"Croc Night"

Ramree Island, Burma — February 19th,1945 (Design Inspired by Vitus Themad)
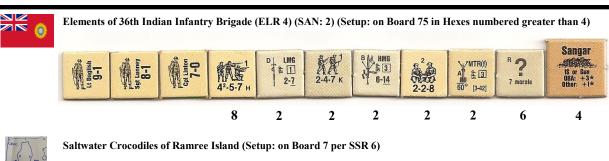
As the British operations in Burma neared their end, efforts were put in place to eliminated the Japanese forces on Ramree Island. The Japanese garrison put up tenacious resistance but on 1 February, parts of the 36th Indian Infantry Brigade from reserve participated in encircling the Japanese defenders. As the British outflanked them, nearly 900 defenders abandoned their positions and marched to join a larger battalion of Japanese soldiers across the island. Their route took them across 16 kilometres of mangrove swamp. Before long, the Japanese found themselves trapped in a deep mud-filled land, inhabited by an abundance of Saltwater Crocodiles. As they moved through this wilderness in the jungle night...the Crocodiles attacked. Waiting in their prepared positions at the edge of the mangrove swamp, the soldiers of the Indian Brigade could hear the screams of the Japanese.

Board Configuration:

	73	
7		75

VICTORY CONDITIONS: The Japanese Player wins by successfully exiting 20 VP off the east edge of Board 75 through Hexes Q10 or I10. Any other result is an Indian Victory
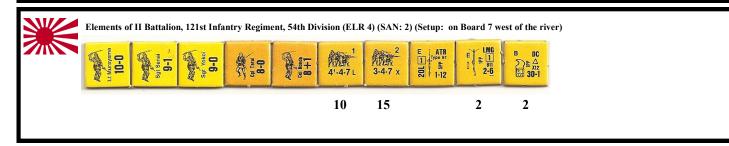
Indian Player sets up first	1	2	3	4	5	6	7	8	9
Japanese Player moves first									

Elements of 36th Indian Infantry Brigade (ELR 4) (SAN: 2) (Setup: on Board 75 in Hexes numbered greater than 4)

Lt Deglish 9-1	Sgt Lunney 8-1	Cpl Linton 7-0	4²-5-7 H	D LMG IPP 2-7	2-4-7 K	B HMG SPP 6-14	2-2-8	MTR(f) SPP 60* [3-42]	R ? 7 morale	Sangar IS or Gun OBA: +3★ Other: +1★
	8	2	2	2	2	2		6	4	

Saltwater Crocodiles of Ramree Island (Setup: on Board 7 per SSR 6)

4-0-9
10

Elements of II Battalion, 121st Infantry Regiment, 54th Division (ELR 4) (SAN: 2) (Setup: on Board 7 west of the river)

Lt Murayama 10-0	Sgt Senai 9-1	Sgt Yokoi 9-0	Cpl Terui 8-0	Cpl Honda 8+1	4¹-4-7 L	3-4-7 X	E ATR Type 97 20L SPP 1-12	E LMG IPP B11 2-6	B DC IPP X12 30-1
			10		15		2		2

Special Rules/Notes:

1. EC are mud with no wind.
2. For turns 1-3 Night Rules (E.1) are in effect. The initial Base NVR is 5 Hexes with no cloud cover and a Full Moon. The Japanese Player is the Scenario Attacker and the Indian Player is the Scenario Defender. The Majority Squad Type of the Japanese is Stealthy, that of the Indians is Normal.
3. The River Hexes are treated as Shallow Stream.
4. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All Houses are Huts, all Roads are Trails.
5. Japanese suffer from Ammo Shortage.
6. Crocodiles set up HIP on Board 7 in a stream hex.
7. Crocodiles move up to 3 hexes a turn in a stream hex and one hex per turn on any non-stream hex.
8. Crocodiles move as if Berserk and must enter a unit's hex in order to attack. All Crocodile Attacks are treated as Hand to Hand Combat. Crocodiles have a –2 to their ambush die roll when attacking in a stream hex and a +2 when attacking in a non-stream hex.
9. Japanese Units may fire on Crocodiles as if firing at a normal MMC. Crocodiles which suffer casualty reduction are instead KIA'd. Crocodiles suffer normally from Pin Results and if broken must move three hexes away from the firing Japanese Unit. Crocodiles may rout to any hex including adjacent to another Japanese MMC. Crocodiles which cannot rout the minimum 3 hexes without entering a Japanese controlled hex are eliminated. Crocodiles automatically rally.
10. Crocodiles which end their turn in a stream hex at least three hexes away from the nearest Japanese Unit regain their HIP status at the conclusion of the Close Combat Phase.

Aftermath: After days moving through the jungle terrain, the Japanese were confronted with an expansive mangrove swamp. Weakened by lack of food, lack of sleep, relentless insect attacks and the jungle terrain, the Japanese were suddenly beset in the dark by swarms of saltwater crocodiles. On the opposite side of the mangrove swamp, the Indians heard the scattered rifle shots in the pitch black swamp and the screams of wounded men caught by the huge reptiles. By dawn, the surviving Japanese emerged from the swamp and were met by the stiff resistance of the Indian Brigade. With surrender not an option, the Japanese either threw themselves headlong into the Indians or returned to the mangrove swamp to find another route to safety. Few Japanese would survive to tell the horrors of Croc Night.

Scenario GJ038