Vx2$^{0.03}$ TAKING UMBRAGE

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HISTORICAL ACCOUNT

LOCATION: Pin Hmi Village near Mogaung Burma
DATE: 17/18 June 1944
COMMENTARY: With the death of General Wingate the original concept of Chindits as lightly equipped interdiction troops was overruled by less visionary commanders in the field. General Vinegar Joe Stilwell ordered that the troops of 77th Brigade, under the command of Brigadier Calvert, capture by direct assault the fortified strategic location of Mogaung. However their lack of heavy support weapons forced them to rely on mortars, aircraft of the First Air Commando Group and flamethrowers of Bladet force.

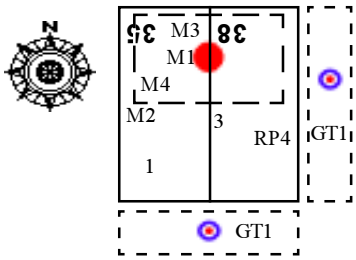
Though having suffered the privations of three months exhausting combat and disease in the jungle the Chindits did as ordered. Using a night attack combined with mortar fire, heavy casualties were inflicted upon the Japanese defenders who uncharacteristically broke and ran into a machine gun ambush.

This victory was not without price however, with many Chindits being killed and wounded. During the course of the action two Victoria Crosses were awarded to the Gurkhas for bravery under intense machine gun fire. The final injustice after such sacrifice was the official announcement three days later that the Chinese had taken Moguang. To this Brigadier Calvert announced in a radio signal that the Chindits had taken 'umbrage', a reference to irony rather than a map location which was completely lost on their American counterparts.

TURN RECORD CHART

	1	2	3	4	5	6	7	8	9	10	END
JAPANESE Sets Up First											
BRITISH Moves First											

THE BATTLEFIELD AND CONDITIONS



PTO is in effect.
Place overlay **3** on 38N8-N9, overlay **RP4** on 38S2-S3 (the rice paddies are in season), **M1** on 35K **M2** on 35N7-O7, **M3** on 35F2-G3, **M4** on 35H7-H6, and **1** on 35DD8-DD9.

Night rules are in effect for the first 5 turns. The British is the Scenario Attacker, the Japanese is the Scenario Defender, both are stealthy. Initial NVR is 2. There is no moon and scattered clouds.

EC are dry with no wind.

VICTORY CONDITIONS

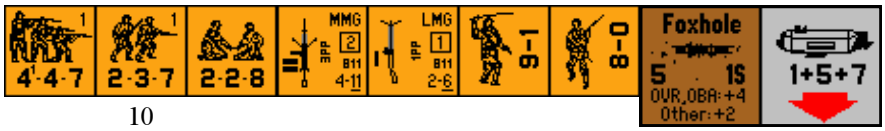
The British player wins if he eliminates at least 8 CVP of Japanese forces and Controls all huts on Overlay 1 or eliminates 8 CVP of Japanese forces and exits 12 CVP (prisoners do not count) off of hex 35GG6.

SCENARIO SPECIFIC RULES:

1 The 3-3-8 are assault engineers and may not recombine.
2 Tunnels are NA.
3 Prior to the Wind Change DR at the start of the British player turn on GT6, replace all existing Coaking counters with contents with ? of the appropriate nationality, and the contents beneath the ? counter. A Cloaking counter with no units is replaced with 2 ? counters.
4 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.
5 The British receive one module of 81mm Mortar OBA.

Elements 3rd Battalion, 128 Infantry Regiment , 53rd Infantry Divsion set up first on or north of row I with only 1 MMC per hex.
Balance: add 1 2-2-8 crew, 1 HMG and 1 8-0 leader to the initial OB.

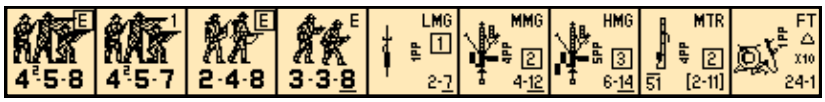
ELR: 4
SAN: 4



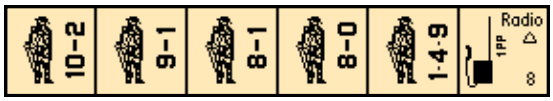
10 6 3

Elements of 77th Infantry Brigade, including 1st Battalion King's Liverpool Regiment, Lancashire Fusiliers, South Staffordshire Regiment and 3/6th Battalion Gurkha Rifles enter on the south edge on game turn 1.
Balance: on GT6 the British receives Air Support in the form of 1 1944 FB with bombs. It is Recalled at the end of the game turn following its turn of entry.

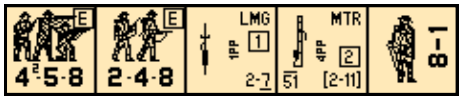
ELR: 3
SAN: 2



5 5 2 3 3 2



enter GT3 on the east edge of mapboard 38.



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Counter artwork taken from *Virtual ASL* (*VASL*) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).