

# Operational Combat Series:

# YUNNAN

Yunnan

Operational Combat Series  
Game Number 04-06 supplemental

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*Dedication (by Dave Friedrichs)*

*To Butch, the biggest nag in the world (at least of the males).*

## Introduction

In May, 1944, 10,000 men of the Japanese 56<sup>th</sup> Division had stood on the banks of the Salween River in southwest China for over two years. Facing them were over 120,000 men of the Yunnan Expeditionary force. To their rear, the armies of India, America and Britain were pressuring their comrades and threatening this exposed outpost of the Emperor's army. Threatened with overwhelming numbers, they were none the less confident they could defeat their enemies.

This is an extension to the ever-popular OCS game "Burma". Using existing units from the original game and this additional rule set and map extension, players can seamlessly extend the original game to include the operations of the Japanese 56<sup>th</sup> Division and the Chinese Yunnan Expeditionary Force.

## 1.0 General Rules

### 1.1 Supply Source

When played in conjunction with the "Burma" game, the Japanese supply source is unchanged. When playing the game stand alone, the Japanese supply source is hex 01.02.

The Chinese YEF supply source is any road or track leading off the east edge or hex 18.28.

## 2.0 Japanese Special Rules

### 2.1 Reinforcements

**2.1a Full Game:** When playing the full game, all references to the reinforcements from the 56<sup>th</sup> Division at Bhamo are ignored (the units are in the supplemental game from the start of play).

**2.1b Stand-alone Game:** When playing the stand alone game, the Japanese receive no reinforcements.

**2.1c Supply:** During the reinforcement phase, the IJA player rolls a die, if the result is a 1 or 2, that many tokens are added to the hex with the HQ (or any other unit if the HQ is destroyed), on any other roll, there are no new supplies.

### 2.2 Replacements

**2.2a Full Game:** When playing the full game, replacements are handled through the normal procedure with no change in process.

**2.2b Stand-alone Game:** When playing the stand-alone game, the Japanese rolls a die at the beginning of the new turn. If a "6" is rolled, the player randomly picks a unit from the dead pile and places it with the HQ or if not in play, any other unit.

### 2.3 Modifications to "Burma" Special Rules

**2.3a Hedgehogs:** The Japanese player has several level two hedgehogs in play at the beginning of the game. These may not be improved. If they are abandoned they are not eliminated unless occupied by an enemy force.

**2.3b Touching the Raw Nerve:** Ignore references to Bhamo in "Burma" rule 2.8.

## 3.0 YEF Special Rules

### 3.1 Reinforcements

**3.1a Schedule:** The YEF receive the following reinforcements turns:

June 1: 8-2-3 Infantry Division (1)

July 1: 8-1-3 Infantry Division (82)

July 5: 8-0-2 Infantry Division (103)

August 1: 8-1-3 Infantry Division (200)

**3.1b Entry:** The YEF reinforcements may enter at any supply point, but the unit must be placed adjacent to the map where it will enter the turn before it enters.

### 3.2 Replacements

The YEF player has a pool of ten (10) replacements that can be used at any point in the game. So long as the unit is in supply, it may have one step loss reduced in any given reinforcement phase. Simply keep a tally of the number used. When 10 have been used, there are no more replacements available.

### 3.3 Supply

**3.3a Rate:** During the reinforcement / replacement phase, the YEF player rolls a die. If the result is 1-4, that many *tokens* of supply are available this turn. If a 5 or 6 is rolled, there are no new supplies for the turn.

**3.3b Coolies:** The YEF relied almost exclusively on man packed and division assets for distributing supplies. As such, up to three tokens of supply may be moved up to 5 leg MPs in the YEF movement phase.

**3.3c Fire Discipline (or the lack thereof):** YEF troops never go low ammo. However, if they have supply available, they must use it to defend. If they do not, they must use the ½ combat strength option.

**3.3d Trace:** If a YEF unit is within two hexes of a road that leads through an uninterrupted (by enemy units) series of

road/trail hexes to a supply source, it is in trace supply. Also, if the unit is west of the Salween River (east most river) or off map, it is in trace supply).

