

Sittang
22nd February, 1942
(Burma)

A Rapid Fire 2 scenario V1.0.3 (7/7/08)
By Brad Smith

Background

As the Japanese advancing into Burma closed on Rangoon, the 17th Indian Infantry Division, which was at reduced strength and capability after a wearying retreat, withdrew towards the railway bridge across the Sittang River. The Japanese 33rd Infantry Division attacked towards the bridge hoping to seize this vital crossing point and cut off a significant portion of the Allied forces.



3rd Burma Rifles defend the village of Sittang
(Figures painted by Brad Smith)

The Wargame Scenario

The game is played on an 8' x 6' table. *Buildings* are wooden and start intact (i.e. provide soft cover and are destroyed after two casualties worth of HE damage). *Jungle* is treated as dense woods. Elevations are a continuous obstacle to movement. Divisional transport cannot travel cross country. All vehicles move at cross country speed on the railway line. The game is 8 moves long.

Points are awarded for eliminating enemy forces (destruction, rout or surrender) as follows:

Type	Points
Aircraft	10
Armoured car	6
Truck, gun	4
Carrier, car, light truck, mules	2
Infantry	1

To win the Japanese must obtain 100 casualty points and have at least 20 infantry west of the railway line but north of the line A-B. To win, the Allies must obtain at least 75 casualty points and ensure that there are no Japanese forces on Pagoda and Bungalow hills. Any other result is a draw.

Sources

The War Against Japan (Volume II) - S.W. Kirby (British Official History)

Burma 1942 - The Japanese Invasion" - I.L. Grant and K. Tamayama

Disaster on the Sittang - M.D. Bernstein (WWII History Magazine (September 2007)



Allied forces deployed to east of the railway station
(figures painted by Ian Fainges)

Allied Order of Battle - all regular except where noted
elements of 17th Indian Infantry Division

4 th Battalion, 12 th Frontier Force Regiment	test @ 18 casualties
HQ	CO + 5 figures, 2" mortar
4 x companies	each 6 figures
Support Company	6 figures, MMG, 3" mortar, carrier

2nd Battalion, the Duke of Wellington Regiment as per 4/12th

1st Battalion, 3rd Gurkha Regiment as per 4/12th

2nd Battalion, 5th Gurkha Regiment as per 4/12th

1st Battalion, 7th Gurkha Regiment as per 4/12th

3rd Burma Rifles as per 4/12th (poor - no carrier)

28th Indian Mountain Artillery Regiment

 12th Battery 4 figures, 3.7 howitzer, mules * (OP team with 1/3rd)

 15th Battery 4 figures, 3.7 howitzer, carried in a truck * (OP team with 1/7th)

 28th Battery 4 figures, 3.7 howitzer, carried in a truck * (OP team with 4/12th)

* A mountain gun takes one full move to deploy

Divisional transport 3 x car / light trucks, 9 x trucks

Company BAF Rolls Royce armoured car (with divisional transport)

5th Field Battery BAF 4 figures, 18pdr field gun, truck (OP with 3rd Burma Rifles)

[air-support]

"Flying Tigers" P40 (6 x HMG) (see scenario rules)

Allied scenario rules

Allied forces start with weapons deployed and troops debussed but not dug in. Pack animals carrying weapons only become casualties if a throw for HE effect destroys the weapon i.e. cannot be targeted by small arms (rule 20.7). At the start of each turn, a D6 is rolled and on a 5 or 6, a friendly aircraft appears that turn. An aircraft can attempt to target enemy forces not in jungle or intact buildings. Historically, Allied forces were subjected to significant friendly aircraft attacks. To simulate this, any available Allied aircraft must throw a D6 and on a roll of 4, 5 or 6 must attack an Allied target as selected by the Japanese player (in that case no target switching or suppression applies). Allied forces cannot shoot down or drive off friendly aircraft. The Allied player moves first.



Close up of group of colonial soldiers from the Burma Rifles near Sittang
(figures painted by Ian Fainges)



Japanese aircraft strafes the Allied position near the bridge
(Aircraft bought and bring and buy from collection Brad Smith, figures painted by Ian Fainges)

Japanese Order of Battle - all elite but regular for firing elements 33rd Infantry Division

1st Battalion, 215th Regiment	test @ 20 casualties
HQ	CO + 3 figures, AT rifle
4 x companies	each 11 figures, light mortar
HW company	6 figures, 2 x MMG, 70mm gun, mule *
* move and deploy as per MGs	
2nd Battalion, 215th Regiment	as per 1/215 th
3rd Battalion, 214th Regiment	as per 1/215 th
215th Regimental Gun Company	8 figures, 2 x 75mm mountain howitzer, mule team, OP (without car)
9th Battery, 33rd Mountain Artillery Company	as per 215 th Regimental (but OP with car)
1st Platoon, 33rd Engineer Company	11 figures, light mortar

[air support]
Nakajima Oscar (2 x HMG)



Japanese supported by infantry advances slowly through the jungle to the east of Sittang
(figures and vehicles from the collection of Brad Smith)

Japanese scenario rules

Japanese forces start with weapons undeployed. A mountain gun takes one full move to deploy. Pack animals carrying weapons only become casualties if a throw for HE effect destroys the weapon i.e. cannot be targeted by small arms (rule 20.7). 70mm battalion guns are more versatile and move & deploy as per MGs.

At the start of each turn a Japanese aircraft is available as per the allied scenario rules. The rifle companies and HQ of a Japanese infantry battalion may collectively carry out a "banzai" charge once during the game in the close assault phase. A Japanese unit conducting a "Banzai" charge moves 9" in the open (or 6" through disruptive terrain) and receives an additional +1 to close assault rolls. They count as in the open if fired at during reserve fire. The Japanese player moves second.

Battle Map: Sittang

