



KOTA BHARU

December 8, 1941
'O' Group Scenario



BACKGROUND

Almost an hour before the infamous Japanese air attack on Pearl Harbor, units from the Japanese 18th Infantry Division began landing on the northern coast of Malaya in what would become Britain's greatest defeat, the loss of Singapore.

Kota Bharu was the base of operations for the RAF in Northern Malaya and the loss of the three airfields at Kota Bharu, Gong Kedak and Machang would give the Japanese the edge in airpower to support their drive south. This area also connected to the main trunk road running through the Malayan peninsula and the thick jungles. For a number of reasons, the defences in Malaya had not been complete, however those on the coast at Kota Bharu were slightly better, consisting of trenches, barbed wire, mine fields and pillboxes. These were manned by the 3/17th Dora Battalion, part of the 8th Indian Infantry Brigade and supported by the 73rd Field Battery located at the airfield.

The Japanese were initially stalled on the beaches due to the intense fire from the Dogras, and it was only the third wave of attackers that managed to penetrate the pillboxes and trenches and force a gap in the line. The Dogras retreated to their line of defences in front of the airfield and a counterattack by units of the Frontier Forces failed to stop the Japanese advance. By the evening of the 8th the airfield was evacuated, and the defenders began a general withdrawal. The first major battle of the Pacific War was over.

GAME LENGTH

This game will be played over 12 turns for 'O' Group.

TABLETOP

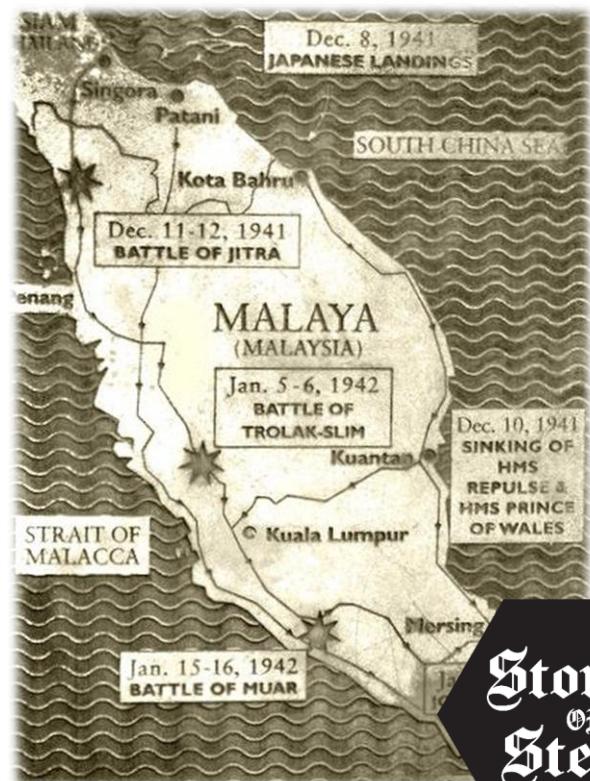
The game is played on a 6' x 4' table, depicting the beach landing area of the invasion force and the edge of the jungle. The estuary is crossable. No Rapid Movement is allowed in the jungle areas.

DEPLOYMENT

General deployment is as per the 'O' Group rules, however, the Dogras may begin in trenches when they deploy from their combat patrols and may also use two pillboxes anywhere beyond the line of the beach and their table edge.

SCENARIO NOTES

Standard 'O' Group rules.



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JAPANESE BRIEFING

The glory of Imperial Japan rests in your hands, commander. You have been ordered to take this beach and as quickly as possible to allow for a rapid advance into Malaya. Complete this task by moving any number of units (one section as a minimum) off the Dogra table edge before the end of Turn 12. Your troops are rated as Regular Troops but are aggressive and gain a +1D6 in close combat.

ORDER OF BATTLE

For the defending Dogras, use the existing British Battalion on page 87 of 'O' Group but with the following restrictions, no vehicle or armour may be chosen as supports, neither may anachronistic supports, ie PIATs or 6lbers. This restricts the defenders to mostly infantry weapons.

