



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN NEW GUINEA





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WHAT IS THIS BOOK?



This book is an expansion for *Bolt Action*, the 28mm scale tabletop wargame set during World War II. Whilst there is historical detail within the narrative, this volume is not a history book – it is first and foremost a wargaming supplement. The team who put this book together took feedback from reviews of previous supplements and opinions from the *Bolt Action* community via www.warlordgames.com/forum. With this information to hand, the intention was to provide a good mixture of scenarios, new units and new rules whilst still giving some historical background for context. Some previously published rules and units have also been reprinted – this is to save players the expense of buying additional books for content which is vital to this volume, but might form only a small part of other books.

The New Guinea campaign spanned several years and thousands of miles; to even attempt to summarise such a huge campaign into a book of this size is to accept that it cannot do justice to those who fought in it. Many critical battles have not been presented as scenarios in this book,

merely due to the constraints of the book size and the author's wish to present a variety of very different scenarios for players. For those who are interested in a more in-depth look at the actual historical events surrounding the New Guinea campaign, a bibliography is provided.



Matilda Frog Flamethrower Tank

CAMPAIGN OVERVIEW



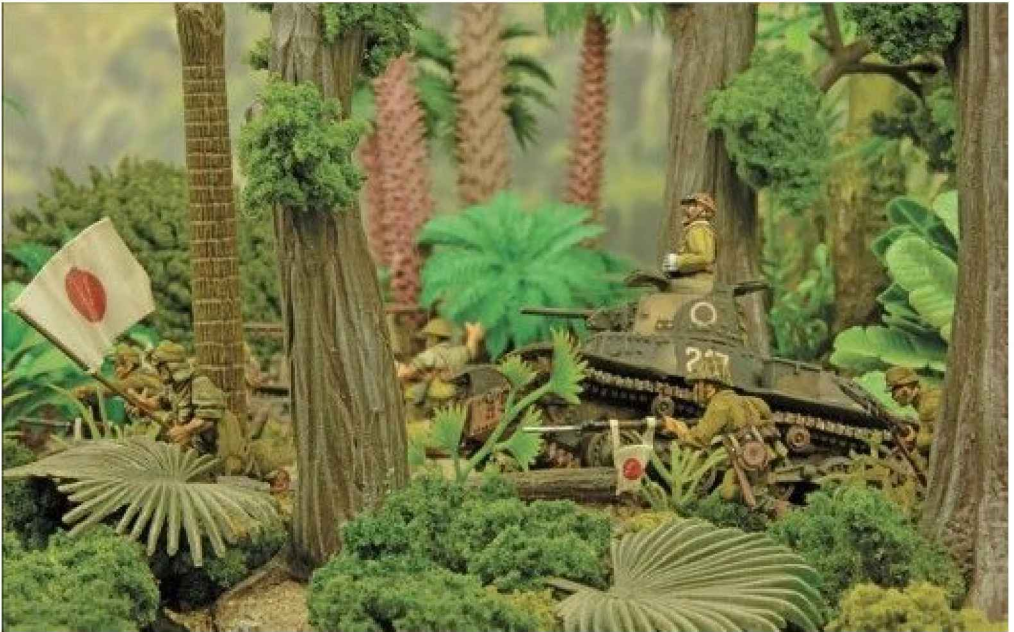
Japan's entry into World War II saw a seemingly unstoppable advance across Allied territories in the Western Pacific and Southeast Asia. Following on from the attacks on Pearl Harbor and the Philippines in December 1941, Guam and Wake Island would quickly fall. Hong Kong, Malaya, Singapore, Burma and the Dutch East Indies would soon follow, establishing Japan as a key threat to the United States and the British Commonwealth. This, of course, is assuming one takes December 1941 as Japan's entry into the war – many considered it a logical continuation to the Second Sino-Japanese War, which had erupted in the summer of 1937.

Australia had declared war on Germany on 3 September 1939 and immediately set about supporting Great Britain in the Commonwealth war effort. As a result, the four combat divisions of the Australian Imperial Force were already fighting in North Africa and on the Malay Peninsula when the forces of Imperial Japan began sweeping south towards their shores. Likewise, the Royal Australian Air Force's nine squadrons and the

Royal Australian Navy's five cruisers were also locked in the war against Germany and Italy; only a single armoured division remained to defend the Australian mainland – and they were waiting for their tanks to arrive. The defence of mainland Australia and its colonies was largely left to the Citizens Military Force, which was comprised of volunteers and national service draftees. Compared to their counterparts in the Australian Imperial Force, these soldiers had both substandard training and equipment, leading to the derogatory term of 'Chockos' being applied to them by the men of the 2nd Australian Imperial Force (2 AIF) – chocolate soldiers who would melt at the first sign of trouble. Air defence of the entire theatre fell to 29 Hudson bombers, 14 Catalina flying boats and a small number of Wirraway trainers, which would be forced to carry out the role of improvised fighters.

Less than 100 miles north of the most northerly point of mainland Australia lay New Guinea, the second largest island in the world, covering over 750,000 square kilometres. The southeast of the island – the Territory of Papua – became an Australian protectorate in 1906. In 1920 the northeast of the island, together with the smaller islands of New Britain, New Ireland and Bougainville (previously under German control) were assigned to Australia by the League of Nations. The west of the island was under Dutch control as Netherlands New Guinea.

Arms and armour: Japanese forces on the attack



The strategically vital island had been identified by Japanese commanders early on as both the core of a defensive perimeter to prevent any Allied attacks staged in Australia, or conversely as a staging post for an assault on mainland Australia itself. It therefore came as no surprise to the Australian defenders in January 1942 when the Japanese South Seas Force was sighted en route to New Britain and New Ireland. The stage was set for some of the bloodiest fighting in any theatre of the war, from the opening rounds of the Rabaul landings right up to the closing stages of the war in the Pacific in August 1945.

Australian forces, New Guinea, 1942–44: (L–R) Independent Company Lieutenant, Tank driver (2/6th Armd Regt), Forward scout (7th or 9th Div), by Carlos Chagas © Osprey Publishing. Taken from Elite 153: The Australian Army in World War II.



The campaign would see these successful landings setting up Rabaul as a base of operations to then move across to New Guinea itself. After establishing a presence on the northeast coast, a Japanese amphibious assault of the capital at Port Moresby was foiled at the Battle of Coral Sea; this forced the Japanese to attempt to advance overland across the notorious Owen Stanley Range, utilizing the treacherous Kokoda Track. Stiff Australian defence slowed the Japanese advance, which succeeded in

moving far enough to see the lights of Port Moresby before being turned back and pushed all the way back to the north coast again, and one of the bloodiest battles of the entire Pacific theatre: the Battle of Buna-Gona. However, Buna-Gona was merely the end of the beginning in New Guinea and years of hard fighting lay ahead on both New Guinea itself and its surrounding islands.





PRELUDE

With the decision taken to secure the strategically vital island of New Guinea, preparations began in earnest. Major General Tomitaro Horii, a veteran of the fighting in China and a respected combat leader, was chosen to lead the invasion of New Guinea. The first objectives identified were the smaller islands of New Britain and New Ireland to the east of New Guinea; in particular, the town of Rabaul and its deep water harbour on the north coast of New Britain would be vital for supporting future operations.

New Britain and New Ireland were defended by a token detachment of Australian troops known as Lark Force, under the command of Lieutenant Colonel John Scanlon, a veteran of Gallipoli and the Western Front during World War I. Lark Force comprised of just over 700 soldiers of the 2/22nd Battalion augmented by members of the New Guinea Volunteer Rifles together with small detachments of engineers, artillery, anti-aircraft, medical and anti-tank units. The 130 commandos of the 2/1st Independent Company were charged with defending New Ireland. Facing the Australians was the might of Horii's South Seas Force, which numbered over 8,000 experienced soldiers together with air support from the aircraft carriers *Kaga* and *Akagi*.



On 4 January 1942, the first Japanese bombing raid of the campaign targeted the Australian airfield at Lakunai, just outside Rabaul. It was the first of several raids which steadily whittled away the RAAF's already meagre air power in the area. On 14 January, the Japanese invasion force departed from Truk and set sail for New Britain and New Ireland. Concerned about reports of coastal guns defending the islands, Rear Admiral Kiyohide Shima opted for an amphibious assault at night.

SNLF enter the fray



After a dogged defence staged by the handful of Australian pilots in the skies over New Britain, the overwhelming aerial armada of the Imperial Japanese Naval Air Force had now achieved air supremacy. Operation *RI* – the assault of New Britain and New Ireland – began before dawn on 23 January. In a moonless night with calm winds and near-flat seas, the

invasion force lowered its assault craft and prepared to attack New Britain's north coast. Shortly after 0100, units of the 1st Battalion, 144th Infantry Regiment landed near Praed Point and moved inland towards Lakunai airfield. At Raluana Beach, the Japanese were briefly opposed by a hastily assembled force of anti-aircraft gunners and non-combatants, but the Australians were hugely outnumbered and soon withdrew.

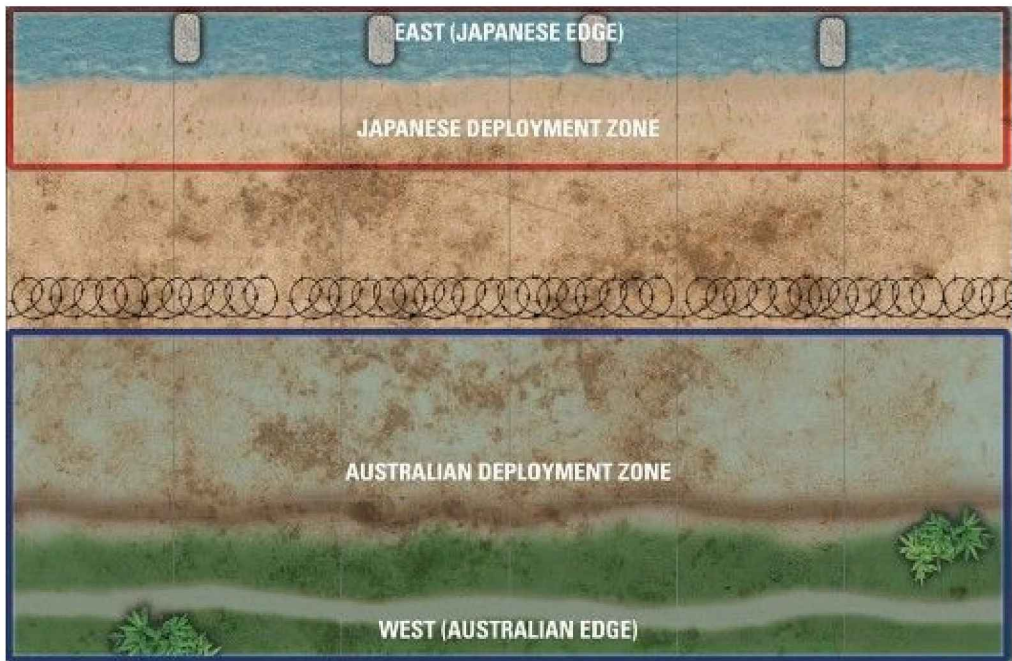
Further landings near Mount Vulcan, an area of higher ground on the east coastline just south of Simpson Harbour and Rabaul, saw two companies then proceed inland towards Vunakanau airfield. However, the 9th Company strayed from their course and landed their craft further north – right by the prepared positions of Major William Owen's A Company. Owen's men had set up on a road to the west of the beach, having cleared excellent fields of fire and set up defensive positions and barbed wire.

With Vickers and Lewis guns at the ready, mortars ranged in and lines of rifles aimed at the beaches, the Australian soldiers waited patiently as the Japanese landing craft beached in the darkness. Backlit by burning buildings on the far side of the bay, the men of A Company allowed all of the craft to land and the Japanese soldiers to file out onto the beach. Lighting cigarettes, joking aloud and shining torches in the darkness, the Japanese invaders were caught completely unaware when Owen's A Company opened fire with everything they had.

FORCES

This scenario is designed to be played with equal forces. Australian forces are chosen from the Lark Force Reinforced Platoon. The Australian player receives one free Inexperienced MMG for every Reinforced Platoon the Japanese player takes. Japanese forces are chosen from the Assault of New Guinea Reinforced Platoon. SNLF squads may not be included.

Scenario 1: Operation *RI*



SET-UP

This scenario is played on a six by four feet gaming surface with the longer edges being designated the east and west edges. The first 6" of the eastern edge are water; the first 12" of the western edge are raised ground with a narrow road running from north to south. The intervening terrain is sand, which counts as rough ground. The Australian player may set a single length of barbed wire running from the north to south table edges, anywhere on the table except within 18" of the eastern edge. Four landing craft are placed on the eastern edge of the board, not within 12" of each other. Note, these landing craft have already beached and so are used as markers only; they do not count as units and so cannot be given orders or

attacked.

DEPLOYMENT

The Japanese player must deploy first. The entire force may be deployed within 12" of any landing craft, but no more than 6" from the waterline. The Australian player must deploy his entire force anywhere on the table within 24" of the western table edge.

SPECIAL RULES

Any Australian unit may begin the game in *Ambush*.

Any Australian unit may begin the game Hidden using the rules in the *Bolt Action* rulebook.

Australian units may be Dug-In.

The Australian player may open fire with any of his units before the game begins. Shooting is resolved as normal, but the Japanese player may not elect for any of his units to go *Down*. Any units which fire in this manner are no longer in *Ambush* or Hidden. Due to the attackers being backlit by fire on the far shore, all Australian units can add +12" to their night vision.

The landing at Mount Vulcan took place at night, so the Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

Barbed wire rules are found. Wire cutters may not be taken.

OBJECTIVE

The Australian player must hold position and eliminate all enemy opposition. The Japanese player must exit the beach and move inland.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! The Australian player scores 3 victory points for each enemy unit destroyed. The Japanese player scores 2 victory points for each unit which exits the table via the western edge.

The Australian fire caught the Japanese attackers completely by surprise,

particularly as no significant resistance had been encountered up to that moment. The soldiers of the 9th Company initially fell back, but then regrouped and advanced in an attempt to breach the barbed wire. Two attempts failed with heavy casualties being sustained and the attack was abandoned with the Japanese force moving south to bypass the defenders.

Ultimately, this sterling resistance would have little effect. With thousands of Japanese troops pouring onto the beaches throughout the early hours of the morning, the fight very quickly became entirely one sided – within hours the men of Lark Force were outnumbered nearly fourteen to one, and the Japanese had support from air assets and naval gunfire. Australian troops were forced back and took to the jungles to evade the invaders. Rabaul had fallen. Similar successes were enjoyed by nearly 4,000 men of the Japanese Special Naval Landing Force who assaulted New Ireland.

Ill-prepared for a guerrilla campaign, the survivors of Lark Force could only hope to continue their retreat through the jungles as they were pursued by Japanese infantry and aircraft. Over 400 soldiers and civilians were successfully evacuated by sea and air, but ultimately it proved increasingly difficult to evade the overwhelming Japanese presence on the islands. Over 1,000 Australians were captured, with some 160 being executed by Japanese soldiers.

TARGET NEW GUINEA



A key strategic component of the Pacific War was the possession of airfields, and New Guinea was in this respect no different. Buna had been identified pre-war as a good location to establish a strategic airfield to support actions against Guadalcanal and to safeguard the expanded edges of the spreading Japanese empire, as well as conducting preliminary strikes against the Australian colonial capital of Port Moresby. The seizure of Kokoda airfield was essential as part of that plan. It was to be used as a forward-staging airfield, one that could see supplies flown in and out, casualties evacuated and reinforcements transported almost to the front lines of the most southern front in the newly acquired Japanese empire.

The rapid fall and occupation of Rabaul meant that the first part of the expansionism could be secured. Rabaul was quickly converted into a major staging post for Japanese forces in the area. The two airfields were repaired

and thousands of soldiers and sailors began arriving by sea over the next few days. Australian Catalina flying boats and US B-17 Flying Fortress bombers carried out regular bombing raids on Rabaul and its surrounding installations. Rabaul also now found itself firmly in the crosshairs of the US Navy, who planned a major air attack from the Task Force 11 (centred on the carrier USS *Lexington*). However, the carrier group was discovered by a Japanese flying boat on 20 February and the tables were turned when 17 G4M1 'Betty' bombers were sent against the US warships. These were decimated by US Navy fighters, with the knock-on effect of delaying the Japanese invasion of New Guinea due to a lack of air cover.

However, with more air assets inbound, the plan would eventually proceed. New Britain was now integral to the Japanese defence of the area, which would in turn deny the use of the Bismarck Sea to American and Australian forces. The extension of this defensive ring now brought the northeast coast of New Guinea into the Japanese plan, more specifically the villages of Lae and Salamaua, both of which had a local airfield. The invasion force left Rabaul on 5 March with some 3,000 soldiers and workers. They were sighted by an RAAF Hudson only 55 miles from New Guinea and so were able to make landfall unopposed in the late evening of 7 March, taking the two airfields within hours. Only token resistance was encountered as the retreating Australians were predominantly survivors of the Rabaul assault, already scattered and disorganised from their last encounter with Japanese forces. Japan now had a foothold on New Guinea.



Australian positions are overrun



However, the harbour city of Port Moresby on the southeast coast of New Guinea remained the prime target. Regular bombing raids were now carried out against the town and in return, a slow trickle of RAAF squadrons into the area were used to attack the Japanese airfields at Lae and Salamaua. Another major landing was planned by the Japanese – Operation *MO*, the amphibious assault of Port Moresby. Vice Admiral Shigeyoshi Inouye had three carriers, 13 cruisers and 32 destroyers at his disposal but these assets had to be divided between the protection of two invasion convoys: Port Moresby and Tulagi in the Solomon Islands. Aware of a strong US Naval presence in the vicinity, supported by cruisers of the Royal Australian Navy, Inouye decided to bring the US carrier force to battle before committing a potentially vulnerable invasion force to open waters

and the fury of US Naval aviators.

