

Bukit Chandu



Pasir Panjang, Malaya, February 14th 1942: During the course of the Malayan campaign, the IJA landed in the north-western parts of Singapore on February the 8th. After the capture of Tengah airfield, the Japanese invading force, consisting of some 13.000 troops, moved south towards Pasir Pajang, known as "the gap". Reaching their target on February the 13th, the Japanese were engaged by troops of the 1st Malayan Brigade, which was formed by indigenous soldiers led by British officers. The Japanese launched a heavy attack, supported by artillery and tanks which, after heavy fighting, including hand-to-hand combat, forced the defenders to retreat. Keeping up the pressure, a second attack followed on the morning of February the 14th. Both sides took heavy casualties, but finally the Malayan Regiment again was forced to fall back. One of their units, "C" company, received orders to move towards "Opium Hill", forming a last defence line.

BALANCE:

- Add a 7-0 Leader to the British OB.
- Add an 8-1 AL to the Japanese OB.

Victory Conditions: The Japanese win at game end if they have accumulated ≥ 24 VP. VP are awarded for units exiting through the south board edge as per A26.21 – 26.213 (Prisoner count, but are not doubled). In addition the Japanese receive VP for building control. Buildings **49K9** and **49O7** are worth **3VP's**, Building **49N9** is worth **2VP's**.

BOARD CONFIGURATION:



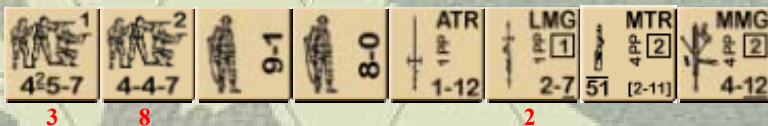
(Only hexrows R-GG on board 38 and hexrows A-P on board 49 are playable)

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
JAPANESE Moves First							

C company of 1st Malayan Brigade and Elements of the Royals Regiment [ELR: 2] set up on board 38 in hexes numbered ≥ 4 and/or on board 49 in hexes numbered ≥ 9 : [SAN: 3]

Remnants of 3rd Cavalry Recce Regiment enter on Turn 1 along the south edge:



Elements of the 56th Infantry Regiment, 18th Division IJA and AdHoc Tank Support [ELR: 3] enter on Turn 1 along the north edge: [SAN: 3]



Special Rules:

- EC are Moderate, with no wind at start. PTO terrain is in effect including light jungle (G2.1); however all roads and buildings remain (all buildings are single story) and the bridge is a two-lane stone bridge.
- Place overlays as follows: **Wd12** on 49D8-E8, **Hi8** on 49K2-L1 and **OW1** on 49N10-O10.
- Beginning with Turn 5, the British suffer from Ammunition Shortage (A19.131).

Aftermath: "Opium Hill" or Bukit Chandu in Malayan, was named after an opium-processing factory located on the foot of the hill. Control of the hill allowed a good overview over the northern part of the island and opened a passage to the Alexandra area, where the British Army had their main supply and ammunition depots. Here "C" company prepared for a final stand against the Japanese 56th Infantry Regiment, which soon attacked with the support of tanks. Again a fierce fight developed, including the use of bayonets. Outnumbered and low on ammunition the defenders kept up the resistance, frustrating the Japanese, which attacked again and again. Finally, in a large Banzai-Attack, the Malaysians were overwhelmed and the soldiers of the 56th Regiment, taking some prisoners but generally showing little mercy with most of the survivors, marched towards their next target.

SCENARIO CREDITS:
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