

TENNIS, ANYONE?



SCENARIO KE7



At the **TENNIS COURT, GARRISON HILL, KOHIMA, INDIA, 13 May 1944:** With the onset of their *U-Go* offensive, the Japanese sought to prevent the British from beginning an incursion into Burma from the north. Moving swiftly through the harsh terrain, the Japanese 15th Army managed to cut off and isolate large groups of British and Indian troops. One island holding out in a sea of Japanese was at the town of Kohima, maintained by troops of the 161st Indian Infantry Brigade. For two weeks the British and Indian troops in Kohima held out in appalling conditions - during which the fighting reminded one older British officer of a particularly nasty corner of the Somme. Relief arrived on 18 April, and thereafter the Allied troops in the vicinity struggled to recapture the dominating terrain around the town from the tenacious Japanese. One such terrain feature, Garrison Hill, had been the scene of two weeks of combat by the 2nd Battalion the Dorset Regiment and the Japanese defenders. The Japanese had dug trenches and bunkers into the top of the hill, and had numerous positions around the Tennis Court and the now-demolished District Commissioner's Bungalow. Due to the extent of the fortifications, the Dorsets determined that the only way to put an end to the Japanese hold on Garrison Hill was the use of direct fire support on the feature itself. A Grant tank commanded by Sergeant J. Waterhouse of 149th Regiment, Royal Armoured Corps was brought forward to handle the shoot, and using a trail cut into the adjoining hill by a bulldozer, was in position to support another attack by the Dorsets on May 13.

VICTORY CONDITIONS: The British win at game end if they accumulate more VP than the Japanese, or if there are no Good Order Japanese on board at game end. Casualty VP are awarded to both sides in the normal manner. Additionally, 1 VP is awarded to the British for each Level 2 hex on Hill 526 that they control at game end; alternately, 2 VP are awarded to the Japanese for each Level 2 hex on Hill 526 that they control at game end.

BOARD CONFIGURATION:



BALANCE:

- Replace the Japanese MMG with a 6-14 HMG. (Only hexrows R-GG are playable)
- ⊙ Remove the DC from the Japanese At Start OB.

TURN RECORD CHART

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

Elements of 58th Regiment, 31st Division [ELR: 4] set up on Hill 526, with no more than one MMC per hex: {SAN: 3}

 4 ¹ -4-7	 2-2-8	 9-1	 8-0	 6-14	 4-11	 2-8	 30-1	 7 morale	 1+5+7	 1+3+5	 Trench OVR, OBA: +4 Other: +2
6	2					2		8			6

Elements of 2nd Battalion the Dorset Regiment, supported by a tank of B Squadron, 149th Regiment, Royal Armoured Corps [ELR: 3] set up on/west of hexrow BB, and/or on Hills 502/507: {SAN: 2}

 4 ² -5-7	 2-2-8	 8-1	 8-0	 2-7	 51 [2-11]	 9-1 2nd Lt	 3-2 in 94*	 876 in 37LL* 2/4
7				2				

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain is *not* in effect. All woods is Debris (O1.), with a +0 Bog DRM (rather than a +1 DRM) for entry by a fully-tracked vehicle. All roads/bridges are considered cleared of obstructions at start (therefore, road bonus and the 1/2-MP road rate are applicable, even in Debris hexes. All orchards are instead treated as shellholes; additionally, shellholes exist in any Open Ground hexes of Hill 526. Place wooden rubble in 36V5. The stream is shallow. Tunnels are NA.
2. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair dr still permanently disables that SW/Gun].
3. A BU AFV must pay an additional 1/2 MP per hexside crossed (or per hexside bypassed, if using VBM). The *printed* ROF of the Grant is increased by one (+1) if the AFV is CE.

AFTERMATH: By 13 May, the pock-marked landscape at Garrison Hill was devoid of any concealing greenery - the normally lush foliage had been stripped away by weeks of incessant combat. Sgt. Waterhouse, taking aim at a trenchline already zeroed-in by his gunner, signaled the beginning of another day of combat with a shot from his 75mm gun. With that the Dorsets again moved to the attack. With an artillery piece providing direct fire support, the Dorsets and Sgt. Waterhouse began a direct assault on the hill. Using a trail that Waterhouse and his driver had reconnoitered the previous evening, the tank was soon at the top of the hill. Immediately, the driver cautioned "old on!", and the tank went THUMP directly onto the Tennis Court. Sgt. Waterhouse then proceeded with a twenty minute fusillade on every known and suspected enemy position on the Hill. Bunker after bunker was demolished under the direct fire of the 75mm gun, and canister from the 37mm gun kept the Japanese defenders suppressed. Under this close-in pounding, the Japanese remaining on the hill began to break and run. The Dorsets sent them on their way, shooting as if on a rabbit hunt, and then moved in to clear out any die-hard Japanese still in their positions. The 13 May attack saw the Garrison Hill positions finally fall to the Allied troops through the application of direct and flexible fire support - at a cost of one British soldier wounded.