In what became known as the Battle of Coral Sea, US and Australian naval assets battled against Inouye's carrier force from 4 to 8 May. It would be the first major naval action in history where the two opposing sides did not directly sight or engage each other; the battle was conducted by naval aircraft. The battle took a great toll on both sides, with both the US Navy and Japanese losing an aircraft carrier and having a second suffer significant damage in addition to the losses in smaller warships and aircraft. However, enough damage had been inflicted on the Japanese invasion force that the plan to assault Port Moresby was cancelled. In this way, a sea battle conducted by naval airmen nearly 1,000 miles away from Port Moresby had the single greatest effect on the opening stages of the land war in New Guinea. The subsequent US victory at the Battle of Midway in June 1942 was even more indicative of the shifting balance of naval air power in the Pacific theatre. On 11 June, General Douglas MacArthur informed Australian Prime Minister John Curtin that an invasion of mainland Australia had now been made impossible. The opening stages of the New Guinea campaign were over, but this was far from the end.

TAKING THE FIGHT TO THE INVADERS

With Port Moresby's future secured, for the time being, Allied Command began to look at opportunities to take more of an offensive footing in New Guinea. With limited resources available, waging a guerrilla war was quickly selected as one of the most practical short-term plans. The 2/5th Independent Company under the command of Major Paul Kneen was moved to New Guinea to form the nucleus of Kanga Force – a specially trained commando unit who would be the very first Allied soldiers to carry out offensive land operations against the Japanese in New Guinea.

On 12 May, Major Norman Fleay was given overall command of Kanga Force, which also incorporated a detachment made up of members of the New Guinea Volunteer Rifles. Kneen was responsible for operations in the Bulolo Valley, whilst Scotsman Captain Norm Winning would command the men at Mubo. The first major operation was planned for late June and would involve a series of simultaneous attacks around the Japanese airfield at Salamaua. Raiding Parties A to F were made up of commandos accompanied by a scout whilst Party G was equipped with a 3-inch mortar. The 71 men of the seven raiding parties set off through the jungle on 28 June with orders to commence their attack at 0315 the following morning.



The Australian commandos and their local scouts stealthily approached their targets in the early hours of 29 June 1942. Party A would attack ‘Chinatown’ at Kela Point, whilst further south Parties B to E would strike the settlement of Kela itself. Parties F and G were further south still, charged with attacking the airfield. Dozens of Japanese soldiers were asleep inside the buildings at Kela, with only a handful of sentries and a machine gun position to avoid, none of whom were particularly active or expecting

an attack. Each of the Raiding Parties carried a demolition charge made from a sticky bomb, sandwiched between two packs of TNT for good measure.

At Kela Point, Party A had managed to reach the coast itself and awaited the pre-designated attack time in cover behind a sea wall, watching a squad of Japanese soldiers some 20 metres away who were talking to a group of local women. Back at Kela, Corporal Bill Hunter's Party B had taken position near the village bakery when a thunderstorm erupted overhead and they moved to take cover beneath one of the houses. Corporal Hunter moved forwards to inspect his party's target building, just as a Japanese soldier wandered out into the night to relieve himself. The Japanese soldier saw Hunter. Hunter opened fire and yelled out the order to attack. It was 0314, and the entire region lit up with fire from the commando raiders.

This scenario uses the Raiding rules.

FORCES

Both players' forces are set for this scenario.

The Japanese force consists of:

- 1 regular Second Lieutenant with additional man
- 4 IJA Infantry squads (12 men equipped with rifles)
- 1 regular medium machine gun team
- 3 regular sentries

The Australian force consists of:

- 2 Independent Company Raiding Parties (10 commandos and 1 scout. Four commandos with rifles, four with submachine guns, one with a light machine gun. Officer has a submachine gun and scout has a rifle). One Party is led by a

Captain, the other is led by a Lieutenant

- 3 sabotage teams (see special rules)

Scenario 2: The Salamaua Raid



SET-UP

This scenario is played on a six by four feet gaming surface. If available scenery allows, set up a 3" strip of jungle around the two shorter edges and one long edge, and a 3" strip of beach along the remaining edge. The centre of the table should include six huts. Huts must be at least 4" apart and cannot be placed within 7" of the jungle. The Japanese player may set up one sandbag emplacement or equivalent open hard cover for his machine gun emplacement.

DEPLOYMENT

The Japanese player must deploy first. One squad must be deployed within

6” of the beach. The remaining three squads are deployed within any buildings of the Japanese player’s choice. Multiple squads cannot share the same building. The Australians have had some time to observe Japanese movements within the village so two of the three squads within the buildings must be declared to the Australian player. The final squad’s location is recorded in secret by the Japanese player. Sentries may be deployed anywhere on the table. The medium machine gun team must be deployed within the sandbag emplacement. The officer unit must be deployed within 3” of one of the huts. Australian units are then deployed within the 3” of jungle which runs along three of the table edges.

SPECIAL RULES

The Salamaua Raid took place at night, so the Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

The Japanese player has three regular sentries.

...were the immortal words shouted by commando Bernie Davies as he hurled his team’s improvised bomb into a building full of sleeping Japanese soldiers. The sabotage teams consist of two Veteran soldiers equipped with SMGs and a single explosive charge. Any sabotage team may attack a building with a bomb if it can reach the building’s door with an *Advance* order. Bombs detonate at the end of the turn, allowing the Australian player

to co-ordinate simultaneous bomb attacks with different units. Any Japanese unit caught inside a building which is attacked by a bomb immediately suffers an automatic hit as if attacked by a HE (2D6) weapon – the unit cannot go *Down* in response to this. All surviving models are placed outside the building, within 3” of the building as they stagger dazed by the force of the blast, and are immediately given a *Down* order. Due to the staggering force of the blast, the sabotage team delivering the bomb also suffers a pin on the roll of a 4+.

The alarm is raised and the Japanese force alerted to the attack if any of the following events occur:

- A sentry raises the alarm
- An Australian unit fires
- A bomb detonates

Once the alarm has been raised, all Japanese units who are not in buildings and have not already had an order die assigned to them may place an order die in the bag. For any Japanese units which are still inside buildings and have not been attacked by bombs, they immediately suffer 1D3-1 pin markers as they attempt to wake up and equip themselves. They are given an order die for the following turn.

OBJECTIVE

The Australian player must inflict as many casualties as possible and successfully fall back to the jungle. The Japanese player must destroy the attacking force.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! Both players score 1 victory point for each enemy unit.

Aussies about to hit an enemy outpost



As soon as the attack began, commandos of each Party rushed forwards to open the doors of their target buildings and hurl their explosives inside before shutting the door to shield themselves from the blast. In almost every case, the resulting explosion blew the door and the bomber commando several feet into the air before they could drag themselves back to join their Party. Half-dressed and concussed Japanese soldiers staggered out into the night through doors, windows and trap doors only to be gunned down by the awaiting commandos.

The secondary objective – a group of Japanese radio towers – was also destroyed. As the commandos of Party E pressed forwards they encountered a solitary figure who froze momentarily before attempting to flee. He was gunned down by the Thompson submachine gun of Party leader Bill O'Neill. Upon inspecting the body, the Australians discovered that they

had killed a Japanese pilot who was attempting to reach his seaplane moored in the nearby bay. The pilot's bag was recovered by the commandos, and a later inspection discovered that it carried maps, orders and aerial codes.

The effect of the raid was impressive. Estimates were between 57 and 113 Japanese soldiers killed, although the Japanese only admitted to having lost 38. A bridge and three enemy vehicles were also destroyed. In exchange, the Australian force suffered only three wounded. This was the first offensive action against Japanese forces in New Guinea. The next night, a second raid was led by Major Kneen against targets at Heath's Plantation to the west of Lae. The raid was not as successful and Kneen was killed in the ensuing firefight.



More Japanese soldiers were moved to the area and regular patrols were conducted to hunt down the Australian commandos. In mid-July, Kanga Force received two sections as reinforcements, but this was not enough to keep pace with the growing Japanese presence. On 21 July, a Japanese patrol stumbled across a unit of Australian commandos who had stopped to eat, but the confrontation was again one-sided with the Australians suffering no casualties and sending the Japanese in full retreat carrying their

dead and wounded.

The next day saw Japanese landings on the north coast of Papua across the Buna–Gona area: some 2,000 men under the overall command of Colonel Yosuke Yokoyama. This put Japanese forces only some 100 miles northeast of Port Moresby with only the Owen Stanley Range standing in their way – and by the end of August, 13,500 Japanese soldiers had landed in the Buna–Gona area. With the Japanese threat growing again, Port Moresby was once more under threat and any reinforcements would have to be sent to the capital. By late August, Kanga Force was ordered to fall back through the jungle, destroying anything in the Bulolo Valley that could be of any use to the enemy as they went.

THE KOKODA TRACK



Following the Japanese landings at Buna–Gona, preparations were made for an advanced task force to move quickly up the track with the aim of seizing the initiative, by securing Kokoda village and its co-located airfield. This force would then repair tracks and roads, aggressively patrol the areas around Kokoda while awaiting the main force of the Nankai Shitai (South Seas Detachment) to be landed and assembled ready for the drive over the Owen Stanley Range to take and secure the Allied sea and air base at Port Moresby.

This advanced force was known as the Yokoyama Detachment (named after its commander, Colonel Kosuke Yokoyama) and comprised of the 1/144 Infantry Battalion's 586 men, 1st Company 55th Mountain Artillery, 2nd Company 47th AA Battery, 15th Naval Pioneers' 500 labourers (non-combatants), 15th Independent Engineers' (less one company), 5 Sasebo SNLF (present but never committed to action) and attached support arms: medical, communication, transport, and construction.

Between the landing site and the target of Port Moresby was the rugged

and inhospitable Owen Stanley Range; dozens of miles of treacherous and precipitous mountains extending up to over 13,000 feet, with huge expanses of malarial swampland and dense jungle. The least-dangerous route through the mountains was the Kokoda Track; a single-file foot track covering the 60 miles between the Sogeri Plateau near Port Moresby and Kokoda.

Standing between the Japanese landings and Kokoda itself were the 30 officers and 280 men of the Papuan Infantry Battalion, and the 39th Battalion of the militia. On 23 July, the first clash occurred when a PIB detachment of 38 men encountered the leading elements of Lieutenant Colonel Hatsuo Tsukamoto's 1st Battalion, 144th Infantry Regiment. With intelligence gleaned by the soon to become legendary Sergeant Katue, the PIB were able to set up an ambush. After a brief but deadly exchange of fire, the PIB soldiers retreated across a rope bridge spanning a creek and cut it down behind them.

Further to the southwest, a company of the 39th Battalion set up a defensive position at the Kumusi River. They held their ground against Japanese attacks until forced to retreat on 25 July. With one more platoon flown in for support, 77 men held Kokoda itself and the beginning of the vital Kokoda Track as Tsukamoto's 1/144 Regiment attacked in the early hours of 29 July.

A clash of patrols



TOP SECRET

LEGENDS OF NEW GUINEA: SERGEANT MAJOR KATUE

Very little is known about Katue both before and after World War II. Originally hailing from Gora Village near Kikori, he was the fourth man in line to volunteer his services for the Papuan Infantry Battalion (PIB) when it was raised in June 1940. At the time, Katue was in his mid-thirties. Previously, he had served in the Royal Papuan Constabulary where he had already established a reputation for bravery.

Sergeant Katue was one of the NCOs in a PIB patrol which was moving north to identify Japanese positions shortly after the Japanese landings at Gona, some

100 miles to the northeast of Port Moresby, in July 1942. Katue's citation for the Military Medal told of his early exploits:

'In the Awala-Buna area (Northern Papua) during the night of July 22–23, 1942 at great personal risk and alone, this native NCO penetrated to the rear of the enemy lines for a distance of several miles and returned to his headquarters with valuable information of the enemy strength and disposition, thereby enabling his unit to take up a strategic position and greatly retard the enemy advance. This NCO repeated his feat again on July 26 and 27, 1942.'

Removing his uniform to adopt the native dress of a lap-lap skirt, Katue also ate betel nuts to stain his teeth red in the manner of the locals. With this effective camouflage, he moved with impunity around Japanese positions without arousing suspicion for a total of 73 days. As well as gathering vital intelligence, Katue also took the opportunity to eliminate Japanese officers and NCOs – wherever possible he took the rank insignia from the men he had killed and sewed them onto his own uniform. A growing collection of Japanese rank badges surrounded his own sergeant's stripes. He also organised local tribesmen against the Japanese and killed two native village councillors who had agreed to co-operate with the Japanese.

On one of his patrols he hand-picked two men to accompany him and encountered three Japanese soldiers on patrol near Ongahamo. He stopped his men from firing at them:

'If you miss, plenty trouble. If Katue shoot, no miss.'

He killed all three men with three shots in quick succession. Sergeant Major Katue survived the war, and then disappeared from the pages of history. He is prominently featured on the Rotary Kokoa Memorial Wall sculpture at Broadbeach, Queensland.

Katue may replace the sniper option in the 1942 Australian Army Reinforced Platoon or the 1943–45 Australian Jungle Division Reinforced Platoon.

Cost	150pts (Veteran sniper team)
Composition	1 NCO and 2 men
Weapons	Rifles
Special Rules	<ul style="list-style-type: none"> - Sniper. If the sniper special rule is being employed, the assistants are spotting and may not fire their own rifles. Intelligence gathering. Having spent days observing enemy positions, Katue has passed valuable intelligence on to his chain of command. Once per game, the Australian player may choose which side's die is drawn for a turn's first activation. - Tough fighters. - Behind enemy lines. When outflanking (Bolt Action rulebook, p.119), Katue's squad ignores the -1 modifier to the order test for coming onto the table. If the Australian player prefers and the scenario allows, Katue's squad may also forward deploy in the same manner as a normal sniper team. - Assassination. Katue targeted enemy leaders for elimination on every patrol behind enemy lines. Before the game begins, the Australian player can pick one enemy unit's NCO. Katue can attack this model as if assaulting (rolling a second dice following a success for tough fighter). If he is successful, the model is removed from play and the squad starts the game without an NCO.

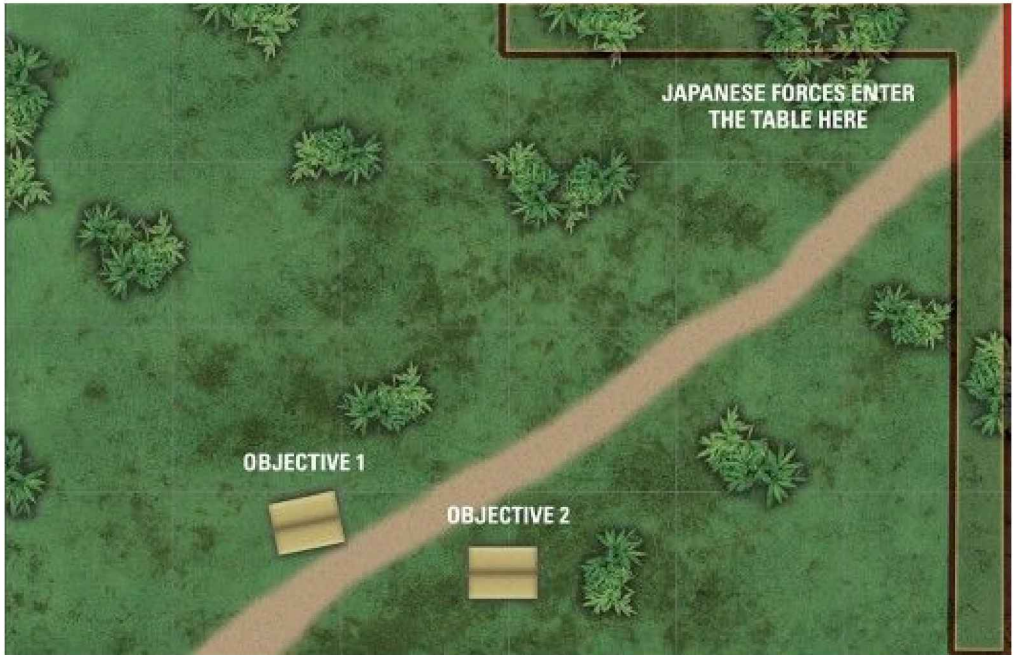
Lieutenant Colonel William Owen was in command of the militiamen of the 39th Battalion who defended Kokoda on 29 July. He had been the company commander at the defence of Mount Vulcan, Rabaul and had already seen first-hand the ferocity of a Japanese invasion. Owen positioned his 111 men around the plateau in a horse-shoe shaped line facing north, where the centre of the small settlement and its strategically vital airstrip stood. At approximately 0200 on 29 July, the attack began. After a preliminary mortar barrage, some 200 soldiers of the 1st Company, 1/144th Regiment under the command of Second Lieutenant Tetsuo Ogawa fought their way up the plateau.

FORCES

This scenario is designed to be played with unequal forces, with the Japanese player having a 50% points advantage over the Australian player (i.e., if the Australian player has 500pts, the Japanese player may have 750pts). Australian forces are chosen from the 1942 Australian Army Reinforced Platoon Selector, but may not include the following units: AIF, air observer, artillery unit, transport vehicle. All units must be Inexperienced, with the exception of any Captain or Major, sniper or Papuan sections, which may be Regular.

Japanese forces are chosen from the South Seas Detachment Reinforced Platoon.

Scenario 3: The First Battle of Kokoda



SET-UP

This scenario is played on a six by four feet gaming surface. The long edges are north and south; the shorter edges are east and west. A runway runs diagonally across the table, and to either side of it are buildings. Two buildings, which are placed between 6" and 12" from the southern (Australian player's) edge and at least 18" from the western table edge (to the left of the Australian edge), are the objective buildings.

DEPLOYMENT

The Australian player must deploy first. The entire force may be deployed anywhere on the table. The Japanese player begins off table. Due to his

force needing to negotiate the steep slopes leading to the plateau, the Japanese player must split his force into three roughly equal detachments. Detachment 1 automatically enters the table on Turn 1. Detachments 2 and 3 are in reserve (*Bolt Action* rulebook, p.131). Any units in Detachment 3 can only attempt to enter the table once all units from Detachment 2 have been deployed. The Japanese player may enter the table from the east half of the north edge (the 36" left of the centre point as looking at the table from north to south) and the east edge.



