

## Japanese Forces – Battle of the Yung River

Special rule: *Japanese units do not obey the 1/2 suppression rule. Rather, if a Japanese unit has at least one stand unsuppressed, then the whole unit may move towards the enemy.*

Japanese forces are rated as bold regulars, skill 4, rally 3, unless otherwise indicated.

### ELEMENTS, 18th INFANTRY DIVISION

#### Infantry Group Headquarters

- 1 command stand (2 rolls/25cm)
- 1 car
- 1 staff radio cart (2 rolls/100cm)

#### Attached elements, 2nd Battalion, 18th Mountain Artillery Regiment (off board)

- 1 Forward Observer stand (1 self-roll)
- 1 car

#### 55th Infantry Regiment

##### Regimental Headquarters

- 1 command stand (2 rolls/25cm)
- 1 car
- 1 flag (rifle) stand
- 1 light truck

##### Antitank Company

- 1 37L46 Inf/AT gun
- 1 gun crew stand            OOOOOOOOOOOO
- 1 light limber

##### Infantry Gun Company

- 1 75L17 infantry gun
- 1 gun crew stand            oOOOO
- 1 light limber

#### I/55th Infantry Battalion

##### Battalion Headquarters

- 1 command stand (2 rolls/25cm)
- 1 recon patrol stand (1 self-roll)
- 1 70L10 infantry gun (½)
- 1 gun crew stand            OOOOO
- 1 light limber
- 1 20L53 AT rifle stand

##### 1st Infantry Company

- Command (1 roll/25cm)
- 4 rifle stands
- 1 weapons stand

##### 2nd Infantry Company

- Command (1 roll/25cm)
- 4 rifle stands
- 1 weapons stand

##### 3rd Infantry Company

- Command (1 roll/25cm)
- 4 rifle stands
- 1 weapons stand

##### 4th Infantry Company

Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand  
**5th Machinegun Company**  
3 MMG stands

**II/55th Infantry Battalion**

**Battalion Headquarters**  
1 command stand (2 rolls/25cm)  
1 recon patrol stand (1 self-roll)  
1 70L10 infantry gun (½)  
1 gun crew stand            OOOOO  
1 light limber  
1 20L53 AT rifle stand

**6th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**7th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**8th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**9th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**10th Machinegun Company**  
3 MMG stands

**III/55th Infantry Battalion**

**Battalion Headquarters**  
1 command stand (2 rolls/25cm)  
1 recon patrol stand (1 self-roll)  
1 70L10 infantry gun (½)  
1 gun crew stand            OOOOO  
1 light limber  
1 20L53 AT rifle stand

**11th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**12th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**13th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**14th Infantry Company**  
Command (1 roll/25cm)  
4 rifle stands  
1 weapons stand

**15th Machinegun Company**  
3 MMG stands

**Attached, elements of 1st Tank Regiment**

**1st (Light) Company**

Command (1 roll/25cm)

2 Type 94 Te-Ke tankettes

**2nd (Medium) Company**

Command (1 roll/25cm)

1 Type 89 Yi-Go medium tank OOOOOOO

1 Type 89 Yi-Go medium tank OOOOOOO

**3rd (Medium) Company**

Command (1 roll/25cm)

1 Type 97 Chi-Ha medium tank OOOOOOOO

1 Type 97 Chi-Ha medium tank OOOOOOOO

**Attached, 2nd Battalion, 18th Mountain Artillery Regiment (off board)**

1 75mm mountain gun type 94 with crew oOOOO

1 75mm mountain gun type 94 with crew oOOOO

1 75mm mountain gun type 94 with crew oOOOO

Notes:

The 70mm infantry guns supporting the battalions represent not 4-5 guns but only 2-3 guns (a.k.a. a *section* of guns, marked with the "½" notation). To reflect this difference, they fire half the normal number of attack dice and keep the full normal ammo complement.

**Japanese Air Support**

The Japanese CO may designate the turns of arrival and target points (corresponding to an obvious terrain feature) on the map for one flight each Ki-21 "Sally" and Ki-49 "Helen" medium bombers. These represent IJA air support, these aircraft may be early, late or on time, depending on a die roll by the umpire.

Japanese naval air support will enter the board in the form of one flight of D3A-I "Val" dive bombers escorted by 1 flight of A6M "Zero" fighters. The Japanese CO will roll 1d6 at the beginning of each turn, and add this roll to the sum of rolls from previous turns. Once the sum reaches or exceeds a secret target number, these aircraft will arrive to attack any designated target point (corresponding to an obvious terrain feature).

The troop quality of all Japanese aircraft is Bold Veterans (skill 3, rally 3).

