

<title>CHECKOUT TIME</title>

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<b>Repulse Bay, Hong Kong, December 21, 1941:</b> The battle for Hong Kong was short but intense. The allied troops were a motley force of Indians, British, Canadians, and the local Chinese. The hodge podge of units were expected to hold off the Japanese 38th Division for several months, but with the quick fall of the Gin Drinker's Line, the island's fate was sealed. As the Japanese army assaulted the island, battles erupted in every outbuilding and hill. The hotel at Repulse Bay saw intense fighting as the Japanese strove to split the island's forces in two.

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<b>Aftermath:</b> For three days the Allied forces kept the Japanese at bay. Near the end of the battle the defenders were rolling hand grenades down the halls of the hotel to wipe out a pesky machinegun position. With their position tenuous, the soldiers were ordered to withdraw, and leave the hapless civilians to their fate.

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<b>Victory Conditions</b>

The Japanese player wins by controlling buildings 6M5 and 6J8.

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<b>Mapboards</b>

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|39 |6 | &lt;-N

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<i>British setup first. Japanese move first. The game is 8 turns long.</i>

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<b>British OB</b>

Mixed elements of 5/7 Rajput Rifles, Royal Rifles of Canada, and Hong Kong Volunteer Defence Corps [ELR: 3] set up on board 6: {SAN 4}

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4x457, 4x447, 4x436, 9-1, 8-1, 8-0, 7-0, 2xLMG, MMG, 50\* MRT, 8x"?"

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<i>Element of the Armored Recce Platoon, Hong Kong Defense Corp. enter west edge of board 6 on Turn 2:</i>

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Carrier A

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<i>Elements of the British Middlesex Regiment enter west edge of board 6 on Turn 4:</i>

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2x457, 9-2, LMG, MMG, 2x 15-cwt Truck

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<b>Japanese OB</b>

Elements of the 228th Regiment, 38th Division [ELR: 3] set up on board 39 east of hexrow P in any hex number > 2 {SAN: 4}

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14x447, 2x228, 9-1, 2x9-0, 8-0, 2xLMG, MMG, DC, 2x50\* MRT, 70\* INF (Type 92)

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<b>SSR:</b><ol>

<li> EC are moderate with no wind at start. PTO is in effect with light jungle.

<li> Buildings 6M5 and 6J8 are stone. All others are wooden.

<li> British may use HIP for one squad/equivalent (and any SMC/SW with it), may fortify one building location, and may have one tunnel.

<li> Any wind change DR of 2 or 12 results in Ammo Shortage for the British.</ol>

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<li>Scenario Design:</i> Jeffrey Shields, jeff@vims.edu

<li>Literature:</i> Ferguson, T. 1980. Desperate Siege: The Battle of Hong Kong. Doubleday, Canada, Ltd. 252 pp. (The Repulse Bay Hotel action is described on pages 175-185.)</ul>