SPECIAL RULES

Any Australian unit may begin the game in *Ambush*.

Any Australian unit may begin the game Hidden (*Bolt Action* rulebook, p.117).

Australian units may be Dug-In. Australian units beginning the game in

buildings may not be Dug-In.

The Australian player receives one free Veteran Major, armed with a rifle, to represent Lieutenant Colonel Owen. Owen is not affected by exhaustion if this is rolled on the Tropical Hazards table. So much faith was placed in Owen's leadership that if he is removed as a casualty, any Australian unit which can draw line of sight to him immediately suffers 1 pin marker.

The attack on Kokoda took place in the early hours of the morning, so the Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

The Australian player has three flares (*Bolt Action* rulebook, p.220). He may fire the flares at the beginning of any three turns of his choice.

The Japanese player mounts a Preparatory Bombardment (*Bolt Action* rulebook, p.131).

Australian forces, Kokoda, 1942: (L-R) Rifleman (39th Bn), Rifleman (21st Bde), Corporal (25th Bde), by Carlos Chagas © Osprey Publishing. Taken from Elite 153: The Australian Army in World War II.



OBJECTIVE

The Australian player must hold position and eliminate enemy opposition. The Japanese player must capture the plateau and destroy the defending force.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the

end of Turn 7, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! The Australian player scores 2 victory points for each enemy unit destroyed. The Japanese player scores 1 victory point for each enemy unit destroyed. A controlled objective building is worth 3 victory points. A contested objective building is worth 1 victory point. To contest an objective you need only have some of your models in it at the end of the final turn. To control an objective, there must be one of your units in it at the end of the final turn, and there must be no enemy units in it. Victory points for an objective are not cumulative, it can be either controlled or contested, not both.

Japanese soldiers swarmed over Kokoda strip, ignoring their steadily mounting casualties as they closed with the defenders. Fierce hand-to-hand fighting ensued, and in the thick of the combat Lieutenant Colonel Owen was shot above the right eye whilst he commanded troops in one of the gun pits. Already chastised by one of his lieutenants for exposing himself to enemy fire unnecessarily, Owen was shot whilst hurling a grenade at approaching Japanese soldiers. Taken to the improvised aid station at

Kokoda, medical officer Geoffrey Vernon struggled to stabilise Owen as bullets from the attackers pelted the building he used to give aid to the casualties.

New Zealander, and veteran of Gallipoli, Major William Watson of the Papuan Infantry Battalion took command of the surviving defenders and at approximately 0430, an hour after Owen had been shot, Watson was forced to order a retreat. Owen was left in as comfortable a state as possible, but died in captivity very shortly after the battle. He was posthumously awarded the American Distinguished Service Cross for his valour and exemplary leadership. Owen was one of the seven Allied dead; the Japanese suffered 20 dead and wounded, including Second Lieutenant Tetsuo Ogawa – an officer who was popular with his men due to his reputation of caring for those under his command in an army where brutal leadership was common.



The Australian and Papuan survivors retreated into the mountains to the small village of Deniki, about five miles south of Kokoda. Within a week, they were reinforced by two further companies. The Japanese, meanwhile, convinced that they had faced a defensive force far larger than 77 men, paused to regroup rather than pursue the retreating defenders. Despite suffering significant casualties, the Japanese now held Kokoda and the entry

to the trail leading to Port Moresby.

Japanese soldiers enter a village



TOP SECRET

LEGENDS OF NEW GUINEA: LIEUTENANT COLONEL HATSUO TSUKAMOTO

The Japanese force which landed at Gona on 21 July 1942 was spearheaded by the veteran soldiers of the 1/144th Battalion, led by battle-hardened Lieutenant Colonel Hatsuo Tsukamoto. Described as 'that thundering old man' by one of his platoon commanders, the bespectacled Tsukamoto was a heavy drinker who explosive temperament and strict demands of his men made him stand out in an army notorious for its brutal discipline. Keen to be seen leading from the front, the aggressive Tsukamoto was nevertheless widely disliked by the men under his command. It was Tsukamoto's soldiers of the 144th who fought savagely against the Australian defenders at Kokoda strip in July 1942. Just prior to this, Captain Sam Templeton of the 39th Militia Battalion disappeared in action whilst delaying Tsukamoto's men from reaching Kokoda. One Japanese veteran claimed that

Tsukamoto personally executed Templeton with his sword after losing his temper with the brave Australian officer, who lied to him about the number of Australian defenders his men faced and laughed in his face during the interrogation.

Lieutenant Colonel Tsukamoto may be added to any force using the South Seas Detachment Reinforced Platoon Selector.

Cost	185pts (Veteran Major)
Composition	1 officer and up to 2 other men
Weapons	Swords, pistols and/or rifles, as depicted on the model.
Options	- Tsukamoto may be accompanied by up to 2 men at a cost of +13pts per man.
Special Rules	<ul style="list-style-type: none">- Push them until they drop. Tsukamoto's priority was to get the job done, no matter what the cost. He had little affectation for his men, only loyalty to his superiors. Any force which includes Tsukamoto may ignore the effects of Tropical Hazards.- Make the enemy pay for every yard. Any Japanese unit within 6" of Tsukamoto becomes stubborn.

Banzai! Australians receive a Japanese charge



THE FIGHTING ESCALATES



Major Allan Cameron took command of the 39th after arriving at Deniki on 4 August. An aggressive commander, he immediately set about planning a strike against Japanese positions to retake Kokoda strip. On 8 August, the 39th's A Company set out from Deniki to break away from the main trail and encircle Kokoda. C Company moved directly along the Kokoda Track for a frontal assault to coincide with A Company's envelopment. Meanwhile, D Company bypassed Kokoda altogether to set up an ambush between Kokoda and Buna to stop any Japanese reinforcements arriving from the north.

A Company were the first to arrive at Kokoda and found the airfield manned only by a small number of Japanese engineers, who soon fled. The vital airstrip was now back in Allied hands. C Company, however, were ambushed by the 2nd Company of the 1/144th whilst moving towards Kokoda. Meanwhile, D Company set up their ambush position and were soon exchanging shots, but found that several Japanese units who were already on the road to Kokoda had now doubled back – they were now

attacked by Japanese soldiers from two sides.

By nightfall, both C and D Companies had been forced back towards Deniki, leaving A Company alone at Kokoda. After a day of Japanese assaults, A Company was forced to abandon Kokoda on the evening of 9 August.

Four days later, a Japanese convoy of reinforcements arrived near Buna with 3,000 men of two Naval Construction Units and 70 tons of supplies. On 18 August, General Horii's headquarters arrived in New Guinea, complete with two battalions of the 144th Infantry Regiment supported by cavalry, mountain artillery, anti-tank guns, anti-aircraft guns and medical units. On 21 August, they were further reinforced by two battalions of the veteran 41st Infantry Regiment. By early September, over 13,000 Japanese troops were stationed in the Buna–Gona region, with a further 3,500 along the Kokoda Track itself.

Meanwhile, Allied reinforcements were steadily arriving from the south. The 39th Battalion had been forced back to Isurava, where they were reinforced by two companies of the 53rd Battalion of militia on 17 August. Digging in atop the jungle ridges of Isurava, the militia men now fought off a steady stream of Japanese attacks as they awaited reinforcements. Shortly afterwards, the first soldiers of the 7th Division, Australian Imperial Force arrived in New Guinea. These veterans of North Africa had been locked in fighting for over a year against German and Italian opposition. The 2/14th and 2/16th Battalions arrived in Port Moresby and were immediately sent up the Kokoda Track to reinforce the militia positions. However, faced by some of the most inhospitable terrain on the planet, many men were in no condition to fight by the time they arrived. More delays were encountered due to resupply problems for the AIF soldiers. Further AIF units were also

sent to defend Milne Bay to the east.

Japanese forces on the front lines were encountering similar problems, as the torrential rainfall grew worse, supplies dwindled and disease became rife. Malaria and dysentery were now more costly to Japanese units than combat casualties. Undeterred, General Horii took personal command of his troops on 25 August to face the Australian positions at Isurava. Unaware that the Australians had been reinforced by AIF units, Horii split his force into three in an attempt to encircle the Australians. Both sides were fairly evenly matched at just over 2,000 troops. After an initial stoic defence, the Australians were forced back after the arrival of Japanese artillery. By 10 September, the Australians had retreated as far as Ioribaiwa Ridge, only 25 miles from Port Moresby. Five days later they had fallen back further to Imita Ridge, the last defensible position before the capital city itself.

With Japanese soldiers now able to see the lights of Port Moresby, the Australian 25th Brigade was moved up to support the defenders at Imita Ridge. Although this was a great cause of celebration for Horii's men, it was only a momentary distraction from the critical lack of food and medical supplies. At Imita Ridge, clashes were costly to both sides but saw no advances. With the state of his soldiers deteriorating even further, General Horii received orders on 24 September to withdraw to a more defensible position along the Kokoda Track. The retreat continued all the way back to Buna, constantly harassed by Allied soldiers and losing more and more men to the unbearable conditions. With discipline breaking down and the ordered retreat turning into a full rout in places, the capacity to cater for the wounded was reduced to the point of some serious casualties being shot rather than being left for the Allies. As supply problems became catastrophic, some Japanese soldiers even resorted to cannibalism. By the time Horii's men reached Buna, they had lost some 6,500 soldiers. The

general himself was amongst them, drowning during a river crossing.

Papuan natives search for the hated Japanese



As both Australian and Japanese forces take turns with advancing and retreating across the deadly Kokoda Track, encounters between opposing patrols were common. With both sides growing increasingly familiar with jungle warfare tactics, ambushes were relatively easy to set up and execute in the dense jungles of New Guinea. This scenario sees a hidden force waiting in ambush by a creek as a larger force approaches unaware.

Whilst this scenario is primarily aimed at representing an encounter between AIF and militia troops and Japanese forces in the summer of 1942, it can equally be used to represent a clash between the Japanese and Kanga Force earlier in the campaign, or against American soldiers later on. For this reason, several Theatre Selectors are given as options.

FORCES

This scenario is designed to be played with unequal forces. Determine who

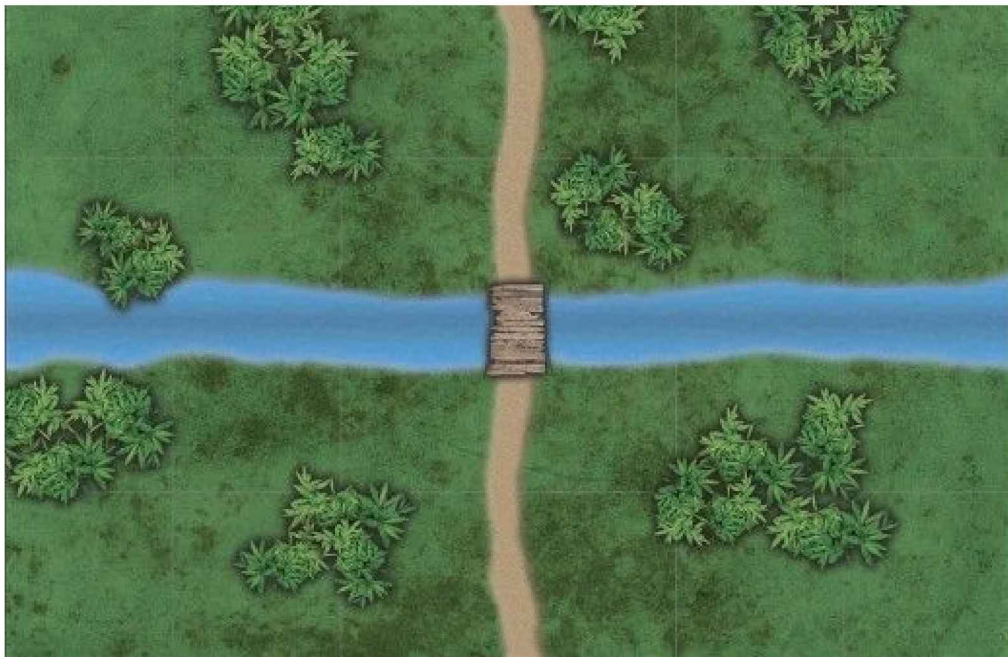
will be the defender and who will be the attacker. The attacker has a 25% points advantage over the defender (i.e., if the defender has 1,000 points, the attacker may take up to 1,250 points).

The Allied player may choose a force from one of the following lists: 1942 Australian Army, Kanga Force, KNIL Guerrillas or Ghost Mountain Boys Reinforced Platoon Selectors.

The Japanese player may choose a force from the South Seas Detachment Reinforced Platoon Selector.

Artillery units and vehicles may not be used in this scenario.

Scenario 4: Creek Ambush



SET-UP

This scenario is played on a six by four feet gaming surface. Dense patches of jungle provide soft cover for units inside and block visibility beyond. A creek, 6" wide, runs across the centre of the table from one short edge to the other, with a narrow rope bridge acting as a crossing at the midpoint. A thin dirt track runs from one long table edge to the other, crossing the creek at the bridge. The creek counts as shallow water.

DEPLOYMENT

The attacker must set up at least 50% of his force along the track but not within 12" of any table edge. Any units not deployed are in reserve (*Bolt*

Action rulebook, p.131). Reserves enter the table from a short table edge nominated by the attacker before the game begins. The defender must then set up his entire force anywhere on the table but not within 12” of an enemy unit or table edge.

Units may not outflank during this scenario.

SPECIAL RULES

Any defending unit may begin the game in *Ambush*.

Any defending unit may begin the game Hidden (*Bolt Action* rulebook, p.117).

Supplies are low, disease is rife and the weather is temperamental. Roll on the Tropical Hazards table.



OBJECTIVE

The defending player must delay the enemy force and inflict as many casualties as possible. The attacker must destroy the defending force.

GAME DURATION

The game lasts 6 turns.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! The defending player scores 1 point for every enemy unit destroyed and 1 point for every one of his units still on the table at the end of Turn 5 and Turn 6. The attacking player scores 3 points for every enemy unit destroyed.

Skirmish through the undergrowth



Brief, bloody encounters on the narrow tracks of the Owen Stanley Range and the jungles leading up to the Buna–Gona area were one of the hallmarks of the New Guinea campaign. The initiative was not only gained by the largest force in the area; supply lines were absolutely integral to both sides, and a fresh force of troops could quickly find itself on the retreat and hampered by ambushes if it ran low on water, ammunition and medical supplies.

TOP SECRET

LEGENDS OF NEW GUINEA: CAPTAIN GEOFFREY VERNON

Born in Hastings, England in December 1882, Geoffrey Hampden Vernon soon emigrated to Australia with his family and was educated in Sydney. After

attending grammar school he studied medicine at Sydney University. In March 1915, he was commissioned as a captain in the 4th Australian Light Horse Field Ambulance. Whilst serving in Gallipoli, a near miss from a shell made him nearly completely deaf for the rest of his life. Undeterred, Vernon continued to serve on the front lines and in August 1916 his devotion to wounded soldiers under fire at Sinai, Egypt, won him the Military Cross. In January 1917, he was promoted to major but was wounded in action in November during intense fighting in Palestine.

The interwar period saw Vernon first working as a medical officer on Thursday Island before spending many years in Papua and New Guinea, both as a doctor and also pursuing botany and trading on a plantation he had purchased. In 1942, with civilians being evacuated from New Guinea ahead of the Japanese advance, Vernon lied about his age to volunteer for military service. Although 59, he claimed to be 52; however, years of heavy smoking and frequent bouts of malaria convinced the recruiting officers that he was closer to 70 years old. He eventually convinced the army to recommission him as a medical captain in the Australian New Guinea Administrative Unit.

His arrival at Deniki on the Kokoda Track perhaps best summed up the first impressions many had of him. His trousers rolled up into shorts, a blue pullover with the arms tied around his neck dangling from his shoulders and a cigarette rolled up from a newspaper in his mouth, he stood out markedly from other medical officers.

‘I heard there was some action up here and thought you may need some assistance. Where do I start?’ were Vernon’s first words to the troops.

Vernon impressed every man he worked with. Despite his age and being wracked with regular fevers, he worked tirelessly with soldiers and natives alike to provide care and medical aid whenever and wherever he could. One of the most legendary characters of the entire campaign, he earned the undying respect of all who worked alongside him. One anecdote tells of Vernon operating on casualties in a building which was being blasted by Japanese machine gun fire. One of his comrades pointed up at the roof as bullets sliced through the

building.

‘Yes, it is raining heavily, isn’t it?’, the nearly completely deaf Vernon remarked loudly before returning to work.

Captain Geoffrey Vernon MC survived World War II, only to finally succumb to the malaria which had plagued him for so many years in May 1946. He was 63 years old when he died, and is buried at Logea Island, Papua New Guinea. He is perhaps best summed up by the words of Major Henry Steward:

‘The Kokoda Trail saw many quiet heroes, none more impressive than this tough old warrior.’

Vernon may replace the medical officer option in the 1942 Australian Army Reinforced Platoon or the 1943–45 Australian Jungle Division Reinforced Platoon.

Cost	70pts (Veteran)
Composition	1 medic
Weapons	None
Options	- Vernon may be accompanied by up to 2 men at a cost of +13pts per man (Veteran).
Special Rules	<p>- Brave, deaf or both. Depending on which account is believed, Vernon was either utterly fearless or so deaf that he rarely knew he was being shot at. Either way, danger did not faze him in the slightest. When Vernon and his team receive any pin markers, roll a die for each pin marker just received. On a result of 4+, that pin marker is immediately discarded.</p> <p>- Legend of the Kokoda Track. Tirelessly rushing from one encounter to another, Vernon was seemingly always present and always helping those who needed him. His presence was inspiring and he earned the respect and gratitude of all who fought alongside him. Vernon confers a +1 morale bonus to all friendly units within 6" in the same way as a Second Lieutenant (note however that he cannot issue 'You men, snap to action!' orders).</p>



MILNE BAY

Named after British Admiral Sir Alexander Milne, Milne Bay is a sheltered, deep-water harbour at the very eastern extremity of New Guinea. Some 250 miles east-southeast of Port Moresby, it was quickly recognised by General MacArthur as holding significant strategic value and three airstrips were built there shortly after the Battle of Coral Sea in May 1942. The airstrips were detected by a Japanese reconnaissance flight and Milne Bay now came under closer scrutiny. Milne Bay became the site of a Japanese amphibious assault planned for mid-August, although pressure at Guadalcanal and the need for air cover required from the airfield still under construction at Buna caused delays in this plan.