### 3.4 Off-Map Movement

YEF units and supplies may be held off map. They are placed along the map edge next to a hex on the map. During their movement phase, they may either move to an adjacent off-map hex or enter the map using normal movement. The units may not move off-map west of the Salween River (12.01 and 18.28). While off-map, the units may neither attack or be attacked and are considered to be in supply.

### 3.5 YEF Activation

The following applies only to full “Burma” campaign games

**3.5a Inactive:** The “normal” state of the YEF is inactive. While inactive, the supply allotment for the army is halved (FRD). No unit may move adjacent to an IJA unit (and therefore can’t attack). No unit can cross from the east side to the west side of the Salween River (the eastern most river on the map).

**3.5b Activation by Initiative:** Before the YEF player movement phase, two dice are rolled. If the result is an 11 or 12, the YEF is activated and no longer restricted according to 3.5a.

**3.5c Activation by Force:** If any Japanese unit moves adjacent to a YEF unit, the YEF is considered activated starting its next player turn (a roll is not needed to activate).

**3.5d Deactivation:** After any combat phase (friendly or enemy) where the YEF has lost at least one step, two dice are rolled, if the result is an 11 or 12, the YEF becomes inactive starting its next player turn.

## 4.0 Scenarios

All map references are to the extension map. All information other than set-up is taken from the associated “Burma” game rules. All Japanese units are battalions and Chinese are Divisions, unless otherwise noted

## 4.1 Campaign 1 & 2 Extension

### Japanese Set-up

**03.05:** 2-5-3 Infantry (2-113-56)

**06.04:** 2-5-3 Infantry (3-146-56)

**07.07:** 2-5-3 Infantry (1-148-56)

**09.08:** 2-5-3 Infantry (2-148-56)

**12.18:** 3-3-1-1 Artillery (1-56-56), level 2 hedgehog, 1 SP

**14.03:** 2-5-4 Recon (56Rec-56)

**14.10:** 2-5-3 Infantry (56Eng-56), 3-3-1-1 Artillery (2-56-56), 5-0 Division HQ (56), level 2 hedgehog, 3 SP

**15.13:** 2-5-3 Infantry (2-113-56), level 2 hedgehog, 1 SP

**15.24:** 2-5-3 Infantry (3-148-56), level 2 hedgehog, 1 SP

**19.15:** 2-5-3 Infantry (1-113-56), 3-3-1-1 Artillery (3-56-56), 2T

**20.07:** 2-5-3 Infantry (1-146-56), level 2 hedgehog, 3T

**Reserve Markers:** 1

### YEF Set-up

**17.22:** 8-0-2 Infantry (116)

**17.23:** 8-1-3 Infantry (36)

**18.21:** 8-0-2 Infantry (130)

**18.23:** 8-0-2 Infantry (198)

**18.28:** 8-1-3 Infantry (2)

**19.05:** 8-1-3 Infantry (76)

**19.18:** 8-1-3 Infantry (39)

**20.05:** 8-0-2 Infantry (9)

**20.09:** 8-0-2 Infantry (88)

**20.15:** 8-1-3 Infantry (39), 9-1-1-1 Artillery Regiment, level 2 hedgehog

**Off-map adjacent to 20.12:** 8-0-2 Infantry (82)

**Off-map adjacent to 20.15:** 8-0 Army HQ (YEF)

**With Any unit(s):** 8 SP

## 4.2 Campaign 3 Extension

All units are set up in the same locations except, the Japanese units in 03.05, 06.04, 07.07, and 09.08. Also, the 2-56-56 Artillery battalion in 14.10 is removed. All of these units have other set-up locations noted in the “Burma” rules.

## 4.3 Salween Offensive

This is the only stand-alone scenario in the gamete.

**Map Area:** all of the extension map

**First Turn:** May 15

**Last Turn:** when YEF deactivates or the last IJA unit has been eliminated

**Game Length:** variable

**Ground Condition:** Normal

**Japanese Set-up:** Same as 4.2

**YEF Set-up:** Same as 4.2. The YEF *is* considered to be active from the start of the scenario (no roll needed).

### Victory

**YEF Strategic:** All IJA units are eliminated.

**YEF Tactical:** The IJA occupy less than three town hexes or there are three or fewer IJA units (of any type) on the map.

