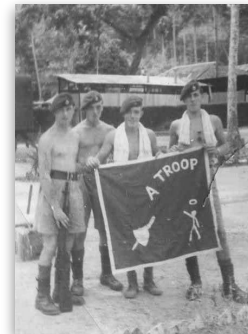




Malayan Emergency British and Malay Forces



Royal Marines

In 1951 until 1952 3 Commando was despatched to fight in the Emergency. They worked together with local troops including local trackers, the Royal Malay Police and the Gurkhas. They played a deadly game of cat and mouse with the MNLA and their Min Yuen supporters in the jungles and plantations of Malaya.

Jungle Movement

Movement is -2" per dice thrown (no running) through jungle although never below 1" per dice.

Platoon Force Rating

The Royal Marines Count as Elite due to their training. However, they begin the game with just two subsections. They can only call the third subsection once they have engaged or been engaged by the enemy. At that point the radio operator (and only the radio operator) can request (needs to be activated and roll a 3+) the Gurkhas who become available the next turn (not phase).

Mostly Elite +2



Objective

Play the Patrol Phase Scenario as per normal. However, the British player can also win by capturing any CT Jump Off Point (and hold until the end of a turn). However, the CT Player can win by killing or capturing a Royal Marine Senior Leader. However, if a Royal Marine Senior Leader is killed, the Royal Marines can avoid a loss by getting the body evacuated by helicopter from a suitable landing zone before the end of a turn.

Special Rules

Royal Marines are trained jungle fighters. They can move their patrol markers 14". Regular Troops can deploy within 9", Elite Troops within 12" of a Jump Off Point.

Gurkhas count as Aggressive Troops in Close Combat. Royal Marines count as Enhanced Stubborn troops. In addition to normal stubborn rules, they also do not receive any shock from HTH combat.

Dog Handlers - These have two functions. They can sniff out for booby traps and for ambushes. They can be deployed normally via a jump off point or they can be deployed if and when the CT attempt to launch an ambush. The dog unit can be placed between the ambusher and ambushee - the CT player must then withdraw to further than 12" away from the dog unit. The dog unit remains on board. They discover and remove any booby trap they come within 3" of.

Malay Trackers - These can be deployed as per the ambush rules even without a Chain of Command dice. They discover and remove any booby trap they come within 3" of.

Royal Marines (Elite)

1st/2nd Lieutenant, Senior Leader with Rifle or SMG

Platoon Sergeant, Senior Leader with Rifle or SMG

Support

Sniper

Radio Operator

SUBSECTIONS ONE AND TWO

Junior Leader NCO with SMG

RIFLE TEAM

4 Riflemen, 2 SMGs

LMG TEAM

Bren Gun with 3 Crew

Gurkha Reinforcements (Regular)

SUBSECTION THREE

Junior Leader NCO with SMG

RIFLE TEAM

6 Riflemen

LMG TEAM

Bren Gun with 3 Crew

Support List

List One

Dog Unit

Entrenchment for 1 team

List Two

Regular Royal Malay Police (Jnr Ldr w/smg + 3 men)

2" Mortar, 2 Men

List Three

Regular Local Guides (Chief Guide + 4 men w/rifles)

Sniper