Believing that Milne Bay was defended by less than a full battalion of Australian infantry and some 30 aircraft, the Japanese plan for Operation *RE* was based around some 1200 men of the Imperial Japanese Navy's Special Naval Landing Force (SNLF), under Commander Shojiro Hayashi. On 25 August, the Japanese invasion force was sighted; two merchant ships carried 612 marines of the 5th Kure SNLF and 197 marines from the 5th Saesbo SNLF, with a small number of Type 95 Ha-Go tanks in support. These would land at the head of the bay in 12 landing craft. A second force of 353 marines from the 5th Saesbo SNLF was carried down the coast from Buna in seven landing craft, but were intercepted and destroyed by RAAF Kittyhawks.

The main force landed just after midnight on 26 August, with naval

gunfire support provided by cruisers and destroyers of the 8th Fleet. The force facing them was significantly larger than Japanese intelligence had estimated. The Australian 7th Infantry Brigade, consisting of the 9th, 25th and 61st Battalions had arrived in July, and were later augmented by the 18th Brigade's 2/9th, 2/10th and 2/12th AIF battalions. This amounted to some 9,000 men, half of which were infantrymen. In the pre-dawn darkness just after the initial landing on the north coast of Milne Bay, the Japanese rapidly moved west towards the Allied airstrips.

Japanese troops encounter Aussies defending a native village



The veteran soldiers of the SNLF made swift progress westwards towards the Allied landing strips, initially encountering only light resistance. A forceful defence was put up by a company from the 61st Battalion, but eventually the Japanese naval soldiers forced them to retreat back towards

the next line of defence at Gama River. The 61st Battalion and the 2/10th Battalion repelled four Japanese assaults before again being forced back, this time to No.3 Airstrip.

Defences had been prepared to the south of the airstrip, with clear fields of fire ahead. Dug in were the 61st and 25th Battalions, reinforced by the American 709th Anti-Aircraft Battery and units from the 43rd Engineers. The runway area had been mined and the Allied positions bristled with machine guns and mortar positions. However, the Japanese would also have their position reinforced: nearly 800 marines led by Commander Minoru Yano landed on 29 August and moved westward to catch up with the original landing force. In the early hours of 31 August the combined SNLF detachment assaulted the defenders of No.3 Airstrip.

FORCES

This scenario is designed to be played with unequal forces, with the Japanese player having a 50% points advantage over the Allied player (i.e., if the Allied player has 500pts, the Japanese player may take up to 750pts). Allied forces are chosen from the Defence of Milne Bay Reinforced Platoon Selector.

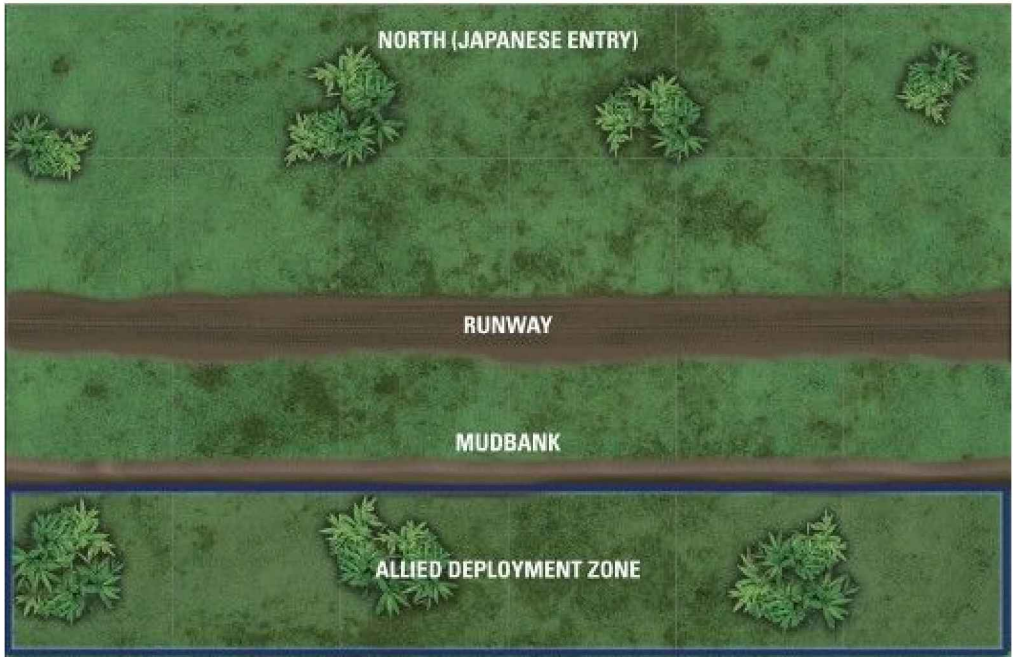
Japanese forces are chosen from the Assault of New Guinea Reinforced Platoon Selector. IJA squads may not be selected; only SNLF options may be taken. In addition, the entry below may be added to the selector for this scenario:

Tanks, Assault guns, Tank destroyers and Anti-aircraft vehicles

0–2 Type 95 Ha-Go Light Tanks

Tanks cannot form part of the first wave and must be placed in reserve.

Scenario 5: The Battle of Milne Bay



SET-UP

This scenario is played on a six by four feet gaming surface with the longer edges being designated the north and south edges. A muddy runway runs approximately east to west across the centre of the table. Mud, which has been bulldozed away during the construction of the runway, has been used to make a defensive earth bank which runs from east to west across the table, 12" from the southern edge. This is hard cover. A small number of copses of trees (large enough to hide only a small unit) may be placed on either side of the runway, but not within 12" of the runway or another tree copse.

DEPLOYMENT

The Allied player must deploy first. At least half of the Allied force must be deployed within 12" of the southern edge. These units may be Dug-In. Any units not deployed are in reserve (*Bolt Action* rulebook, p.131). The Japanese player's units are not set up on the table at the start of the game. The Japanese player must nominate at approximately half of his force to form the first wave. All other Japanese units are in reserve. Dense jungle and thick mud surround the airfield – outflanking may not be attempted.



SPECIAL RULES

The Japanese player's first wave enters the board from the northern edge. No order test is required to move units onto the table as part of the first wave.

Any deployed Allied unit may begin the game in *Ambush*.

Allied units may be Dug-In.

The attack on No.3 Airstrip took place at night, so the Night Fighting rules (*Bolt Action* rulebook, p.219) are used. The flare rules must be used.

The Allied player may place three concealed minefields anywhere on the table.

Supplies are low, disease is rife and the weather is temperamental. Roll on the Tropical Hazards table, but re-roll the result in the event of a monsoon.

The route to No.3 Airstrip from the east is dominated by deep, thick mud made all but impassable by the relentless rain. Any Japanese vehicles suffer -2 modifier for their test when attempting to come onto the table as part of the reserves.

OBJECTIVE

This battle is a simple and brutal fight to the death. Both sides are attempting to inflict maximum casualties on their opposition.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! Both players score 1 victory point for each enemy unit destroyed.

A Special Naval Landing Force squad attacks



With their two tanks bogged down and abandoned on the route to No.3 Airstrip, the Japanese marines attacked directly across the airfield and straight into the combined might of the Australian and American defensive forces. Vickers and Bren guns were joined by the thumping 0.50 cals of the American anti-aircraft units, cutting down swathes of charging Japanese soldiers on the north side of the airfield. Even more effective was the continuous mortar barrage which was directed by an Australian observer hidden on the north side of the airfield.

Three times, the Japanese marines attempted to charge across the airfield

to rout the defenders. Each time they were forced back with horrific casualties. Finally, exhausted and depleted, a bugle call announced the Japanese order to fall back. The attack had failed. Estimates of up to 600 Japanese dead littered the battlefield, including Commander Shojiro Hayashi – the force commander. The main confrontation of the Battle of Milne Bay was a clear Allied victory and whilst the fighting would continue for several days, the Allies were now on the offensive. On the morning of 7 September, the leading Australian patrols found that the few, scattered Japanese survivors had been evacuated by warships during the night. Milne Bay was secure.

TOP SECRET

THE OWEN GUN

Evelyn Owen was a young man with a passionate interest in firearms, and was only 24 years old when he demonstrated his prototype for a submachine gun design to the Australian Army in the summer of 1939. His design was rejected as its reloading mechanism was impractical and, perhaps more fundamentally, the Australian Army had little interest in submachine guns. With the outbreak of World War II, Owen put his designs on hold and joined the Australian Army as a private soldier.

Encouraged by Vincent Wardell, a factory owner and neighbour of Owen's father, Owen resumed work on the weapon. Changes included replacing the thumb trigger with a conventional design, increasing the calibre from the small .22LR to .32ACP, and fitting a detachable box magazine. By the time Owen resubmitted the weapon for review in 1941, he had several examples chambered for different ammunition. Benchmarked against the Thompson and Sten submachine guns, one trial included firing the weapons after being covered in mud and sand to simulate the harsh conditions of the modern battlefield. The

Owen proved itself more favourable than either of its rivals in terms of reliability, although it was considered relatively heavy.

Adopted in 1942 with a 9mm round, the Owen Machine Carbine proved to be an instant success with Australian troops. Some 45,000 weapons were produced during World War II, and also saw service with some American and New Zealander units. So highly regarded was the Owen gun for its robustness in the tough environment of jungle warfare, that it remained in service with the Australian Army well into the 1960s – including service in Korea and Vietnam – and was also used by British forces in the Malayan conflict.



FIGHTING BACK TO THE BEACHES



The Japanese foothold which had been gained on the north coast of New Guinea in the Buna–Gona area was pivotal for providing both aerial and logistical support to the front lines. As the bitter fighting continued across the Kokoda Track throughout summer and autumn of 1942, Japanese engineers reinforced their defences along the north coast with networks of camouflaged bunkers, fire trenches and anti-aircraft emplacements.

With Milne Bay secure and the Allies on the advance across the Kokoda Track, General Douglas MacArthur, Supreme Commander of Allied Forces in the Southwest Pacific Area, set his sights on removing the Japanese presence from the Buna–Gona area in its entirety. As part of the build-up for this major offensive, US personnel in the Southwest Pacific Area grew to 110,000, which included the 32nd and 41st National Guard Divisions in New Guinea.

Desperate to see US combat troops in action, MacArthur authorised a plan to airlift the Australian 2/10th Battalion, with US Army engineers and

antiaircraft crews, to the deserted Wanigela Mission which lay about half way between Milne Bay and Buna. The engineers expanded the airstrip during the first week of October, and on 14 October two Battalions of the 128th Infantry Regiment, 32nd Division and the Australian 2/6th Independent Company were flown in. The combined force moved up the coast towards Buna but initially only the Australian commandos were able to reach the target of Pongani, 30 miles from Buna. A new airfield was built in secret some 45 miles from Pongani and more supplies were shipped in by sea and air.

With American troops of the 32nd Division poised for action and the Australian veterans of the Kokoda Track advancing steadily north, three targets were identified for the upcoming assault: Buna, Gona and, between them, Sanananda. Buna would be attacked by the US 128th Infantry Regiment of the 32nd Division on 18 November, Gona was initially assigned to the 25th Brigade AIF, whilst Sanananda would be assaulted by the 16th Brigade AIF. Allied intelligence reported only a few thousand starving Japanese troops cowering behind makeshift defences would face them. In actual fact it was some 7,000 combat veterans who occupied well-prepared and equipped defensive positions, including over a thousand fresh troops who had just arrived, mostly in the Buna area. The fighting which was initiated in the Buna–Gona area in mid-November would continue into 1943, and was amongst the most violent of the entire campaign.

The three prongs of the Australian–American assault force approached the coastline of northeast New Guinea from 16–18 November. The Allies had achieved local air supremacy which resulted in many Japanese reinforcement and resupply convoys being destroyed in the Bismarck Sea; however, Japanese aircraft were still making it through the waves of American fighters and many Allied convoys suffered the same fate. On the ground, American bombers regularly attacked Japanese positions but they were so well hidden that accurate support was difficult, and several instances of friendly fire were recorded.

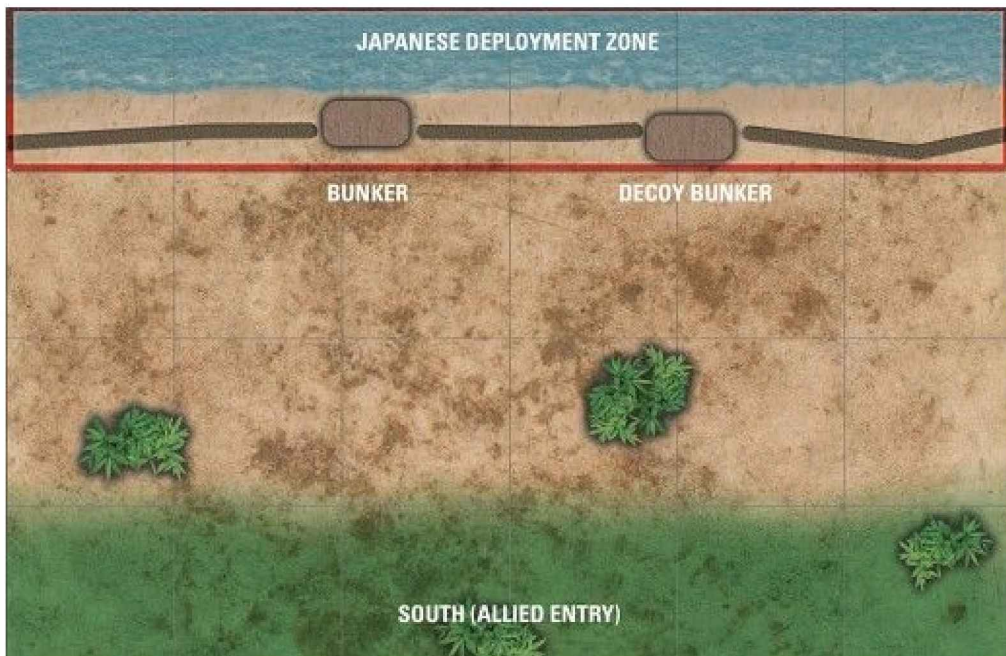
At all three sites of the assault, Allied troops found a similar situation to overcome: Japanese bunkers with excellent fields of fire which were so well camouflaged that it was nearly impossible to see them until right on top of them. Around the bunkers were lines of support trenches and dug-in machine gun positions. Ahead of all of this, the tall kunai grass to the south of the Japanese defensive positions had been burnt down to create massive, open killing grounds for the defenders. In scenes brutally reminiscent of earlier wars, the Allied attackers were forced to fix bayonets and charge straight across open ground into well-prepared defences manned by determined defenders.

FORCES

This scenario is designed to be played by unequal forces. Allied forces are chosen from either the Ghost Mountain Boys or 1942 Australian Army Reinforced Platoon lists, and receive a 25% points advantage over the Japanese player (i.e., if the Japanese player has a 1,000pt force, the Allied player may take up to 1,250pts). Either an American or Australian Reinforced Platoon may take an Inexperienced or Regular M3 Stuart light tank from the Australian list presented in this book.

Japanese forces must be selected from the Japanese Pacific Defenders Reinforced Platoon or IJA Heavy Machine Gun Platoon but may not take any vehicles or suicide anti-tank teams.

Scenario 6: The Battle of Buna–Gona



SET-UP

This scenario is played on a six by four feet gaming surface. One long table edge is designated the northern edge, and the first 6" of this edge are shallow water. The southern edge to the midpoint of the table should be predominantly open ground, with only a few isolated copses of palm and banyan trees for cover. One log bunker and one decoy log bunker should be set up within 12" of the northern table edge, but not within 12" of each other. The Japanese player must write down which bunker is the decoy and which is 'live' before the game begins. Trenches extend from the bunkers to the east and west table edges.

DEPLOYMENT

The Japanese player must deploy first. The entire force must be deployed within 12" of the northern edge of the table, with the exception of a single unit which may be deployed in reserve per tunnel network if taken (see special rules) and a single unit which may be deployed in the log bunker. The unit deployed in the log bunker may be left off table and only declared when either an Allied unit is close enough to the bunker to detect a Hidden unit, or if the Japanese unit in the bunker opens fire to reveal itself. The Allied player starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve. Outflanking is permitted.

SPECIAL RULES

Supplies are low, disease is rife and the weather is temperamental. Roll on the Tropical Hazards table.

MacArthur was so desperate to see American fighting men on the front lines that he committed the 32nd Division to battle with inadequate training and time to prepare. Reports of American soldiers throwing down their weapons and fleeing caused a tirade of derogatory comments from Australian commanders, and a formal investigation from MacArthur leading to the recommendation of the removal from command of key individuals. Any American units used in this scenario must be Inexperienced and green, due to their being rushed into combat, but suffer a -1 modifier to the die roll when rolling on the effects of being a green unit. As a result, they cost 1

point less per model. However, as relatively fresh troops in theatre, American soldiers do not suffer from the effects of exhaustion if this is rolled on the Tropical Hazards table. This rule does not apply to any Australian M3 Stuart tank brought in as support.

The Japanese defences have been expertly prepared and camouflaged using local vegetation. Due to the difficulty of recognising targets from the air, any Allied air strikes suffer a -1 penalty when rolling on the Air Strike Chart. In addition, the Japanese player receives one free regular MMG unit for each full 500 points the Allied player spends on his force. The Japanese player may purchase weapons pits and tunnel networks, but all other defences are set for this scenario.

Any Japanese unit may begin the game in *Ambush*.

Japanese units may be Dug-In.

Japanese units may be Hidden (*Bolt Action* rulebook, p.117).

