

# ASL SCENARIO A117

# MAGGOT HILL

Scenario Design: *Chuck Powers*



**VICTORY CONDITIONS:** The Japanese win at game end if they Control all 20 Level 4 and 5 hill hexes in the American set up area, provided the Americans have not Exited  $\geq 20$  Exit Victory Points off the north edge.

NHPUM GA, BURMA, 31 March 1944: On the 28th, the 2nd Battalion of the 5307th Composite Unit (Provisional) set up a defensive perimeter at Nhpum Ga to stop the Japanese 114th Infantry Regiment from advancing north through the Tanai Valley to attack the flank of the Chinese 22nd Division near Shaduzup. For several days, Merrill's Marauders endured artillery barrages and probing attacks from the Japanese. To make matters worse, elements of the Japanese 55th Infantry Regiment had joined the siege. By the 31st, the Japanese had completely encircled the 2nd Battalion at Nhpum Ga and were in position to make an all-out assault against the Americans. They opened with a heavier than normal barrage from the howitzers and mountain guns supporting them.

## BOARD CONFIGURATION:

NG



## BALANCE:

☆ American Personnel may set up Concealed regardless of terrain or LOS.

● Japanese units may enter on Turn 1 instead of Turn 2.

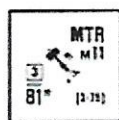
## TURN RECORD CHART

☆ AMERICAN Sets Up First [357]	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First [0:569]									



Elements of the 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" [ELR: 5] set up on/between hexrows H and R, in hexes numbered  $\geq 5$  and  $\leq 12$ : [SAN: 5]

6-6-7	7-4-7	2-2-7	9-2	9-1	8-1	8-0	6-12	4-10	60-13-45	30-1	8
18	4	7				2	4	4	6		



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Elements of the 114th Infantry Regiment [ELR: 4] set up on/between hexrows T and W and/or enter on a single turn on/after Turn 2 along the east or west edge: [SAN: 4]

4-4-8	4-4-7	2-2-8	10-1	9-1	9-0	8-0	8-1	6-14	6-14	4-11	2-6	50-13-45
12	9	6						2	2	2	5	5



Elements of the 114th and 55th Infantry Regiments set up on/between hexrows A and C and/or enter on a single turn on/after Turn 2 along the east or west edge:

4-4-8	4-4-7	2-2-8	9-1	9-0	8-0	8-1	6-14	4-11	2-6	50-13-45
8	4	2						3	3	

## SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G 1) is in effect. All Interior jungle hexes (G2 22) are Dense and are marked with a large, colored center dot; all other hexes are Light. For the purposes of A2 51 and this SSR, all off map whole hexes are considered to be dense-jungle hexes and the paths in A7, L16, and W10 are considered to extend beyond the map edge along hex coordinate 7, hexrow L, and hex coordinate 10, respectively. Kindling Attempts are NA.
- All American MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain. All U.S. 7-4-7s are Assault Engineers (H1 22). All American Personnel are Stealthy (A11 17).
- All Japanese MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain.
- The playing area undergoes a pre-game bombardment (C1 8) [EXC: it can only affect hexes within the American setup area, contrary to C1 81, 5 dr are made to determine immune hexes, with the final three dr receiving a -6 dr, ignore "or exceed 10" in line 8 of C1 81].
- The American radio can be used by any leader who, with a successful Radio Contact DR (C1 2), may direct 81\* MTR fire as if he were an adjacent onboard spotter (C9 3). Outside of Radio Contact,

no other OBA rules are in effect for this radio.

6. The U.S. player may exchange three 60mm MTR for one module (or 6 MTR for two modules) of 4 FP 60mm OBA per U.S. Ordnance Note 1. All Extent of Error dr are halved (FRU). In lieu of a Friendly Board Edge, a separate hex within the U.S. setup area must be secretly pre-designated for each OBA battery; an ARSR/FTE counter or a battery may not be placed/Corrected to within three hexes of that battery's selected hex (retroll any direction/extent-of-error DR that would do so). Each battery's selected hex must be immediately revealed when a Good Order Japanese unit becomes adjacent to it; if a Japanese MMC enters a battery's selected hex, that battery's current Fire Mission is immediately cancelled and no new Fire Missions may be requested until that hex is devoid of Japanese units; a battery's OBA module is permanently lost if the Japanese ever Control its hex.

**AFTERMATH:** Following the morning barrage, the Japanese attacked from the south, the east, and the northwest of the American perimeter. They overran a machine-gun post on the side trail and took control of the water hole to the north of Nhpum Ga. By the end of the day, the Marauders still held Nhpum Ga but conditions were becoming unbearable with no fresh water and the stench of dead pack animals and Japanese soldiers. For those who endured these conditions, it became known as "Maggot Hill".