Vx1$^{0.05}$ CHARGE YOU BASTARDS!

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HISTORICAL ACCOUNT

LOCATION: Pagoda Hill, Hemu, Burma
DATE: 14 March 1944
COMMENTARY: As part of Operation Thursday the Chindits of 77th Brigade were airlifted deep into Japanese held territory in Burma. Essential to Wingate's philosphy was the setting up of 'strongholds' i.e. garrisons of troops in defendable terrain which could then be used as a base to interdict Japanese lines of supply. One such block was to be created near Hemu.

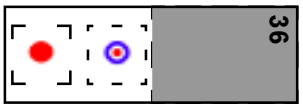
As British troops advanced from their landing strip they made contact with Japanese troops on Pagoda Hill, a dominant terrain feature on the outskirts of their perimeter. Calvert, the brigade commander, realised that they must be dislodged if they were to be successful. Seeing that the Japanese troops were not entrenched, Calvert ordered his men to charge! Somewhat bewildered by this order the men of the South Staffordshire regiment wavered. Calvert's response was emphatic; 'Charge you bastards, Charge', living up to his nickname of 'Mad Mike'. Following that they set off up the hill.

What followed was a bloody hand to hand melee with heavy casualties on both sides. During the melee Lt Archibald Wavell was mortally wounded by a Japanese officer wielding his sword, only for Wavell to disarm him and kill him with it - Wavell was subsequently awarded a posthumous Victoria Cross. With men of the 3/6th Gurkhas coming to their aid the Japanese defenders were overwhelmed. A vital location had been captured and the stronghold would later become known as 'White City'.

TURN RECORD CHART

	1	2	3	4	5	6	END
BRITISH Sets Up First							
JAPANESE Moves First							

THE BATTLEFIELD AND CONDITIONS



Only hexrows S-GG are playable.
PTO terrain is effect, including Light Jungle.
All level 2 hill hexes are covered with Light Jungle which follows the outline of the hill crestline.
No stream, river, bridge or marsh hexes exist; treat as Open Ground.

EC are Dry with No Wind at start.

VICTORY CONDITIONS

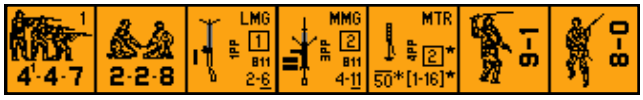
The Japanese player wins immediately if at the end of any game turn he Controls all Level 2 hill hexes on mapboard 36. Otherwise the player Controlling most Level 2 hill hexes on mapboard 36 at game end wins. In the event of a tie th British player wins.

SCENARIO SPECIFIC RULES:

1 The British player may conduct a bayonet charge. If he does, only units manning a mortar or a medium machine gun may decline to charge, so all other units may not have Prep Fired when the charge is announced. Using the human wave rules (EXC: an average of 2 MMC's per hex is **NOT** required, a chain of 3 contiguous units is not required and a leader is **NOT** required in the chain, so even a lone MMC can [and indeed MUST] charge), resolve each charge, starting with the units closest to the 10-3 officer.
2 The Japanese player **MUST** declare a banzai charge if the British player uses the "charge" option. Similarly, all units except those manning mortars and medium machine guns **MUST** charge, so a leader is not required to be part of each chain and even a lone MMC can and **MUST** charge. The Japanese player selects the order in which the banzai charges occur.
3 The British 4-5-8 squads (and any HS created from them) are considered to be Gurkhas (A25.43) even if they suffer ELR Replacement.
4 The Calibre Size (C2.21) of the British OML 3-in mortar (British Ordnance Note 2) is considered to be 81mm not 76mm and thus should be resolved on the 8FP column of the IFT or the 80mm+ column of the HE TK Table.

Elements 3rd Battalion, 114th Infantry Regiment, 15th Infantry Divsion set up on any hexes of hill 526.
Balance: add a 2-2-8 and MMG.

ELR: 5
SAN: 4



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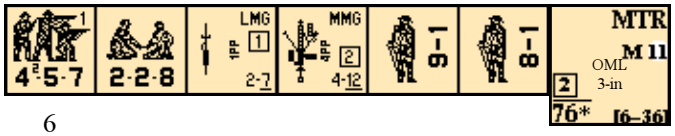
Elements 1st Battalion, South Staffordshire Regiment, 77th Infantry Brigade set up on Hills 502 and/or 507.
Balance: add one 4-5-7 to the initial OB.

ELR: 4
SAN: 3



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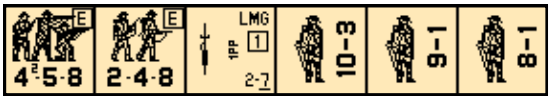
Elements 3/6th Battalion, Gurkha Rifles enter on GT3 on the north edge.



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