A Japanese squad redeploy under the cover of an infantry gun team



OBJECTIVE

The Japanese player must stand his ground and keep the log bunker manned for the duration of the game. The Allied player must clear the enemy log bunker.

FIRST TURN

The battle begins. During Turn 1, the Allied player must move his entire first wave onto the table via the southern edge. These units can enter the table from any point along the southern table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move

units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

A log bunker is counted as 'cleared' if no Japanese unit occupies it at the end of a turn. If the Allied player clears the pillbox it is an Allied victory. If the log bunker remains manned, it is a Japanese victory.



With scant intelligence made available to the Allied attackers, Australian and American forces braved the beach fortresses of the Japanese head on, suffering horrific casualties. The Australian 7th Division sustained over 200 casualties in the first three days alone. Allied soldiers had been ordered into battle at the rush and as a result, tanks and artillery support were only made available after a month of fighting. Each yard of advance was paid for in blood and the offensive showed little signs of ending as a steady trickle of

Japanese reinforcements managed to punch through the Allied air blockade at night. Malaria, dengue fever, dysentery and even typhus ravaged the troops of both sides of the battle, also tearing through the ranks of the fresher American soldiers. Again, grim reports of cannibalism became more common amongst the Japanese defenders.

With more equipment and fresh troops reinforcing the Allies in early December, the tide began to slowly change. On 8 December, Australian forces defeated the Japanese defenders at Gona village. Less than one week later, the American 32nd Division – who had borne the brunt of so many accusations of lack of fighting spirit – occupied Buna village. On 12 December, Japanese commanders received a communiqué from Tokyo:

‘Great importance must be placed on securing the north-eastern end of New Guinea. Buna will not be reinforced, but should shortly be evacuated.’

Aided by Australian troops and tanks, the 32nd Division took Buna Mission on 2 January 1943. The last bastion of defence was Sanananda village, which was finally evacuated by its few surviving defenders on 13 January. The offensive had been bloody for both sides: some 1,300 Australians and 1,000 Americans had been killed. Of the 7,000 Japanese defenders, 6,000 were dead and less than 200 had surrendered. The remainder were evacuated. So costly was the Allied victory that General MacArthur briefed his commanders that, ‘the jungle, starvation: they’re my allies.’ For the rest of the war, MacArthur would bypass strong defensive positions and starve them out rather than commit to a full-frontal assault. New Year of 1943 saw the campaign turning in favour of the Allies, but at an immense cost.

Battle is joined in darkest New Guinea



PRESSING THE ADVANTAGE



With the Japanese presence uprooted from Buna–Gona, the campaign would now shift further to the northwest as MacArthur planned his next advance. A firm advocate of the amphibious assault, MacArthur’s lobbying for reinforcements finally resulted in his being promised the 1st Marine Division, once they had been relieved from Guadalcanal, and amphibious operations expert Rear Admiral Daniel Barbey being placed under his command.

Meanwhile, Japanese Imperial General Headquarters began moving troops from Rabaul to Lae and Salamaua to establish a stronger presence. Major General Toru Okabe was tasked with taking a detachment to reinforce these areas. Simultaneously, General Adachi – commanding the 18th Army at Rabaul – was ordered to secure the areas to the west of Lae and Salamaua, the most important of which was Wau and its airfield, still held by Australian forces – the remnants of Kanga Force.

On 5 January, the 5,000 men of the Okabe Detachment left Rabaul for Lae. The convoy was attacked by RAAF Catalinas, who succeeded in sinking one transport ship and badly damaging a second the next day.

However, the majority of the detachment arrived in New Guinea intact. Okabe moved his men to Salamaua and then began the advance on the Australian positions at Wau. Meanwhile, Australian reinforcements were flown in from Port Moresby. As Okabe Detachment advanced through the jungles with their limited supplies, they were continuously harassed by Australian patrols. On 27 January, the lead elements of the Japanese force arrived at a ridge overlooking Wau airfield; the exhausted and starving men watched 130 transport aircraft arrive over the next three days as they bore the brunt of the Australian onslaught. Two weeks later they were finally ordered to withdraw. The Okabe Detachment attack on Wau had failed.



Another plan was needed. Lieutenant General Hitoshi Imamura, commander of the Japanese Eighth Army in Rabaul, elected to send another major convoy to reinforce Lae and prepare for a second attack on Wau. A huge convoy carrying over 6,600 soldiers and escorted by eight destroyers and 100 fighters departed on 28 February. This time, with signal intelligence warning the Allies of the impending convoy, the preparations were far better. Waves of American and Australian bombers attacked the convoy protected by a heavy fighter escort. Transport ships, destroyers and escorting fighters alike were torn asunder. Less than 1,200 Japanese soldiers made it through to Lae. What would become known as the Battle of

Bismarck Sea was another great Allied victory; American air superiority, in terms of both offensive capability and transport capacity, was swinging the balance further in the favour of the Allies.

Pressure from Australian forces at Wau continued against the Japanese positions in and around Salamaua. MacArthur had already identified Lae as his next major objective, but Lae was a powerful enemy base; some 10,000 Japanese troops occupied the Lae–Salamaua area. MacArthur did not want another Buna–Gon, and so decided on a different tactic – constant pressure on Salamaua to convince the Japanese that this was his true objective. This way he could slowly bleed the manpower out of Lae as it was diverted down to defend Salamaua.



Major George Warfe's 2/3rd Independent Company was flown into Wau on 31 January 1943. The Australian commandos were in near constant action against Japanese forces in the jungles between Wau and Salamaua for several months. In early May, Warfe was authorised to carry out actions against Japanese forces at Bobdubi Ridge, a steep rise of land to the west of Salamaua. A base of operations at the north of the ridge would assist

Australian forces at nearby Mubo.

The plan called for one of Warfe's platoons, commanded by Captain Wally Meares, to assault the ridge and set up four Vickers machine guns at predetermined positions. These positions, designated North, Centre and South Coconuts, and Old Vickers, would provide defensive arcs of fire for holding the ridge as well as covering the Komiatum Track – the Japanese supply route from Salamaua to Mubo. The initial attack on 3 May saw three sections of commandos advancing stealthily towards the Japanese positions atop the ridge.

FORCES

This scenario is designed to be played by equal forces.

Japanese forces must be selected from the Japanese Army, New Guinea 1943–45 Reinforced Platoon.

Australian forces are chosen from the following bespoke scenario selector:

- 1 Free Veteran MMG (note you do not receive a free MMG for any additional platoons after the first)
- 2 Independent Commando Raiding Parties (at least one must include an officer upgrade)

plus:

0–4 Independent Commando Raiding Parties

0–1 Medic

0–2 Additional Veteran MMG (paid for) (Maximum 3 MMG per force, including the free unit, irrespective of number of platoons taken)

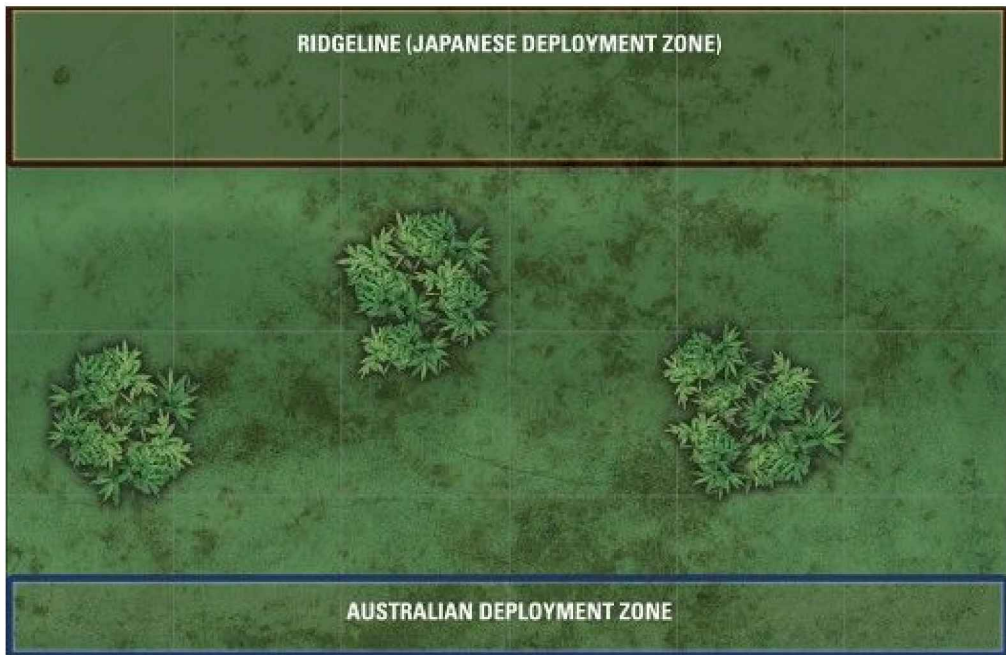
0–1 Scout team

0–1 Sniper

0–1 Light mortar

All units must be Veteran.

Scenario 7: Bobdubi Ridge



SET-UP

This scenario is played on a six by four feet gaming surface. If available terrain allows, the ground should slope up from the Australian player's edge to the Japanese player's edge. The first 12" of the Japanese player's table edge should be relatively flat and form the top of the ridgeline. If available terrain cannot accommodate this, set up a simple line of hills along the Japanese player's table edge. The entire table is dominated with jungle trees and foliage; consequently, everything outside of the 12" ridgeline adjoining the Japanese player's table edge is soft cover. In addition, D3+1 pieces of dense foliage, which count as dense terrain and are no larger than 12" x 12", must be placed outside of the ridgeline. The players must take turns in

choosing where the dense foliage is placed, starting with the Australian player.

DEPLOYMENT

The Japanese player must deploy first. The entire force must be deployed within 12" of the Japanese edge of the table. The Australian player starts with up to half of his forces deployed on the table, within 6" of his table edge. The remainder are either designated as part of the first wave or are in reserve. The first wave enter the table from the Australian player's edge automatically on the first turn. Outflanking is permitted for any units in reserve.

SPECIAL RULES

The Australian player receives one free Veteran MMG unit and may purchase up to two further Veteran MMGs. If any of these units are destroyed, leave the gun model on the table. Any Australian unit which moves into contact with the Vickers gun can immediately dispatch up to three models to replace casualties or entirely re-man the MMG unit, retaining their experience level and placing a new order die in the bag from the next turn. This re-manning of the Vickers guns may take place as many times as the Australian player wishes. The guns cannot be taken out by exceptional damage. The Vickers guns may not be deployed in reserve, and as such may not be used to outflank.

The Allied player may use a Preparatory Bombardment (*Bolt Action*

rulebook, p.131).

Supplies are low, disease is rife and the weather is temperamental. Roll on the Tropical Hazards table.

Japanese units may be Dug-In.

OBJECTIVE

The Australian player must place his Vickers gun in the Japanese set-up area. The Japanese player must stop him.

FIRST TURN

The battle begins. During Turn 1, the Australian player must move his entire first wave onto the table. These units can enter the table from any point along the southern table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

The Australian player must place his Vickers gun in the Japanese player's

set-up area. To claim an Australian victory, the Vickers gun must be manned and have no Japanese units within 6". Any other result is a Japanese victory.

An Australian medium machine gun team makes ready



TOP SECRET

LEGENDS OF NEW GUINEA: COLONEL GEORGE WARFE

George Warfe was accustomed to hardship from an early age; his father passed away when he was only five years old and with both of his grandfathers also dead, his mother and grandmother were left to raise George and his three sisters. After finishing his education, he found work as a builder and cabinet maker, but also enlisted in the 29/22 Militia Battalion where he rose through the ranks to gain a commission as a Second Lieutenant in February 1939. When war broke out, Warfe volunteered for the AIF.

Joining the 2/6th Battalion, Warfe served in North Africa, Palestine and the Mediterranean, including the captures of Bardia and Tobruk. He returned to Australia in August 1942 with the rank of captain, having been mentioned in

dispatches for his service in North Africa. After attending the Guerrilla Warfare School, he was given command of the 2/3rd Independent Company and the rank of temporary major before deploying to New Guinea in January 1943. He led his commandos at Salamaua and was awarded the Military Cross for his leadership at Goodview Junction and Ambush Knoll.

Promoted to temporary Lieutenant Colonel in September 1943, he was given command of the 58/59th Battalion which he led until the end of the Salamaua campaign. After several months in hospital with malaria, he returned to his unit and commanded the militiamen at Bougainville in December 1944, before taking command of the 2/24th Battalion at Borneo in January 1945. He was awarded the Distinguished Service Order for his role in capturing the airfield at Tarakan Island.

After the war he returned to building but remained active on the reserve list before resuming regular military service in 1950. He retired as a full colonel in 1962; the three sons of his second marriage also became colonels. George Warfe succumbed to cancer in November 1975 and is remembered as one of the most dynamic combat leaders of the Australian Army in World War II.

Colonel George Warfe may be attached to an Independent Company Raiding Party instead of a Major, or may be taken as a HQ choice instead of the 0-1 Captain or Major option for any 1943-45 Jungle Division Reinforced Platoon that includes Militia sections.

Cost	175pts (Veteran Major)
Composition	1 officer; plus up to 2 other men if taken as a HQ choice
Weapons	Pistol, submachine gun or rifle as model.
Options	- If Warfe is taken as a separate HQ unit choice, he may be accompanied by up to 2 men at a cost of +13pts per man.
Special Rules	- Courage, confidence and charisma. These words were used to describe Warfe's attributes by the men under his command. If Warfe is added to an Independent Company Raiding Party, that Party will only ever fail order or morale checks on the roll of a 12. If taken as a separate HQ choice, all Militia units in the force gain the 'Behind enemy lines' special rule.

One of Meare's sections moved north along the eastern side of the ridge to cut off Japanese reinforcements. The second moved north around the back of the ridge to outflank the defenders, whilst the third section moved up the ridge to attack. After the first exchanges of fire, the Japanese defenders at South Coconuts withdrew to Centre Coconuts. Vickers guns were set up at Old Vickers and South Coconuts. However, as the commandos withdrew from South Coconuts to allow the Vickers to fire, the Japanese moved forward and reoccupied their positions.

Japanese and Australian reinforcements moved into the area over the next

few days. The three pivotal positions were fought over with North, Centre and South Coconuts changing hands several times during the fighting. Finally, Major Warfe organised a night attack on 7 May and took the ridge, setting his four Vickers guns up and inflicting heavy casualties on Japanese movements along the Komiatum Track.

However, the loss of Bobdubi Ridge caused alarm at Lieutenant General Nakano's headquarters at Lae, and a force was sent to retake it. Japanese soldiers under the command of Lieutenant Ogawa succeeded in driving the commandos off the ridge on 14 May. In early July, the inexperienced 58/59th Militia Battalion was sent to retake the ridge. The fighting at Bobdudi Ridge and its knock-on effects at Salamaua would continue into September 1943.



SALAMAUA



Determined to keep the pressure on Salamaua and, more importantly, Lae, MacArthur landed over 1,000 troops of the US 41st Division at Nassau Bay, ten miles south of Salamaua, on 30 June. By 8 July, an entire regiment had been landed, all with minimal resistance from the Japanese. The fresh American troops moved off inland to support the Australian forces who were locked in combat in the jungles around Salamaua.

On the afternoon of 16 July, a company of the Australian 2/5th Battalion attacked Japanese positions at two knolls near the summit of Mount Tambu near Salamaua. This would be the opening of weeks of bloody fighting over this strategic high ground. The Australians attacked from the south, soon reinforced by a second company and 3-inch mortars. The front line slowly moved north but the main Japanese foothold on Mount Tambu was centred on some ten bunkers with interconnecting underground tunnels and weapons pits. With only two companies and minimal support, on 24 July the men of the 2/5th were ordered to carry out a frontal assault on the Japanese positions – manned by fresh troops of the 66th Regiment under Colonel Katsutoshi Araki. Severely outnumbered and outgunned, the attack failed. Four days later, 500 men of the US 162nd Regiment, 41st Division

arrived at Mount Tambu from Nassau Bay.



Two companies of the Australian 2/5th Battalion under the commands of Captains Vernon Walter and Lin Cameron managed to push up the south face of Mount Tambu to take and hold Southern Crest and Northern Knoll, despite a series of fierce Japanese counter attacks. With ammunition running low and a constant stream of supplies provided by Battalion HQ trickling up the near vertical slopes, the men were ordered to assault the main Japanese concentration at Tambu Knoll to the north on 24 July.

On 30 July, Captain Delmar Newman of the US 162nd Regiment led a further attempt to clear Tambu Knoll following a colossal artillery barrage which had pummelled the mountain top the previous night. Leading from the front, Newman spurred his men forwards against the Japanese stronghold.

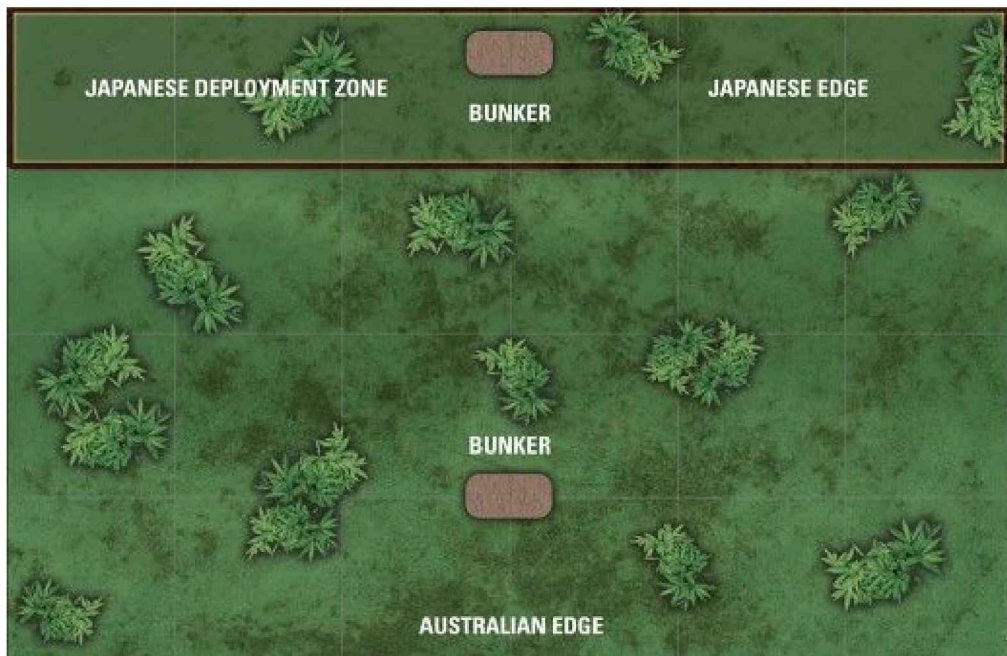
This scenario can be used to represent either the early Australian assaults at Mount Tambu, or the actions of the US 162nd Regiment.

