 8-0	 4-12	 2-7	 51 [2-11]	 24-1	 76* [3-53] 12+
11	3				2			3	3	2	

### SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
- Place overlay 1 on 38D2-D1, and 3 on 38DD8-DD9.
- The stream is dry (B33.11). All water obstacles are also "dry" and are considered Open Ground at one level lower than the surrounding terrain; entry into a dry water obstacle costs 2 MF. A footbridge (B6.44) connecting 47Z7 and 47BB8 exists at Crest Level in 47AA8. The paddies are Irrigated.
- No Level 1 or 2 hill hexes exist on board 47; other terrain in these hexes exists normally at Level 0.

- At the end of any Player Turn when the Gurkhas (A25.43) have amassed  $\geq 4$  CVP and more CVP than the Japanese, then for the duration of the scenario Japanese MMC treat all "attack breaks" (G1.12) as "other breaks" (G1.13).

**AFTERMATH:** True to military custom, the Allies' plan did not survive contact with enemy. The Lancashire Fusilier's column was held up by a Japanese patrol and did not take up its blocking position in time for the start of the attack. The Gurkha onslaught was met with a hail of machine gun fire which brought it to a halt. The Gurkhas, however, in the words of a South Staffordshire Officer present, "Lost their temper." They used both *kukris* and flame-throwers at close quarters to evict the Japanese troops from their bunkers in the *chaung* (dry river bed) and village. As a result of this violent combination the Japanese broke and fled Mawlu, leaving some 30 bodies and a large number of documents behind them.