

“Patrol to Contact”





The Kaladan Valley, Burma — March 2nd, 1944

During the Second Arakan Campaign of 1944, the British were driving hard to reclaim Burma and shatter the myth of Japanese invincibility. The Kaladan Valley would be the site of hard fighting by the 81st West Africa Infantry Division. New to combat, the West Africans struggled to acclimate themselves to the Burmese environment and then gain the combat skills necessary to defeat the Japanese. Facing the 81st in the Kaladan Valley was the Japanese 55th Reconnaissance Regiment. This understrength unit would patrol aggressively in the valley and subsequently have multiple minor engagements with the patrols of the 81st. March second would see another of these close contact engagements as both patrols attempted to gain intelligence of their opponent's dispositions in the valley.

VICTORY CONDITIONS: Japanese and British Player win immediately per SSR 4 or at Game End, the player with the most CVP is declared the victor.



Japanese Player (See SSR 3)		1	2	3	4	5
British Player (See SSR 3)						



Boards
(DASL m)



Elements of 81st West Africa Infantry Division (ELR 4) (SAN 2) (Set up: Enter Turn 1 own the West Edge per SSR3)



6 2



Elements of 55th Reconnaissance Regiment (ELR 4) (SAN 2) (Set up: Enter Turn 1 on the East Edge per SSR3)



6 2

Special Rules/Notes:

1. EC are Moderate with no Wind at start.
2. PTO Terrain (G.1) is in effect. Exception Roads are Roads.
3. Both sides begin the game Cloaked (E1.4), exception each side has only 6 Cloaking counters. On Turn 1, each player rolls for initiative. The lowest roll determines who moves first. That player becomes the scenario attacker. The defender then moves on his portion of Turn 1 with Cloaking counters. These units remain cloaked unless they move through an Open Ground Hex in the LOS of an enemy unit or adjacent to an enemy unit in a non-Jungle hex. Additionally, on Turn 1 only, Advance Phase is NA. At the end of Turn 1, all Cloaking Counters are removed. Any Dummy Cloaking Counters are also removed. Only those MMC's in a Jungle Hex may retain Concealment. All other units on the map are revealed.
4. Immediate Victory SSR—The Japanese Player wins immediately when any MMC successfully reaches Row E and exits the east board edge. The British Player wins immediately when any MMC successfully reaches Row K and exits the west board edge.

Aftermath: The encounter of March 2nd (hypothetical), would have two platoons of West Africans encountering two platoons of their erstwhile Japanese opponents. The 81st was in the process of beginning to pull out of the valley and sent out patrols to identify any Japanese pursuit. Similarly the Japanese were patrolling to discover the West Africans axis of retreat. In these close contact engagements, ambush would be the key to winning and surviving.