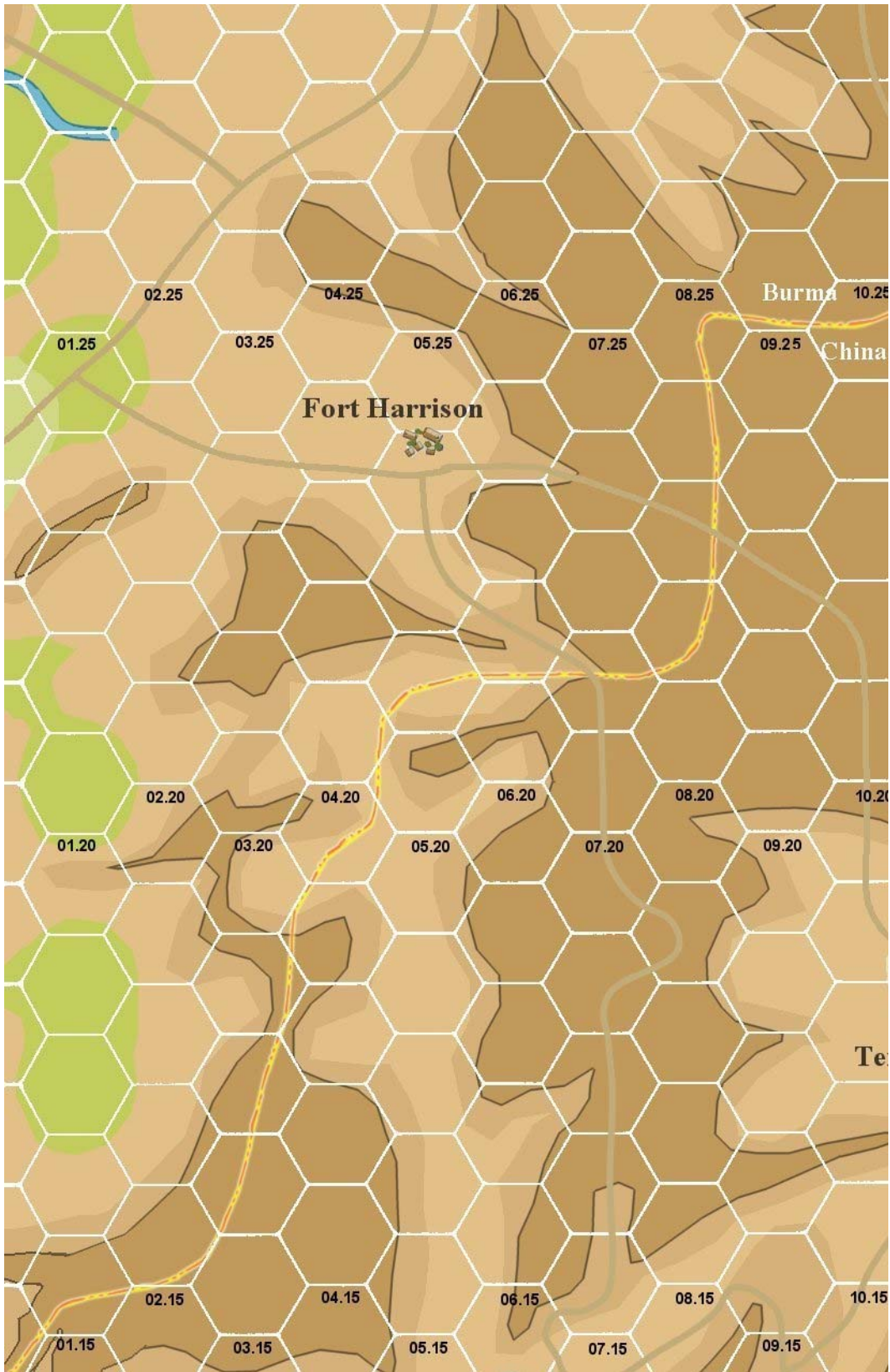
**IJA Tactical:** The IJA holds at least three village hexes and has at least four units on the map.

**IJA Strategic:** The IJA achieves the Tactical victory and holds Lungling, Tengchung and Mangshih (historical result).

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northeast map section



northwest map section



southeast map



southwest map