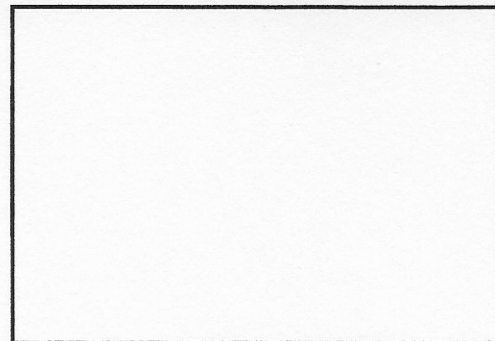


Designed By:  
Keith Hathaway

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**South of Sangshak, Manipur, India 23 March 1944:** The Siege of Sangshak had just begun the previous day. The 50<sup>th</sup> Parachute Brigade knew it could not hold their position without constant resupply of water, ammunition and rations. Once the aerial resupply missions started, the Japanese very quickly realized the meaning of the different colored parachutes. Blue, Red and White each meaning water, ammunition, and rations, respectively. In the following days, the garrison repeatedly contacted the incoming air transports with the correct directions to discharge their desperately needed cargos. Repeatedly the planes did not follow the Paratroopers instructions with the results being the airdrops ended up in the Japanese positions outside the perimeter. One of the first times this happened elements of the 153<sup>rd</sup> Parachute Battalion (Gurkha) attacked down the Sangshak plateau into the Japanese positions.

**MISSION:** The Japanese win at game end if they possess more Ammo VP than the Commonwealth. Ammo VP = Ammo MISSION bid amount as determined by SBR 4 + Ammo counters possessed by that side and exited off by game end.

#### OPTIONS:

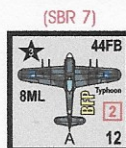
- ⊙ Add one 6-4-8
- Remove one FB44 from the CW OB

#### Elements of 153 Parachute Battalion

Enter on the north edge on Turn 1 with all units having expended half their available MFs (CX will only add 1 MF).



[ELR: 5]  
[SAN: 3]



⊙ COMMONWEALTH SETS UP AND MOVES FIRST [ ]

● JAPANESE MOVE SECOND [ ]

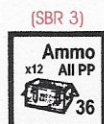
1 2 3 4 5

#### Elements of III Battalion, 58<sup>th</sup> Regiment, 31<sup>st</sup> Division

Enter on the south edge on Turn 1.



[ELR: 4]  
[SAN: 3]



**After Action:** The Gurkha Paratroopers were pushed back without retrieving all the desperately needed supplies. On the other side of the balance sheet the 5 and 6 Companies of the II Battalion 58<sup>th</sup> Regiment lost their Commanders due to the attacks. These were losses the Japanese could not afford to suffer, that would be telling at the upcoming battle at Kohima.

#### Special Battle Rules:

1. See SS HBR. EC are Wet with no Wind at start. PTO (G.1) is in effect.
2. Place overlays as follows: O1 (K7).
3. Each Ammo counter is placed as per Drifts (E3.75) [EXC: half the extent of error, FRU] prior to the start of play. Any Ammo counter that lands off board is rerolled until it lands on board. Each Ammo counter is left in its Location until it is possessed and portaged by Infantry of either side. Ammo counters cannot be destroyed [EXC: Blaze] and have a portage cost of 5 PP.
4. After Ammo counters have been placed per SBR 3, both players (secretly) bid for the side they want. The bid (from 0 to any positive number) is the number of Ammo points they are willing to add to the other players MISSION total in order to play the side they have bid for.
  - 1) If both players bid for opposite sides, the amount of the bid is added to the Ammo MISSION total of their opponent and play begins, with each player playing the side they bid for.
  - 2) If both players bid for the same side, the higher bidder gets the side they bid for. The lower bidder plays the other side but is awarded Ammo MISSION points equal to the bid of the high bidder.
  - 3) If both players bid an equal amount for the same side, a competitive dr is made to determine which player plays the side both bid for, re-rolling any ties until there is a winner. The winner of the competitive dr receives the side bid for, the loser plays the other side, but is awarded Ammo MISSION points equal to the bid of the winner of the competitive dr.
5. Bid Ammo points never take actual counter form on the map, nor do they increase/decrease the number of Ammo counters on the map.
6. All Commonwealth Infantry are Gurkhas (A25.43).
7. Good Order Gurkha MMC can exit the playing area off the north edge, provided they are in possession of an Ammo counter. Good Order Japanese MMC can exit the playing area off the south edge, provided they are in possession of an Ammo counter.
8. The Commonwealth receives Air Support (E7.) in the form of two FB44 without bombs that arrive on Commonwealth Player Turn one and are recalled at the end of Japanese Turn one.