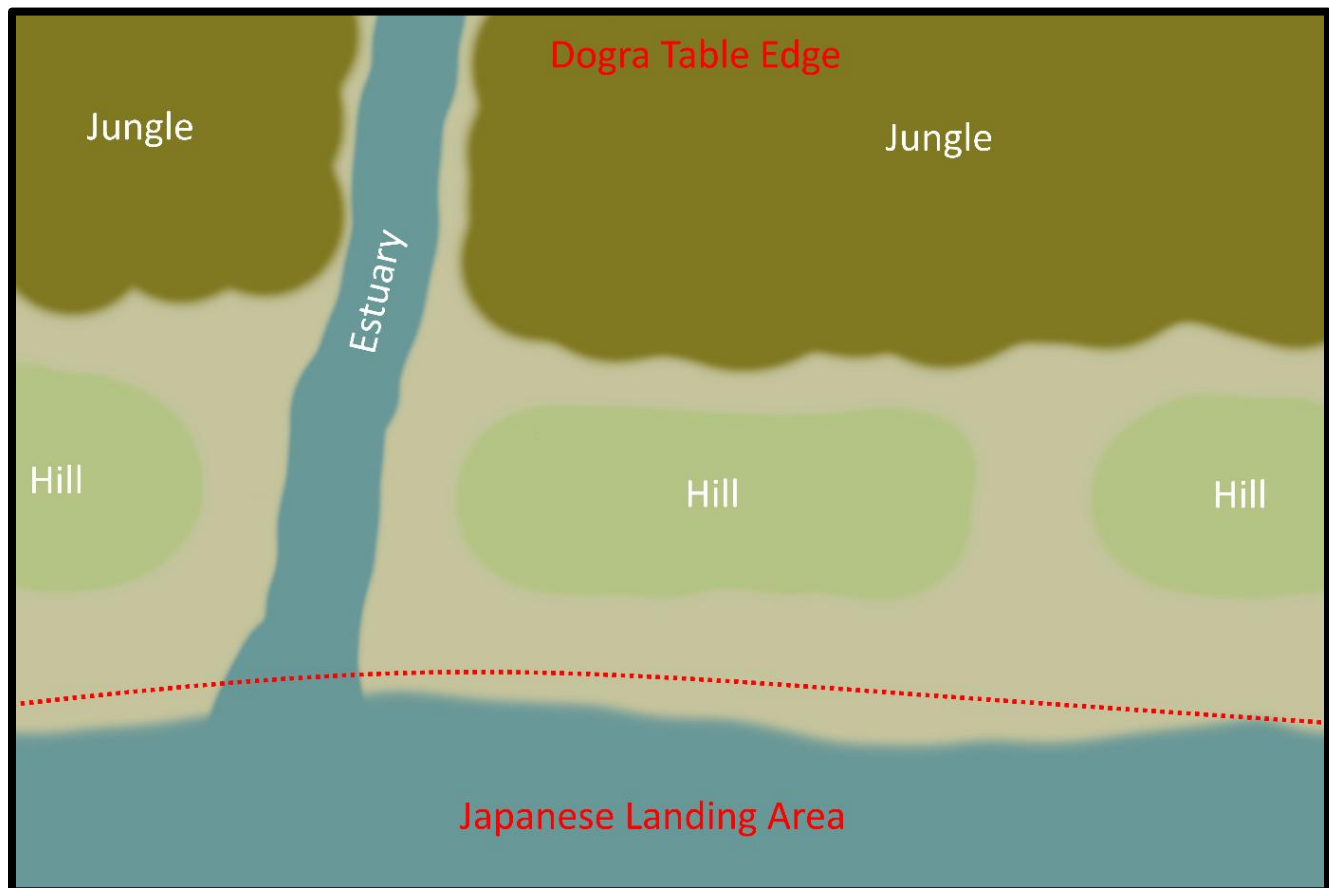
INDIAN BRIEFING

This stretch of beach is the most likely landing area for a potential Japanese attack. If they come, they must be held at all costs, commander. You must hold the Japanese advance and not allow a single Japanese unit to move off your table edge by the end of the turn 12. Your troops are rated as Regular, but Second Rate for the purposes of gaining HQ orders due to the surprise of the Japanese attack. This rating does not affect their use of artillery throughout the game.

ORDER OF BATTLE

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MAP



Scenario written and provided by Alex from Storm of Steel Wargaming. Go check it out on YouTube!