FORCES

The Allied player may choose either an Australian or American force. If he

chooses an Australian force then the Japanese player has a 20% points advantage (i.e., if an Australian player has a 1,000pt force, the Japanese player may take up to 1,200pts). If he chooses an American force, the points values must be equal. Australian forces are chosen from the 1943–45 Australian 'Jungle Division' Reinforced Platoon. Commando, Papuan, artillery and vehicles cannot be selected. American forces of the US 41st Infantry Division are represented by the Ghost Mountain Boys Reinforced Platoon; all units selected must be Inexperienced. Japanese forces must be selected from the Japanese Army, New Guinea 1943–45 Reinforced Platoon.

Scenario 8: Mount Tambu



SET-UP

This scenario is played on a six by four feet gaming surface. If available terrain allows, the ground should slope up from the Australian player's edge to the Japanese player's edge. The first 12" of the Japanese player's table edge should be relatively flat and form the top of the ridgeline. If available terrain cannot accommodate this, set up a simple line of hills along the Japanese player's table edge. Several groups of jungle trees and foliage should be scattered across the entire table; due to the intense artillery and mortar bombardments, several lanes of open ground should also exist. One bunker is placed centrally within 6" of the Japanese player's table edge. A second bunker is placed 36" away from the Japanese player's table edge.

DEPLOYMENT

The Japanese player must deploy first. At least half of his force must be deployed within 12" of the Japanese edge of the table. The remainder are in reserve. The Allied player starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve. Outflanking is permitted by both sides.

Aussie soldiers target a concealed Japanese position



SPECIAL RULES

The Allied player may use a Preparatory Bombardment (*Bolt Action* rulebook, p.131).

Supplies are low, disease is rife and the weather is temperamental. Roll on the Tropical Hazards table.

Japanese units starting on the table may be Dug-In.

The bunker nearer the Allied player's table edge has been abandoned during the pre-game artillery bombardment. However, the Japanese still hold the tunnels leading to it. The bunker effectively acts as a third option for Japanese forces to use for outflanking. Just as with outflanking left or right,

any units attempting to outflank using the bunker must have their intentions written down before the game begins.

If the bunker is occupied by an Allied unit, only one Japanese unit may attempt to enter per turn and must do so on a *Run* order, straight into an assault. The Allied player may react with a Fire order.

**IJA forces, 1942–43: (L–R) Private 2nd Class, Major, Acting Leading Seaman
SNLF, by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 369:
The Japanese Army 1931–45 (2).**



OBJECTIVE

The Japanese player must stand his ground and keep the bunker in his deployment area manned for the duration of the game. The Allied player must clear the enemy bunker.

FIRST TURN

The battle begins. During Turn 1, the Allied player must move his entire first wave onto the table. These units can enter the table from any point along the southern table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

The bunker is counted as ‘cleared’ if no Japanese unit occupies it at the end of a turn. If the Allied player clears the bunker it is an Allied victory. If the bunker remains manned, it is a Japanese victory.



At 1130 on 24 July, following a barrage of artillery and mortars, Captain Cameron led less than 60 men up against a force of several hundred Japanese defenders. Two bunkers were knocked out on the left flank but over 100 Japanese troops were seen moving up to reinforce the positions. These were attacked, but the advances made by Cameron and his men were impossible to retain. The ferocity of Cameron's attack was written in Japanese accounts and assumed to be made by some 400 men.

Six days later, Captain Newman's soldiers advanced under the cover of heavy machine gun fire. They found six bunkers had been knocked out by the previous night's bombardment, and then eliminated two Japanese machine gun emplacements with rifle-launched grenades. However, an unseen bunker on the left flank poured fire into Newman's men. He ordered a Browning machine gun up to return fire, but a second Japanese bunker even further to the left added its own fire. Under the cover of smoke from mortars, the Americans withdrew. The Japanese mountain fortress was attacked daily by American artillery. This, combined with the Japanese supply route to Mount Tambu being cut by the Australian 2/6th Battalion in mid-August finally forced a Japanese counter attack, which was defeated. The Japanese abandoned Mount Tambu on the night of 18–19 August.

TOP SECRET

BRINGING THE WAR TO THE HOME FRONT

Born in the suburbs of Melbourne in August 1912, Damien Parer found a love for photography at an early age. Moving on to an apprenticeship in the Australian

movie industry, he moved to Sydney in 1935 where he gained a great deal of experience in his trade. This experience resulted in Parer being made the official photographer to the Australian Imperial Force after the outbreak of World War II.

Filming the actions of Australian soldiers, sailors and airmen in North Africa and Greece, Parer had already seen a great deal of war by the time the New Guinea campaign began. Keen to portray the war in as raw and real a light as possible, Parer and war correspondent Osmar White joined Australian soldiers in the very worst of conditions in New Guinea, braving the deadly environment, diseases and enemy action along the Kokoda Track and at Salamaua. His footage was compiled to produce *Kokoda Front Line!*, a nine-minute long documentary which won an Oscar in 1943. Parer's personal narrative introduction is a heartfelt plea to the Australian people to be aware of the sacrifices made by their soldiers, to understand just how close the war was to their very doorsteps and to appreciate that the minor inconveniences on the Home Front were nothing compared to what the fighting men of the militia and AIF were forced to endure:

'When I came back to the mainland... I heard girls talking about dances, and men complaining about the tobacco they didn't get.'

After filming commando operations in Timor, Parer returned to New Guinea where he accompanied RAAF Beaufighter crews on anti-shipping strikes in the Bismarck Sea. He then returned to recording the exploits of Australian soldiers on the ground before moving to work for Paramount News. Filming US Marine Corps actions at Guam and then Peleliu, Parer tragically lost his life in the pursuit of that which mattered most to him: raising awareness of the sacrifices made by fighting men. Whilst walking backwards behind a tank to film advancing US Marines, he was shot by a Japanese machine gun. He is still remembered today as one of Australia's most dedicated war correspondents.

MAINTAINING THE OFFENSIVE



As the pressure was maintained on Salamaua, MacArthur and Blamey formulated a plan to encircle Lae. This involved a large amphibious assault carried out by the Australian 9th Division near Lae itself, whilst the Australian 7th Division would advance from the Owen Stanley Range towards Nadzab – a village some 25 miles northwest of Lae where a strategically vital airstrip was situated, having been built to support a German missionary station before World War I. Nadzab also lay in between two important waterways in the Markham Valley.

With progress across the Owen Stanley Range being slow, MacArthur hatched a new plan. The US 503rd Parachute Infantry Regiment would be dropped into Nadzab to secure the area, allowing engineers to extend the old, out of use runway and convert the village into a staging post for Allied forces. The US paratroopers would be supported by a contingent of the Australian 2/4th Field Artillery, who would jump with two 25pdr 'Short' field artillery guns.

On the morning of 4 September, five US Navy destroyers bombarded an

area of coastline some 16 miles to the east of Lae as a prelude to the landing of 17,000 troops and 12,000 tons of supplies. A small number of Japanese aircraft attacked the invasion force both in their boats and on the beaches, causing some 50 casualties. However, the assault was a complete success and the Allied force began pushing inland where it encountered sporadic Japanese resistance.

The next morning an armada of 300 aircraft – fighters, bombers and transport aircraft – headed to Nadzab. With the exception of one aircraft which turned for home after its door would not open, the entire 503rd PIR was on the ground in less than five minutes after the first man jumped. There was no resistance – the three US soldiers killed and 33 wounded were all from the drop itself. The runway was cleared and extended and troops of the Australian 7th Division were arriving within 24 hours. By 10 September, the entire Division was in place and marching towards Lae.

On 8 September, with Allied pressure mounting, Japanese forces began a mass withdrawal from Salamaua. Five thousand soldiers moved along the coast in barges to Lae whilst naval troops retreated to Rabaul via submarines. With the net closing on Lae, Imperial Headquarters ordered General Imamura to retreat with the 51st Division to take positions along the Huon Peninsula, which extended east from Lae. The withdrawal was complete by 15 September. The next day, an Australian chaplain raised his nation's flag over Salamaua – the exact same flag which had been lowered in March. The campaign for Salamaua and Lae had cost the Japanese 8,000 casualties; the Australians had suffered over 1,500 dead and wounded, whilst the Americans suffered over 500 casualties.

TOP SECRET

MACARTHUR AND BLAMEY

The Japanese attack on Pearl Harbor had huge ramifications across the entire globe. Within hours of the attack, Japanese forces had landed on the Philippines and over the next two months overran the 100,000 Filipino soldiers who had been organised by US Army General Douglas MacArthur. On 19 February, two Japanese air raids ravaged the port of Darwin on the north coast of Australia, killing 243 people and injuring over 300. With mainland Australia now in the war, Prime Minister John Curtin immediately demanded the return of the 6th, 7th and 9th Australian Imperial Force Infantry Divisions which were engaged in combat against German and Italian forces in North Africa and the Middle East. British Prime Minister Winston Churchill refused.

After intervention from US President Franklin Roosevelt, Curtin accepted the return of only two of his divisions if Australia was bolstered by several US Army divisions, and General MacArthur was appointed Supreme Commander of Allied Forces in the Southwest Pacific Area. Working directly beneath MacArthur was 57 year old General Thomas Blamey, commander in chief of the Australian Army and veteran of World War I and the North African campaign.

The relationship between MacArthur and Blamey would see significant peaks and troughs. After the initial lightning advances of Japanese forces across New Britain, New Ireland and the Kokoda Track, MacArthur was overtly critical of what he perceived to be a lack of fighting spirit in the Australian soldier. On several occasions he bypassed Blamey entirely to reprimand Australian commanders in the field for failing to meet MacArthur's standards. In October 1942, Blamey quoted MacArthur directly to Major General 'Tubby' Allen, one of his field commanders, that his light casualties indicated no serious effort was being made to advance. Allen replied bitterly that sustaining casualties was no measure of success.

Rather than defending the accusations against his men, Blamey visited the battered and wounded veterans of the 21st Brigade at Koitaki cricket ground outside Port Moresby on 9 November 1942. Addressing one of the hardest-hit

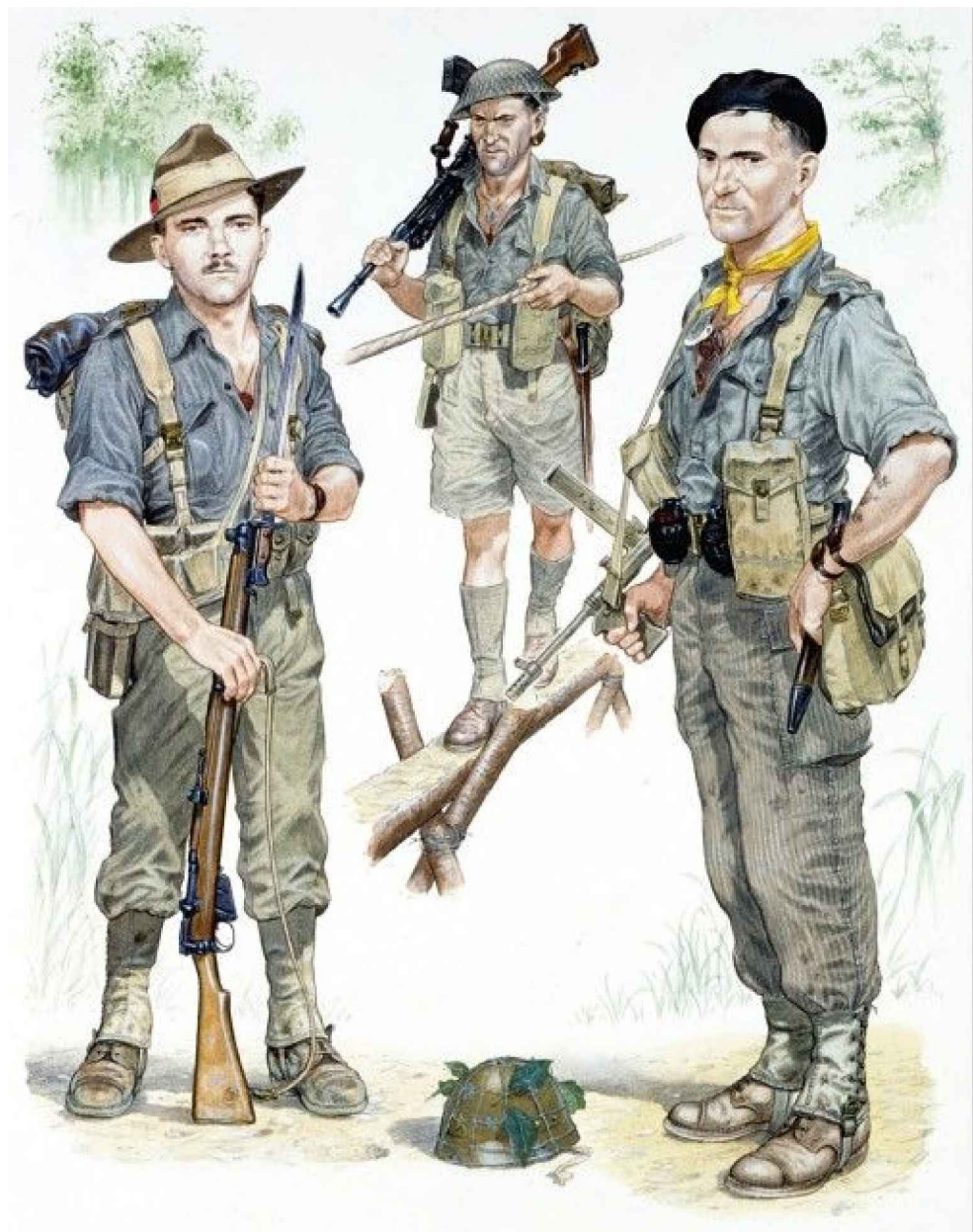
units of the Kokoda campaign, he chastised them for their conduct and even told them:

‘It’s not the man with the gun that gets shot; it’s the rabbit that is running away.’

Having fought off the aggressive Japanese advance and braved the worst of the enemy and the Owen Stanley Range, many men of the AIF would never forgive or respect Blamey again. When Blamey later visited the 21st Brigade, many soldiers sang ‘Run, rabbit, run,’ as he passed. At a field hospital visit, wounded soldiers gnawed on lettuce leaves as he walked by them. Worse still, his insults and lack of support and respect for his men were still echoing in their ears as they lined up for the killing fields of the bloody Buna–Gona offensive: many survivors attributed the horrific casualties suffered by the AIF during their headlong charges into the teeth of the Japanese defences to a need to prove Australian valour whilst Blamey’s insults were still ringing in their ears.

Blamey would later be quick to fire similar accusations right back at MacArthur’s soldiers. After the green US 32nd Infantry Division’s performance in the initial stages of the Buna–Gona offensive, several high-ranking Australian officers made disparaging comments about American fighting spirit. When MacArthur suggested reinforcing the offensive with the US 41st Infantry Division, Blamey replied that he would rather the Australian 21st Brigade was moved up as he was at least confident that they would fight. MacArthur would later describe Blamey as ‘not a very sound tactician... [and] not command[ing] the fullest support of all in the Australian Army’. MacArthur recommended that Blamey be replaced by Lieutenant General Sir Leslie Moreshead after the Buna-Gona campaign. This did not happen, however, and Blamey remained Commander Allied Land Forces until the end of the war.

Australian forces, 1942–44: (L–R) Infantry Sergeant, Infantryman, Independent Company Commando, by Mike Chappell © Osprey Publishing. Taken from Elite 123: The Australian Army at War 1899–1975.



General MacArthur was keen not to rest on his laurels and continue to push his advantage. The Huon Peninsula was his next target and key to taking this was Finschhafen, a port town at the eastern tip of the Peninsula. After receiving intelligence that the Japanese 80th Infantry Regiment and 21st Field Artillery Regiment were moving to reinforce Finschhafen, MacArthur consulted his senior officers to plan an amphibious assault of the area. The Japanese defenders under the command of General Yamada, meanwhile, were predominantly positioned to the south and west of Finschhafen to face the expected overland attack from Lae; only a small number were used to defend the coastline.

