

# “Nankan Station”



## Nankan Station, Burma — March 6th, 1943

On March 6th, Chindits under the command of Major Calvert moved into Nankan Station in order to demolish the rail station located there. Nankan Station was situated in an area of nearly open ground surrounded by jungle. It was not ideal terrain for the Chindits, but the rail line had to be cut. Alerted to the presence of the Chindits were Japanese belonging to the 55th Infantry Division. Mounting in trucks and with a single light tank, they moved down the jungle track towards Nankan Station. The Chindits went about their business and prepared to receive the Japanese attack.

**VICTORY CONDITIONS:** The Chindit Player wins at game end by destroying two hexes of the Railroad without suffering >20 CVP. Any other result is a Japanese victory.



### Board Configuration:

	34
	35
	33

Japanese Player moves first	1	2	3	4	5	6	7	8
Chindit Player sets up first								

Overlays RR13 and RR3



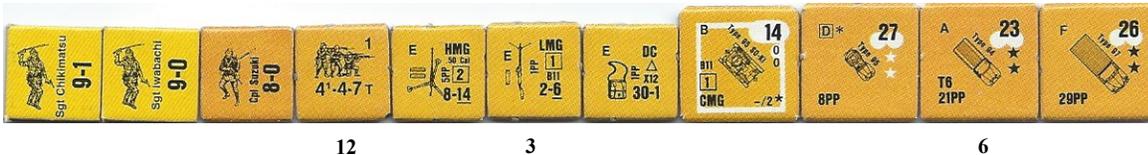
**Chindit Column 3 No. 4 Party (ELR 4) (SAN 3) (Set up: on Board 35 on Hexes numbered 6 or greater)**



**Chindit Column 3 No. 2 Party (ELR 4) (Set up: on Board 33 within 3 Hexes of R8)**



**Elements of I/55th Infantry (ELR 4) (SAN 3) (Set up: enter Turn 1 mounted in trucks through Hex 34Q10)**



**Elements of I/55th Infantry (ELR 4) (Set up: enter on Turn 4 along the east edge of Board 35)**



### Special Rules/Notes:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Kindling (B25.11) is NA. All roads are treated as roads. All Buildings are Wooden Buildings.
2. British are Stealthy (A11.17) No Quarter is in effect.
3. Place Overlay RR13 on Board 33 Hexes U5, T4 and Overlay RR3 on Board 33 Hexes BB5, CC6
4. Rail line demolition. The Chindit Player may choose any two hexes, but each must be on a separate overlay. Demo Charges must roll a KIA result to destroy the rail hex. Demo charges gain a -1 for effect for every turn used to set them. Example— a Demo charge detonated one turn after placement would receive a -1 on the effect, which would allow a 7 or less to destroy the hex. A demo charge detonated 3 turns after placement would gain a -3 on the effect and hence a 9 or less would result in rail line demolition.
5. Following successful demolition of 2 rail line hexes, the Chindits may exit off the south board edge.



**Aftermath:** No. 3 Party was the first to encounter the Japanese at a roadblock north on the station. They made effective use of their Brens and BOYS ATR's to stagger the attack before falling back towards the station. Additional Japanese began to file into the area and the Chindits were forced to hold the station with the aid of 3 inch mortars and machine guns. With the rail line effectively cut, the Chindits faded back into the jungle to leave the Japanese to lick their wounds.