

Malaya Madness Chapter G Cheat Sheet by John Charles Knowles

Malaya Madness will have a significant element of Chapter G (namely sections G1-7, 17 and 18).

For those of you needing to learn Chapter G in a hurry, start by glancing over the **A./G. NATIONAL CAPABILITIES CHART (NCC)**.

Then, check out G.1 - G.6 (note that G.4 only applies to HIP Stealthy units).

Finally, read through sections G1-7 (as well as G17 if using USMC, and G18 if using Chinese), and it might pay to read through the Human Wave (A25.23) rules again.

Refer back to the NCC, and you might surprise yourself how much of this you are actually able to remember!

In addition to the NCC notes, here are some other reminders of aspects that often occur in PTO games.

G1. The Japanese.

- (1.125) IJA Conscript Squad ELR bk => 1 bk HS.
- (1.13) Other Bk (VB, WP MC) => 1-2 bk HS.
- (1.4) SMC Pin NA. Leaders = Commissar (A25.22).
- (1.42) MMC can create Suicide Heroes (Attacker: MPh, start of its APH. Defender: MPh, CCPh), with similar mechanics to PF. May Banzai and attack immediately (after DF).
- (1.421) Tank Hunter Heroes (THH) CCV5 and may roll for ATMM.
- (1.424) DC Hero uses DC and can target Enemy unit/Gun/Fortification.
- (1.5) Banzai = HW (Exc: minimum 1 Ldr, being ADJ to enemy = okay).
- (1.612) DC may be placed/thrown in own location.
- (1.62) Inf OVR/PAATC NTC NA. HOB 9+ = Berserk (BH if in Pillbox).
- (1.621) No Quarter 6/42+ (1938+ vs Chinese).
- (1.631) 10% of Squads get free HIP (FRU).
- (1.64) Hand-to-Hand (HtH) must be declared by IJA (EXC pinned). -1 DRM (unless all units are pinned).
- (1.65) Leader VPs as per current side up.

G2. Jungle.

- (2.1) Jungle = lvl 2 Woods.
- (2.2) Dense Jungle = lvl 2, +2 TEM inherent obstacle. Stacking limit of 2 Squads.

- (2.22) Straying can occur from interior Dense Jungle hexes.
- (2.23) FG restrictions (see G.3).
- (2.24) Mortar fire NA (even Dense Jungle-Road).

G3. Bamboo.

- (3.11) -1 Rally DRM NA.
- (3.2) Minimum Move/Low Crawl/Adv vs Difficult Terrain to enter (EXC: path/TB). Stacking limit of 2 Squads.
- (3.21) Straying can occur from interior Bamboo hexes.
- (3.3) Bamboo = lvl 1, +1 (-1 vs HE) TEM inherent obstacle.

G4. Palm Trees.

- (4.1) Palm Trees = in season Orchard.

G5. Huts.

- (5.2) Huts = lvl 1, +1 (unless collapsed) TEM (non-inherent) hindrance (EXC: Fire Lane).
- (5.6) Fires can occur on clr dr 1 IFT attacks (unless Rain has occurred).

G6. Kunai.

- (6.1) Kunai = 2MF, in season Grain.

G7. Swamp.

- (7.2) Swamp = lvl 2, +1 TEM obstacle Marsh.

G8. Rice Paddies.

- (8.11) Drained Rice Paddy = OG (Exc: fire that crosses bank hexside without HA treat such hexsides as hedges).
- (8.12) Irrigated Rice Paddy = Mud (as above, but white SMOKE NA, HE FP halved, +1 HE vs Mud TEM cumulative with other TEMs in hex).
- (8.13) In-Season Rice Paddy = Grain (Exc: LOS hind = 0.5/hex and is Inherent Terrain. Sight TC +1 DRM vs Grain NA).
- (8.2) Entry cost is as per IN hex terrain plus 1 for any bank counter crossed (Exc: A unit moving from Bank to Bank pays only 1 MF (1.5 if EC = Mud)).

(8.21) Banks allow quick movement through Rice paddies, but units are subject to Hazardous Movement (pin = enter Paddy), Area Fire and SW restrictions. CC +1/-1 penalties (+2 Ambush).

G9. Panjis.

- (9.11) HIP is lost for ALL Panjis in a hex if 1 hexside loses HIP.
- (9.21) +1 DRM to attacks by Infantry above Panji. SW restrictions. CC +1/-1 penalties (+1 Ambush).
- (9.31) Infantry crossing Panji hexside take NMC (HOB NA, and any Double = CR)(Exc: if using Assault Move or Low Crawl).
- (9.41) Infantry may move beneath Panji for 1MF (Exc: no movement beneath Panji in APh).
- (9.42) Vehicle crossing Panji hexside is Immobilized (Exc: fully tracked AFV/Dozer).
- (9.44) Column crossing Panji hexside Disbands (after Panji MC).
- (9.45) Bypass of Panji hexside is NA.
- (9.53) An enemy unit in LOS above a Panji hex instantly loses concealment.
- (9.6) A unit above a Panji counter may not leave the hex (Exc: fully tracked AFV/Dozer).

G10. Animal-Pack.

- (10.1) Allows designated Guns/SW to be carried by Squad Horse counter (referred to as *Mule*). Riders are NA.
- (10.3) Gun/SW may be unpacked by accompanying crew (which are TI and Hazardous moving for 12-M# full game turns (+1 if non-mtr, and always a minimum of 1).
- (10.4) If the Mule is reduced/destroyed, the Packed Gun/SW's fate is decided on the **Animal-Pack Gun Vulnerability Table**.

G17. The USMC.

- (17.1) USMC ELR 5. Disrupt NA.
- (17.111) USMC Raider MMC = Stealthy.

G18. The Chinese.

- (18.2) Deploy NA.
- (18.5) May use Human Wave.
- (18.6) May designate 10% of Squads (FRU) as Dare-Death Squads (DDS). DDS may go vol Berserk if begins **its** MPH in/ADJ to GO, unpinned friendly leader (and both units have LOS to target).
- (18.62) DDS resolve CC as if Japanese (EXC: a -1 CC DRM applies even if not using HtH).