## "On the Road to Subang"



## Subang, Java — March 2nd, 1942

On the very day of the first Japanese landings on Java, the Shoji Detachment would seize control of Kalidjati Airfield. Japanese commander, Colonel Shoji would disperse his battalions between the airfield and to defend the village of nearby Subang. On March 2nd, the NEI Mobile Unit would launch a counter-attack to retake control of Subang and the Kalidjati Airfield. With armored cars and supporting tanks, the NEI would surge up the road to Subang in what would be the first tank attack in Dutch history.

VICTORY CONDITIONS: The Dutch win at game end if they have 20 EVP on any airfield hexes on Board 38. Any other result is a Japanese victory.

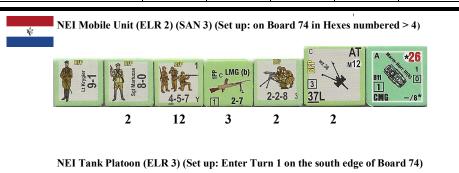
## **Board Configuration:**

Boards 74, o, 38 (Only Rows R-GG are playable on Boards 74 & o. Only Rows A-Q are playable on Board 38.

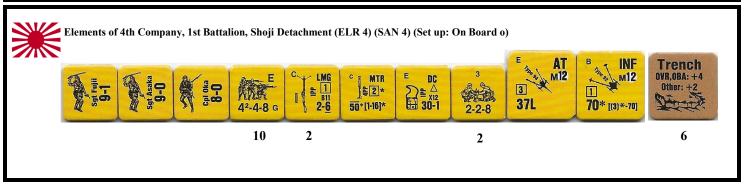


Dutch Player moves First	1	2	3	4	5	6
Japanese Player sets up First						









## Special Rules/Notes:

- EC are moderate with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Exception: All Roads exist as Roads.
- Place a Wreck in Hex Z5 on Board 74.

**Aftermath:** Led by Captain G.J. Wulfhorst, the NEI would overcome a Japanese roadblock and drive forward into Subang. The road constrained the movement of the Dutch armor, which had to advance in single file under intense Japanese fire. Using trenches originally created by the Dutch, the Japanese would be entrenched on both sides of the narrow road leading into Subang. The supporting NEI infantry were quickly left behind by the Dutch tanks. Without supporting infantry, the tanks were unable to reach the airfield and fought their way back to the start line. The NEI would make two more attempts before withdrawing. The airfield would remain under Japanese control.



Scenario GJ131