## Commonwealth Forces – Battle of the Yung River

### ELEMENTS, 17th INDIAN RIFLE DIVISION

(Steady Regulars, skill 4, rally 4, unless otherwise noted)

#### 63rd INDIAN INFANTRY BRIGADE GROUP (RE-INFORCED)

##### Headquarters

- 1 command stand (2 rolls/25cm)
- 1 jeep
- 1 staff radio truck (2 rolls/100cm)

#### ATTACHED UNITS

##### 12th Indian Mountain Battery (Off-Board)

- 1 3.7-inch mountain howitzer with crew oOOOO
- 1 3.7-inch mountain howitzer with crew oOOOO

##### 1st Indian Field Battery (off board)

- 1 18-pounder field gun with crew oOOOO
- 1 18-pounder field gun with crew oOOOO

##### Company B, V/17th Dogra Regiment

- skill 5, rally 5 (Cautious Green troops)*
- 2 MMG stands

##### Company G, (K.O.) Yorkshire Light Infantry

- 3 MMG stands

#### I/ Royal Inniskilling Fusiliers

##### Headquarters

- 1 command stand ((2 rolls/25cm)
- 1 jeep
- 1 recce carrier (1 self-roll)
- 1 recce carrier (1 self-roll)
- 1 3-inch mortar stand oOOOO
- 1 light truck

##### A Company

- Command (1 roll/25cm)
- 1 rifle stand (integral Boys AT rifles)
- 1 rifle stand

##### B Company

- Command (1 roll/25cm)
- 1 rifle stand (integral Boys AT rifles)
- 1 rifle stand

##### C Company

- Command (1 roll/25cm)
- 1 rifle stand (integral Boys AT rifles)
- 1 rifle stand

##### D Company

- Command (1 roll/25cm)
- 1 rifle stand (integral Boys AT rifles)
- 1 rifle stand

**I/11th (KGO) Sikh Regiment, first half**  
*skill 5, rally 5 (Cautious Green troops)*

**Headquarters**  
1 command stand (2 rolls, 25 cm)  
1 jeep  
1 recce carrier (1 self-roll)

**A Company**  
3 rifle stands

**B Company**  
3 rifle stands

**I/11th (KGO) Sikh Regiment, second half**  
Command (1 roll/25cm)

**C Company**  
3 rifle stands

**D Company**  
3 rifle stands

**II/13th Frontier Force, first half**  
*skill 5, rally 5 (Cautious Green troops)*

**Headquarters**  
1 command stand (2 rolls, 25 cm)  
1 jeep  
1 recce carrier (1 self-roll)

**A Company**  
2 rifle stands

**B Company**  
2 rifle stands

**II/13th Frontier Force, second half**  
Command (1 roll/25cm)

**C Company**  
2 rifle stands

**D Company**  
2 rifle stands

**ELEMENTS, 7th ARMoured BRIGADE**  
*skill 3, rally 3 (Bold Veterans)*

**7th (Q.O.) Hussars (-)**

**Headquarters**  
1 command M3 Stuart light tank (2 rolls/25cm)      OOOOOOO

**A Squadron**  
Command (1 roll/25cm)  
1 M3 Stuart light tank      OOOOOOO  
1 M3 Stuart light tank      OOOOOOO  
1 M3 Stuart light tank      OOOOOOO

**B Squadron**  
Command (1 roll/25cm)  
1 M3 Stuart light tank      OOOOOOO  
1 M3 Stuart light tank      OOOOOOO  
1 M3 Stuart light tank      OOOOOOO

**Battery A, 95th Anti-tank Regiment (-)**  
1 2-pounder AT gun

1 gun crew stand            OOOOOOOO  
1 light truck

## I/ West Yorkshire Regiment

*skill 3, rally 4 (Steady Veterans)*

### Headquarters

1 command stand (2 rolls/25cm)  
1 command car  
1 3-inch mortar stand        oOOOO  
1 light truck  
1 recce carrier (1 self-roll)  
1 recce carrier (1 self-roll)

### A Company

Command (1 roll/25cm)  
1 rifle stand (integral Boys AT rifles)  
2 rifle stands  
1 heavy truck

### B Company

Command (1 roll/25cm)  
1 rifle stand (integral Boys AT rifles)  
2 rifle stands  
1 heavy truck

### C Company

Command (1 roll/25cm)  
1 rifle stand (integral Boys AT rifles)  
2 rifle stands  
1 heavy truck

### D Company

Command (1 roll/25cm)  
1 rifle stand (integral Boys AT rifles)  
2 rifle stands  
1 heavy truck

## Commonwealth Air Support

One flight of Chinese P-40B fighters from the AVG "Flying Tigers" unit will be available to fly combat air patrol over the battlefield for two turns (one hour) each. They can engage any enemy aircraft that enter the battle during the turns that they are present. The Commonwealth CO will designate the turn in which he would like the aircraft to enter the battle.

The referee will secretly roll a die to determine whether the mission will arrive when requested. It may be late, may be on time, or may be early.

Troop quality of the AVG P-40 is Fanatical Elites (skill 2, rally 2).