June 1, 1944 Enroute to Mytyikina, Burma
Merrill's Marauders, along with the 30th Chinese division is under direct orders from Gen. Stillwell to take the city of Mytyikina. The purpose of this operation is to establish an open route for the Allied effort. A well guarded supply train enroute to the front lines is met with a sudden ambush.

**VICTORY CONDITIONS**
The Allies must achieve one of the two victory conditions listed below to win. Otherwise, it is a Japanese win.

**Board Configuration**
Use North end of board from row Q(exclusive).

**TURN RECORD CHART**
Japanese player sets up first
American player moves first

**SPECIAL RULES**
P-17.1 To win, the Allies must secretly select and prerecord one of the following victory conditions: (1) eliminate 5 Japanese squads (or HS equivalents), or (2) exit two mule counters off South edge of board by game's end. Otherwise, it is a Japanese victory.

P-17.2 Use overlay P-B by matching hex numbers.

P-17.3 Mule counters may neither be ridden or charged. If they are forced to rout due to failing a MC, they rout 7 hexes in a direction selected by the direction roll of one die. The morale level for mules is 7. SL rules 92.13,73 apply.

P-17.4 SL ambush rules are in effect for the Japanese 4-4-7 units only.

P-17.5 Roads are trails, and have no move bonus.

P-17.6 All Marauder units (including scouts and leaders) have a -1 DRM in close combat.

P-17.7 A 2-3-6 Chinese unit is a mule handler. It must accompany the mule counter at all times, or the mule counter may not move (exc. routing). One 2-3-6 unit may control up to two mule counters, provided there are not enough 2-3-6 units for each mule counter to have its own handler.

**AFTERMATH**
Throughout the Jungle North of Mytyikina (pronounced Mitchina), the Japanese units had prepared ambushes. The Marauders anticipated these moves, and their jungle skills paid off as they successfully prepared the way for the arrival of the much needed supplies.