

# JUNGLE RATS



## ASL SCENARIO AP206

Scenario Design: Gary Fortenberry



**VICTORY CONDITIONS:** Provided they have  $\geq 1$  Mobile (D.7) AFV with a functioning MA still in play, the British win at game end by Controlling building J6 and  $\geq 8$  other multi-hex buildings.

**PAYAGYI, BURMA, 4 March 1942:** After crossing the Salween, Japanese forces raced to surround Rangoon and cut off the city's defenders from the roads leading north. Over the following days, many small actions were fought by patrols around hastily built roadblocks. One such encounter occurred near Payagyi on the road leading from Rangoon to Prome. The 55th Division crossed the Prome road, turning south to claim the prize of being the first to reach Rangoon. As the division completed its crossing, the divisional commander ordered a roadblock to be set up blocking passage to the north. Two companies of the 55th Division were initially tasked with manning the post. Upon word of reinforcements moving down from the east, one company broke off and streamed southward towards the honor awaiting at Rangoon. The remaining company was alerted to enemy in the area as a patrol of Stuarts approached the roadblock. These light tanks were "Honeys" of the newly arrived 7th Armoured Brigade, who had swapped their Desert Rats red jerboa for a green jerboa mascot, becoming the "Jungle Rats." The Honeys were driven off, but soon returned with infantry support.

### BOARD CONFIGURATION:

### BALANCE:

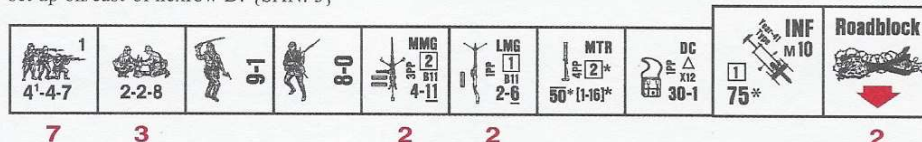
- Add one 1-4-9 hero and one DC to the Japanese OB.
- ⊙ Add two 4-5-7 squads to the British OB.



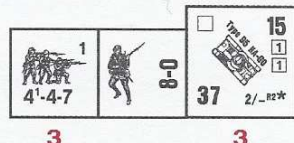
### TURN RECORD CHART

● JAPANESE Sets Up First [0]	1	2	3	4	5	6	7	END
⊙ BRITISH Moves First [154 or 156 or 170]								

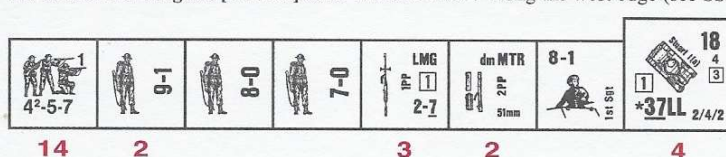
Elements of 1st and 3rd Battalions, 112th Infantry Regiment, 55th Infantry Division [ELR: 4] set up on/east-of hexrow D: {SAN: 3}



Enter on/after Turn 3 along the east edge:



Elements of 1st Battalion, The Cameronians (Scottish Rifles), 1st Battalion, West Yorkshire Regiment, and 7th Hussars, 7th Armoured Brigade [ELR: 3] enter on/after Turn 1 along the west edge (see SSR 3): {SAN: 3}



Secretly select one of the following groups to add to the British OB:

Group 1:



Group 2:



Group 3:



### SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the northwest at start. PTO Terrain (G.1) is in effect [EXC: all roads exist; woods remains woods]. All non-hut buildings [EXC: J6] are wooden and have a ground level only.

2. In Japanese Player Turn 4, before all non-Berserk movement, all still-hidden Japanese Infantry unit(s) must conduct a Banzai Charge(s) (G1.5) [EXC: normal leader requirements are NA] with the target(s) being the nearest (in hexes) in-LOS enemy units(s). If no enemy units are in LOS, then the "target" becomes hex K2, J6, or J11, whichever is closer in hexes (Japanese player's choice if equidistant).

3. Prior to Japanese setup, the British player secretly records one hex for an artillery strike. After British Player Turn 1 Wind Change DR, the British

player places an AR counter in the recorded hex. Roll for Accuracy (Accurate on a  $dr \leq 2$ ) and Direction/Extent-of-Error (C1.31) is rolled for normally [EXC: the Extent of Error  $dr$  is halved (FRD)] prior to placing an FFE:2 counter. The British player then resolves an 8-FP HE OBA attack in all 19 hexes within 2 hexes of the FFE:2 counter and then removes the counter.

**AFTERMATH:** The Japanese troops in the town were shelled by a troop of 414 Battery, Royal Horse Artillery, which set fire to several buildings and vehicles in the town. Immediately following the shelling, the Cameronians and West Yorks, supported by 7th Hussars tanks, stormed into town spraying bullets into the defenses. The battle swirled for some time before the promised reinforcements arrived. By the time the fresh Japanese troops entered the fray, the British had decided to withdraw, unaware of how close they had come to routing the defending Japanese.