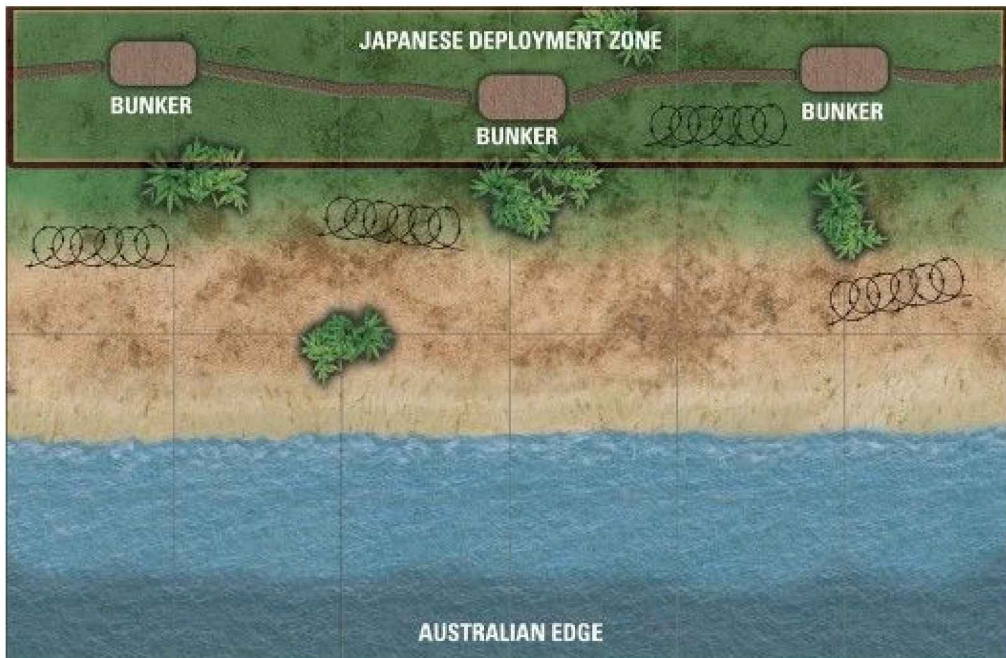
On 21 September, the men of the Australian 9th Division's 20th Infantry Brigade boarded US Navy landing craft at Lae. The landing site was only seven miles north of Finschhafen, a half-mile stretch of coral and sand which rose sharply up into the Kreutberg mountain range. At 0445 on 22 September, US Navy destroyers fired a brief bombardment into the shoreline at what had been designated Scarlet Beach. Sixteen landing craft took to the water with the first wave of Australian soldiers; drifting off course in the darkness, only three landed at Scarlet Beach – most landed off course near Siki Cove. The Japanese defenders were well dug-in and tracer fire swept into the Australians as they moved up the beach. The situation was complicated further as the second wave approached the beaches, again lost and confused in the darkness and well off course, firing their landing craft's armaments onto the beach and causing casualties on both sides. The first opposed landing the Australian Army had carried out since Gallipoli in 1915 was not off to a good start.

FORCES

This scenario is played between an attacking Australian force and a defending Japanese force. The Australian player has a 50% points advantage over the Japanese player (i.e., if the Japanese player has 500pts, the Australian player may have 750pts). Australian platoons are chosen from the 1943–45 Australian 'Jungle Division' Reinforced Platoon, but may not include any vehicles. All units must start the game in a Landing Craft, Personnel. The Australian player receives enough free Regular Landing Craft, Personnel to transport his entire force. A minimum of two are provided, irrespective of force size.

Japanese platoons should be taken from the Japanese Pacific Defenders Reinforced Platoon. Artillery, suicide anti-tank teams and vehicles cannot be taken.

Scenario 9: Scarlet Beach



SET-UP

This scenario is played on a six by four feet gaming surface with players fighting across the width of it. From the Australian player's table edge, the first 6" of the table consists of deep water, the next 12" is shallow water, then 12" of beach (rough ground for movement purposes) and the last 18" is a mixture of open ground and jungle.

DEPLOYMENT

The Japanese player must deploy first. All of his units must be placed anywhere on his half of the table. In addition to his force, the Japanese player also receives three bunkers which must be placed within 12" of his

table edge but not within 12” of each other. The bunkers are connected by a single trench line. Any unit in the trench counts as being Dug-In. Four 12” lengths of barbed wire may be placed anywhere on solid ground on the table.

Australian forces are not deployed on the table at the start of the game. The Australian player must nominate half of his force (rounding up) to form his first wave. Any units not included in the first wave are left in reserve. Units in reserve cannot outflank in this scenario, and similarly units with special deployment rules, such as snipers, observers and spotters, cannot use their special deployment.

SPECIAL RULES

Any Japanese unit may begin the game in *Ambush*.

Japanese units may be Dug-In.

Barbed wire rules are found.

The assault on Scarlet Beach occurred in the pre-dawn hours and the dust thrown into the air from the ineffectual naval bombardment exacerbated the darkness. The Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

This scenario uses the Amphibious Assault rules. The rules for coral reefs are to be used.

Australian reserves can enter the battle along the Australian player's table edge. They may not outflank in this scenario.

Most of the landing craft have drifted off course and the LCIs of the second wave are lost, off schedule and confusion reigns; their gunners sweep the beach with fire from their 20mm cannons. From Turn 4 onwards, a randomly selected unit in the Japanese player's half of the table is attacked by light automatic cannon firing at long range.



Australian Buffalo LVT

OBJECTIVE

The Australian player must try to move as many of his units as possible into the Japanese player's set up zone. The Japanese player must try to stop him.

FIRST TURN

The battle begins. During Turn 1, the Australian player must move his entire first wave onto the table. These units can enter the table from any point along the deep water table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! The Japanese player scores two victory points for every enemy unit destroyed. The Australian player scores one victory point for every enemy unit destroyed. He also scores one victory point for each of his own units that ends the game in the Japanese player's half of the table.

Faced by vastly superior numbers, the Japanese defence would not hold for long. Six waves of landing craft brought over 5,000 troops onto the beaches,

supported by vehicles and artillery. Isolated pockets of resistance continued throughout the morning; even Brigadier Windeyer's HQ section was attacked and suffered casualties as they established their command post. Despite the poor start, Australian forces quickly regrouped and moved inland, having suffered less than 100 casualties.

General Adachi ordered General Yamada to retreat and reconsolidate his forces to the north, at the mountain town of Sattelberg. This would soon become the primary Japanese bastion in the region, as Finschhafen fell to Australian soldiers on 2 October. The remainder of the month saw bitter fighting continue as Australian reinforcements poured in from Scarlet Beach and a series of counter attacks from Sattelberg attempted to repel them.

Aussies meet stiff resistance on Scarlet Beach



'UNHEALTHY FOR THE JAPANESE'



Some 5,000 Japanese soldiers now occupied Sattelberg and, given its location and threat to future operations, MacArthur was unable to advance past it and starve it out. Recently arrived Matilda tanks were used to support infantry as they advanced through the jungle, clearing bunker after bunker as the Australians and Americans closed on Sattelberg. Sattelberg finally fell in late November, with Sergeant Tom Derrick receiving the Victoria Cross for his actions in the final battle (see *Empires in Flames*, p.92). The bickering which had occurred at high levels between American and Australian commanders was not replicated on the front lines; one Australian newspaper commented on the fine co-operation displayed between the two Allied nations.

As the Allies continued the advance north up the coast, MacArthur identified his long-term goal of encircling Wewak and Madang where 60,000 Japanese soldiers of the 18th Army were stationed. Sio and Saidor would act as the stepping stones for this objective; the latter of which was selected for an amphibious assault by the US 32nd Division in the New Year of 1944. After a colossal airborne and seaborne bombardment, the US

soldiers met little resistance as they landed ashore at Saidor on 2 January. A week later, during the Japanese retreat from Sio, 20th Division Headquarters attempted to hide a trunk full of codebooks, which was discovered by the advancing Australians. The Allies now had all but complete access to coded Japanese transmissions.

An airstrip was established at Saidor and further reinforcements poured in. Realising MacArthur's intentions, General Imamura ordered Japanese soldiers retreating from Sio to bypass Saidor altogether and strengthen Madang. However, Imperial General Headquarters then ordered forces in the area to abandon Madang and consolidate further northwest at Wewak. Australian soldiers moving into Madang in April 1944 found only a token defensive force. *Time* magazine praised the Allied efforts in the Huon Peninsula, claiming that 'New Guinea had become unhealthy for the Japanese.'

OPERATION *CARTWHEEL*

Given the strength of Japanese forces at Rabaul, the decision was made that it would be assaulted and neutralised. Operation *Cartwheel* put in place a series of plans to implement this strategy, identifying 13 targets, which would be assaulted by Allied troops between June 1943 and March 1944 in the vicinity of eastern New Guinea and the Solomon Islands. Following the Quadrant Conference in August 1943, three of these operations were cancelled as being too costly and unnecessary – including the attack of Rabaul itself – and the plan was changed to isolate Rabaul.

The plan for Allied forces in New Guinea itself was to advance along the north coast using airborne and amphibious assaults, whilst also targeting the Admiralty Islands and the Bismarck Archipelago. US soldiers of the 6th Army landed at Arawe on the west coast of New Britain on 15 December.

On 26 December, a second landing was conducted further north at Cape Gloucester by the 1st Marine Division; US forces were now only some 200 miles from Rabaul. The Admiralty Islands, a group of 18 islands situated a little over 200 miles east-northeast of Wewak which had fallen to the Japanese in April 1942, were invaded by US forces on 29 February 1944 to solidify the isolation of Rabaul.

A light mortar team supports a Japanese infantry attack



The assault of the Admiralty Islands was originally planned for April 1944, to coincide with the invasion of Kavieng, New Ireland. However, after receiving reports that aircraft were not being fired upon by Japanese anti-aircraft positions and that enemy installations appeared to be deserted, MacArthur made the decision to bring the invasion date forward to 29 February.

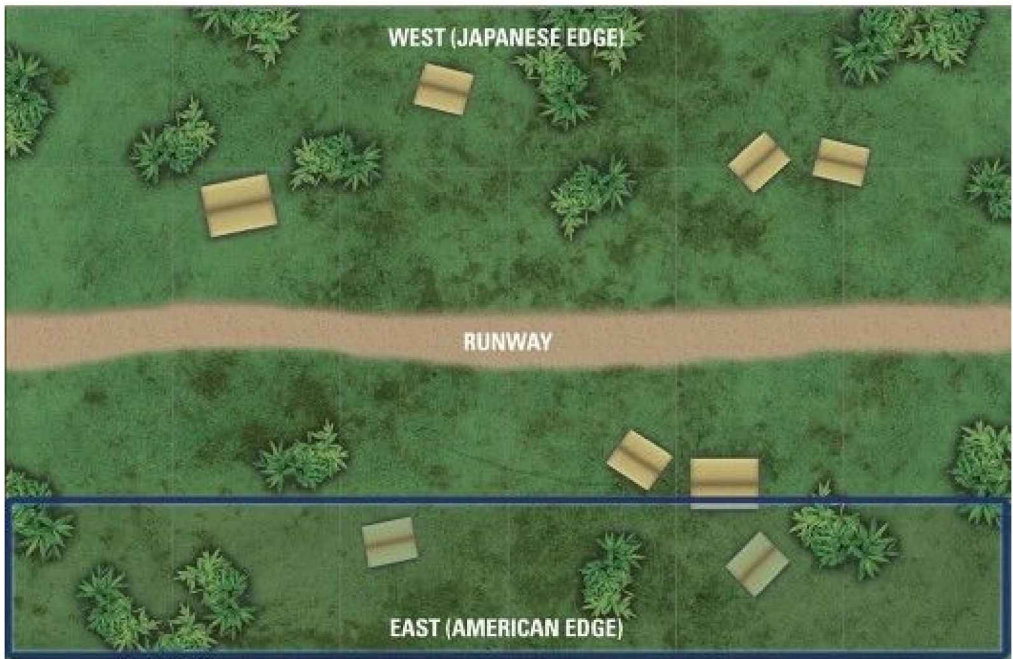
The Japanese held two airstrips in the Admiralties at Manus Island and Los Negros Island; Momote airfield at Los Negros was selected as one of the targets in the opening rounds of the invasion.

Japanese defences of the island were under General Imamura of the Eighth Area Army. Imamura had made attempts to reinforce the Admiralties by sea but had met little success. His 4,000 defenders were under the command of Colonel Yoshio Ezaki. After detecting a US reconnaissance force landing in the days leading up to the invasion, Ezaki positioned the majority of his defenders on the northern coast; the invasion itself hit the beaches near Hyane Harbour to the southeast. 1,000 men of the US 1st Cavalry Division quickly advanced against minimal enemy resistance to take the airstrip. However, once the men were ashore and the supporting naval bombardment was lifted, Japanese defenders reemerged from the jungles and orders were given to retake the airfield from the Americans that night. Captain Baba of the 1st Battalion, 229th Infantry Regiment was ordered by Ezaki to annihilate the enemy.

FORCES

This scenario is played between an attacking Japanese force and a defending American force. The forces are of equal size. American platoons are chosen from the US Army Late War New Guinea list, but may not include heavy mortars, artillery or vehicles other than the LVT or LVT(A)1 Alligator. Japanese platoons should be taken from the Japanese Army, New Guinea 1943–45 Reinforced Platoon.

Scenario 10: Los Negros



SET-UP

This scenario is played on a six by four feet gaming surface with players fighting across the width of it. A runway runs from north to south across the centre of the table. Other terrain should consist of small huts and buildings and copses of trees, at least 6" from the runway edge. No hills are to be used.

DEPLOYMENT

The American player holds the eastern edge of the table and may set up anywhere within 12" of his table edge. Due to the harsh coral terrain, defenders are neither Dug-In nor Hidden. Japanese units are not set up on

the table at the start of the game. At least half of the Japanese player's force must form the first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve (*Bolt Action* rulebook, p.119). Only the Japanese player may attempt to outflank or use special deployment rules such as for snipers and spotters.



Japanese anti-tank rifle team

SPECIAL RULES

Any American unit may begin the game in *Ambush*.

The Japanese counter attack on Momote airfield occurred at night. The Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

Japanese reserves may attempt to outflank, but due to the American lines extending either side of the table, they must enter the table no later than Turn 4.

The Japanese player mounts a Preparatory Bombardment (*Bolt Action*

rulebook, p.131).

Whilst the American defenders could not dig in adequately, they could at least bring several .50 cal machine guns up from their AA units to bolster the line. For every 500 points the Japanese player spends on his forces, the American player receives one free Regular HMG unit.

US forces at Los Negros are under the command of Brigadier General William Chase. Chase is right up in the thick of the action with his men; the US player receives one free Regular Major to represent him, with two additional men. Their command post is a sandbag emplacement or similar terrain piece which can be set up anywhere within 6" of the American table edge and is hard cover.

Colonel Ezaki has personally commanded Captain Baba to rout US forces and to kill himself if he is captured. Infiltrators were specifically ordered to kill or capture American officers. The Japanese player receives one free Veteran Captain with two additional men. The unit are tough fighters and may be used to forward deploy.

The Japanese plan combined frontal assaults with using small units to stealthily infiltrate the American lines. The Japanese player receives one free Regular Night Infiltrator unit plus an additional Night Infiltrator unit for every 500 points he spends on his force. Any upgrades to these units must

be paid for normally, but do count towards the 500 point total to receive these free units.

OBJECTIVE

The Japanese player must try to move as many of his units as possible into the American player's set up zone or off his table edge. The American player must try to stop him.

FIRST TURN

The battle begins. During Turn 1, the Japanese player must move his entire first wave onto the table. These units can enter the table from any point along the western table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The Japanese player scores 1 victory point for every enemy unit destroyed. He also scores 1 victory point for each of his units that ends the

game in the American half of the table (i.e., past the centre line running 24" from both long edges), 2 victory points for each of his own units that is inside the American set-up zone (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game. These victory points are not cumulative (i.e., a Japanese unit in the American set-up zone only claims 2 victory points, not 1 victory point for crossing the half way point and an additional 2 victory points for ending in the set-up zone). If Brigadier General Chase is killed the Japanese player receives 5 victory points. The American player scores 2 points for every enemy unit destroyed. If Captain Baba is killed, the American player receives 3 victory points.

Bitter fighting took place throughout the night of 29 February/1 March. The Japanese attacked mainly in squad strength along the American line, including attempts to attack from the beaches by men who had swam out with life preservers. Most attacks were repelled by heavy US firepower, but some succeeded in breaking through. One American officer was killed by the sword of a Japanese infiltrator as he slept in his hammock. Two Japanese soldiers even succeeded in making it as far as Brigadier General Chase's command post, where they were gunned down by Intelligence Officer Major Chiaramonte's Thompson.

Ultimately, despite a few isolated threats, the piecemeal Japanese attack failed. With the Japanese still outnumbering the Americans in the area by some four to one, this was the only real opportunity that Colonel Ezaki had to repel the US assault. The next day saw American reinforcements,

including engineers and artillery, arriving at the beaches. Another attempt was made to eliminate Chase, this time led personally by Captain Baba. His 17 men closed to within 50 yards of the command post but many were killed and the remainder committed suicide with swords and grenades.

American reinforcements continued to arrive by day as Japanese attacks continued every night, each of them hugely costly and shifting the balance further in favour of the Americans. Momote airfield was operational by 10 March, and by 3 April the Admiralty Islands were securely under American control. 75 Japanese soldiers surrendered; the remainder of the 4,000 defenders were killed in the fighting.

Japanese troops pour through a native village



THE LAST STRATEGIC POINT



MacArthur's next plan was a landing at Hansa Bay, between the two Japanese strongholds at Madang and Wewark. Imamura had anticipated this, and regular convoys of troops were shipped into to bolster the area; by March 1944, over 40,000 Japanese replacements were in the area. However, General Adachi's forces at Madang were now exposed to the Australian forces advancing overland towards him and the American positions in the newly captured Admiralty Islands. He ordered a fighting withdrawal to Wewark.

Following a recommendation from one of his staff officers, MacArthur repeated his tried and tested strategy of isolation, and selected a new target for the next assault – Hollandia, which lay in what had been the Dutch section of New Guinea. This was some 550 miles further northwest up the coast from Hansa Bay and would bypass the strong, front-line units of the Japanese 18th Army, where a maze of bunkers and fortified defensive

positions reminiscent of Buna–Gona were being constructed.

The landings were planned to take place simultaneously at three sites: Humboldt Bay and Tanahmerah Bay near Hollandia, and Aitape, 150 miles to the southeast. The bays themselves were of great strategic significance, but even more important were the three airfields at Hollandia and a fourth airstrip near Aitape. However, these targets in themselves presented a real problem, as intelligence reports claimed that over 350 Japanese aircraft were present at the sites: enough to decimate any attacking force. As the landing sites were at the very limit of land-based aircraft, the entire operation was now reliant on the support of naval aviation for air cover. Admiral Nimitz was not enthusiastic about putting his carriers under the risk of attack; to provide assurance, land-based USAAF bombers attacked the Japanese airfields between 30 March and 3 April, achieving complete surprise and destroying nearly 300 enemy aircraft on the ground and in the air.

With cover now guaranteed by the US Navy, over 50,000 troops of the US 41st Division in 200 vessels landed at the Hollandia beaches on 22 April. The soldiers met very little resistance, as the vast majority of the Japanese presence were construction and support personnel. Meanwhile, the US 24th Division's landings at Aitape met some resistance, but were able to advance inland and seize their objectives within six hours. Two days later, the airstrip at Aitape was operational and flying P-40 fighters. General Inada ordered the 7,000 Japanese survivors at Hollandia to attempt to retreat through 125 miles of jungle to the Wakde–Sarmi area – Japanese records showed that 500 men survived the American advance and the perils of the jungle itself.

Meanwhile, General Adachi's 45,000 men of the 18th Army, who had been cut off at Wewak, were still very much in the fight. In June, Adachi ordered 20,000 soldiers of the 20th, 41st and 51st Infantry Divisions to

march nearly 100 miles through the jungle to engage the American positions at Aitape. Nearly a month later, American units found themselves in regular contact with large groups of well-equipped Japanese soldiers.

Man vs Machine: Japanese soldiers assault an Allied Sherman tank



Captured Japanese documents in June 1944 revealed to the Allies that an attack was planned on Aitape – this was confirmed on 10 July when a Japanese prisoner cracked under interrogation and revealed the attack was planned for that very night. Supported by a surprisingly powerful artillery barrage, 10,000 men spearheaded by 400 soldiers of the 178th Battalion crossed the Driniumor River at around midnight. Two companies of the US 128th Infantry Regiment defended the western banks against the lead elements of the assault. With plenty of time to prepare for the attack,

American artillery and machine guns were dug-in and prepared to face the onslaught.

FORCES

This scenario is played between an attacking Japanese force and a defending American force. The Japanese force has a 50% points advantage over the American force (e.g., 1,000pts against 1,500pts). American platoons are chosen from the US Army Late War New Guinea Reinforced Platoon but may not include heavy artillery or tanks. Japanese platoons should be taken from the Japanese Army, New Guinea 1943–45 Reinforced Platoon.

Scenario 11: The Aitape Counter Attack



SET-UP

This scenario is played on a six by four feet gaming surface with players fighting across the width of it. A 4–5” wide river runs across the length of the table from the north to the south sides, its edge beginning 6” from the Japanese table edge. The river is shallow and counts as an obstacle. The American player may place four lines of barbed wire, each measuring 12”, anywhere on his side of the river, running parallel with the river. Intervening terrain should consist of small hills and copses of trees.

DEPLOYMENT

The American player holds the western edge of the table and may set up

anywhere within 24" of his table edge. At least half of his units must be placed in the set-up area, the remainder are in reserve (*Bolt Action* rulebook, p.131). Japanese units are not set up on the table at the start of the game. At least half of the Japanese player's force must form the first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve. No outflanking may be attempted. Pre-deployment is allowed for those units which are capable of doing so.

Japanese raiders take to the hills



SPECIAL RULES

Any American unit deployed on the table may begin the game in *Ambush*.

American units deployed on the table may be Dug-In.

Barbed wire rules are found. Wire cutters may not be taken.

The Japanese again favoured using the cover of darkness to attack at Aitape. The Night Fighting rules (*Bolt Action* rulebook, p.219) are used.

The significant build-up of forces in the area had announced Japanese intentions, even before US intelligence confirmed the attack was coming. Preparation for the attack was thorough. For every 500 points the Japanese player spends on his forces, the American player receives one free Regular MMG unit, and for every 1,000 points the Japanese player spends on his force, the American player receives one free Regular artillery observer.

OBJECTIVE

Both players are attempting to inflict maximum casualties on the enemy force.

FIRST TURN

The battle begins. During Turn 1, the Japanese player must move his entire first wave onto the table. These units can enter the table from any point along the western table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the

other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! Both players score 1 victory point for every enemy unit destroyed.

The screaming waves of Japanese soldiers attacked directly into the teeth of the American defensive fire. The men of the 1/78th Battalion were slowed down by the river and the barbed wire around it, and caught dead in the open. Concentrated fire from US artillery positions smashed into the ranks of Japanese soldiers, reducing the lead battalion of 400 men down to some 30 left fit to fight. Undeterred, subsequent waves made up from men of the 80th and 237th Regiments managed to tear open a kilometre-wide hole in the American line. However, this victory would not last long enough to be exploited as American units closed in from both sides, supported by another bloody round of artillery fire.

The fighting continued for three days and nights until an American counter attack, supported by airpower and naval gunfire, began to push the Japanese back. The bitter fighting continued throughout July, with both sides suffering significant casualties. Finally, having all but exhausted all food and ammunition, General Adachi ordered his 20th Division to withdraw on 4 August. Unbeknownst to him, the defenders of the US 41st Division had received orders to withdraw the following day. Japanese casualties mounted to nearly 10,000 men, whilst American losses were 440 killed and 2,560 wounded. Following the battle, ABC war correspondent Haydon Lennard commented:

‘...scores of enemy bodies bloated by the tropical sun are floating down

the stream and the stench on the eastern bank is a continuous reminder that hundreds more are lying there in the jungle undergrowth.'

This would be the last large-scale Japanese offensive of the New Guinea campaign. It had been a series of defeats and withdrawals for Japanese forces since the failures at the Kokoda Track and Milne Bay. Adachi's depleted 18th Army, however, continued to resist the Australian 6th Division in the coastal ranges south of Wewak until the end of the war. In New Britain, the 11th Australian Division undertook patrol and native partisan action against Japanese forces protecting the Rabaul base. No large-scale offensive action was undertaken although Rabaul continued to be a major target for Allied aircraft. Meanwhile, Australian troops replaced US forces in Bougainville in late 1944.



BOUGAINVILLE



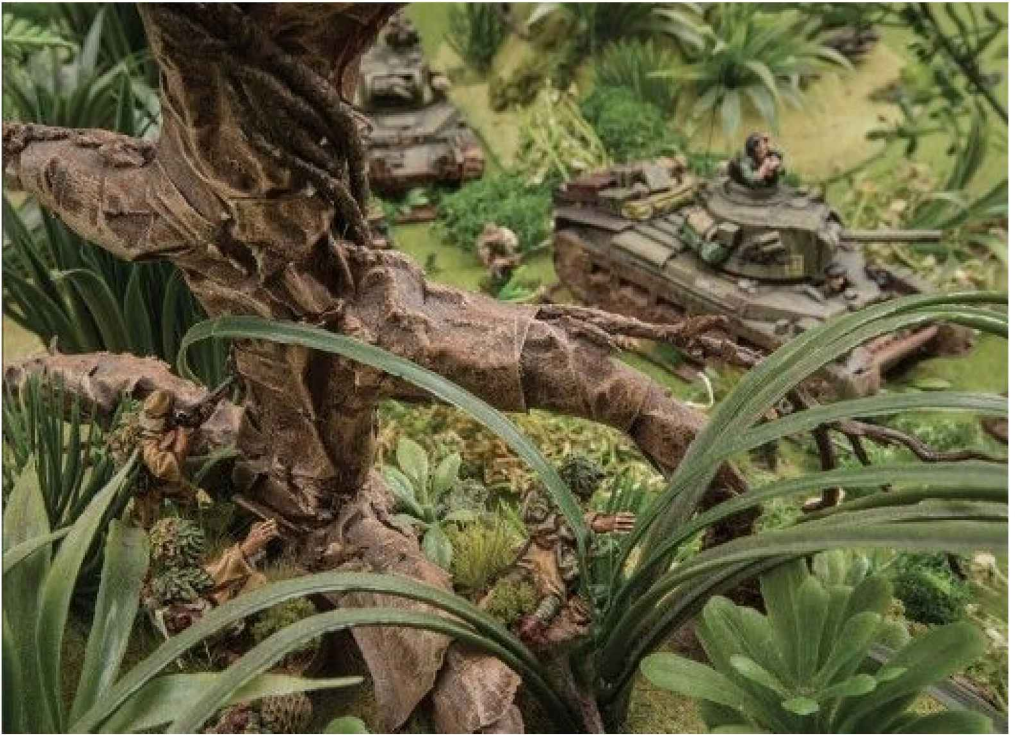
The island of Bougainville in the Solomons had been identified as one of the objectives for Operation *Cartwheel* – the isolation of Rabaul. Bougainville was vital to the plan as it was ideally located to act as a base of Allied air operations in the area, including the bombing of Rabaul itself. The US Marine Corps' 3rd Division landed at Torokina on the west coast of Bougainville on 1 November 1943 and, after overcoming the bitter opposition of the Japanese 17th Army under Lieutenant General Haruyoshi Hyakutake, were able to establish a defensible perimeter. By March 1944 this perimeter, a rough semicircle with a radius of some 6 miles, was defended by 62,000 Allied troops and had three airstrips in use.

In September 1944, elements of the II Australian Corps arrived on Bougainville to relieve American forces. The Corps consisted of five brigades and the 2/8th Commando Squadron – some 30,000 men – and was under the command of Lieutenant General Stan Savage. Facing them was some 52,000 Japanese soldiers on Bougainville. Whilst MacArthur was content for the Australians to hold position, Blamey was not happy to have his men hold a defensive position and ordered Savage to take the fight to the enemy. In late November, Australian forces began the operation, planned across a northern, central and southern line of advance.

Facing stiff resistance, the fighting continued into early 1945 with the

strongest Australian push being along the southern line of advance which resulted in the Puriata River being crossed in February. Facing the stubborn defenders of the Japanese 6th Division, the Australian 7th Brigade under the command of Brigadier John Field advanced towards the town of Buin. Their position at Slater's Knoll was the very vanguard of the Australian southern advance. Intelligence reports revealed that the Japanese 6th Division was planning a major offensive in the south and the 7th Brigade's 25th Infantry Battalion took to fortifying their positions atop Slater's Knoll in preparation.

Allied reinforcements advance towards Slater's Knoll



On top of Slater's Knoll, fields of fire were cleared for the battalion's Vickers and Bren guns, with lengths of barbed wire set up to delay the Japanese as they crossed the killing zones. Booby traps were set up along the perimeters to warn of the impending attack. Meanwhile, a squadron of Matilda tanks from the 2/4th Armoured Regiment made their way as quickly as they could towards the Knoll from Toko, five kilometres to the

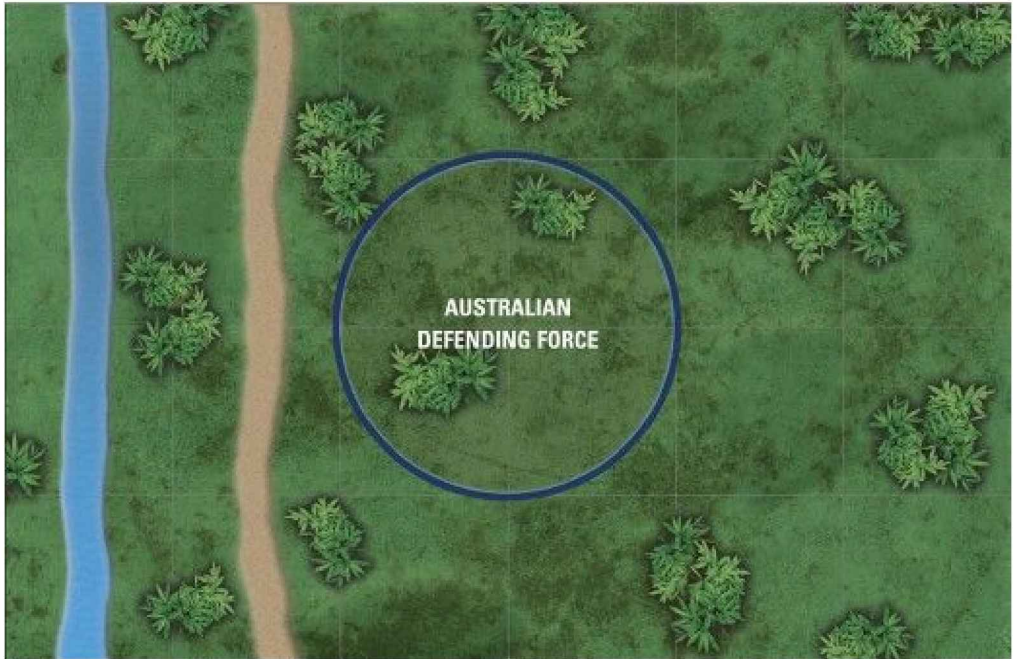
southwest, arriving at Battalion HQ on 31 March. Probing raids commenced on the night of 27/28 March and continued at regular intervals as the attackers assessed the Australian defences. On the morning of 1 April, the first major attack was launched.

This scenario sees an Australian platoon from the 25th Infantry Battalion isolated at the foot of the Knoll next to the Buin road during the fighting. With Japanese forces closing on the Australian soldiers from all sides, a relief force must fight its way through to the besieged defenders before the Japanese attackers can close the net.

FORCES

This scenario is played between an attacking Japanese force and a defending Australian force. Forces are of equal size. Australian platoons are chosen from either the 1943–45 Australian ‘Jungle Division’ Reinforced Platoon or the Australian Tank Troop, New Guinea 1943–45. If the ‘Jungle Division’ Reinforced Platoon is taken, up to two Matilda tanks can also be taken irrespective of how many Reinforced Platoons are taken. Commando, Papuan, Engineer and Platoon Scout units may not be taken. Irrespective of which Australian platoon is taken, all tanks must be part of the relief force (see special rules). Japanese platoons should be taken from the Japanese Army, New Guinea 1943–45 Reinforced Platoon.

Scenario 12: Slater's Knoll



SET-UP

This scenario is played on a six by four feet gaming surface. Terrain should consist of predominantly of jungle trees and foliage forming large areas of soft cover, with some areas of clear ground and small hills – the hills count as rough ground. A road runs from north to south across the table, parallel to one of the short table edges and 18" from the edge itself. Running parallel to the road and only 6" from the same table edge is the Puriata River, which counts as rough ground.

DEPLOYMENT

The Australian defending force must be set up within 12" of the table's

centre point. The defending force consists of two infantry sections, a HQ unit and one support weapon (either an MMG, mortar or sniper). The remainder of the Australian force is the relief force and begins the game off table. The Japanese player must nominate at least half of his force to begin the game on the table; this can be the entire force if he wishes. Any units beginning the game on the table may be set up anywhere but must be more than 12" from an Australian unit (ignore the Australian 'Aggressive patrolling' rule). The remainder are in reserve (*Bolt Action* rulebook, p.131).

SPECIAL RULES

Any Australian unit deployed on the table may begin the game in *Ambush*.

Australian units deployed on the table may be Dug-In.

Any Australian unit beginning the game on the table and Dug-In is Hidden. Any Japanese unit beginning the game on the table and in cover is Hidden.

Before the game begins, the Australian player must write down which table edge he wishes his relief force to arrive via. On Turn 2, the Australian relief force arrives. All units arrive automatically and must move onto the table via an Advance or Run order, and cannot assault on the first turn. For the purpose of the 'Fighting withdrawal' special rule, the relief force's table edge counts as the Australian table edge for the rest of the game.

Japanese reserves may enter the table from any table edge for the first turn, after which they cannot enter the table from the edge chosen by the Australian player for his relief force.

OBJECTIVE

The Australian player must fight through to the defending force and ensure their survival. The Japanese player must eliminate enemy units, the priority being the defending force.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.



Australian light mortar team

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! The Australian player scores 2 victory points for each unit from the defending force which survives and 1

victory point for each enemy unit destroyed. The Japanese player scores 2 victory points for each unit from the Australian defending force which he eliminates, and 1 victory point for each unit from the Australian relief force which he eliminates.

TOP SECRET

NEW GUINEA TANK DUEL

The terrain in New Guinea and its surrounding islands was far from ideal for deploying armour. Deep mud, regularly made even worse by torrential downpours, and steep hills dominated by dense jungles made areas where tanks could be effectively deployed far rarer than in many other theatres of the war. Despite this, the Allies were able to use Stuarts, Matildas and Shermans on several occasions, whilst the Japanese found limited use for the light Type 95 Ha-Go.

After the invasion of Biak Island off the north coast of New Guinea by US forces in May 1944, the 2nd Battalion of the 162nd Infantry Regiment were understandably surprised when they came under attack by seven Japanese tanks supported by infantry on 29 May. The first wave of four Japanese Ha-Go tanks was engaged by two platoons of Shermans from the 603rd Medium Tank Company. Whereas in the European Theatre of Operations the Sherman often found itself outclassed by heavier enemy machines, in New Guinea the American tank was king. Weighing in at 32 tons, the Shermans easily destroyed all four of the 7.2 ton Japanese tanks and scattered their supporting infantry. The second wave of three Ha-Gos attacked regardless; again, all three were destroyed. The Japanese tanks succeeded in scoring several hits on the Shermans, but the only damage reported was to one American tank whose turret was locked in place. This completely one-sided encounter also resulted in the loss of 250 Japanese soldiers.

Australians debus from a Buffalo



Attacks against Australian positions to the south of Slater's Knoll on 1 April were spearheaded by rifle-armed gunners of the Japanese 6th Field Artillery Regiment. These succeeded in displacing the defenders and cutting off the Knoll. Meanwhile, units of the Japanese 13th and 23rd Infantry Regiments attempted to outflank the Knoll and surround the defenders but were detected whilst attempting to cross the river Puriata. Sporadic skirmishes

occurred for the next few days, before the main attack came at dawn on 5 April with the first wave of the assault charging from the north whilst a flanking move came from the southwest.

Deadly fighting continued on all sides of the Knoll throughout the morning, with fearless charges mounted by Japanese troops leaving scores of dead on the slopes surrounding the Australian defensive position. Two Matilda tanks and a fresh company from the 61st Infantry Battalion arrived in the early afternoon to reinforce the Australian positions. The defence had been a success – over 600 Japanese soldiers had been killed, but Australian losses numbered at nearly 200 dead and wounded.

The failure at Slater's Knoll had a huge impact on Japanese morale; further defeats at Hongorai River later in the month saw the end of any significant counter attacks by Japanese forces. Operations in Bougainville continued into summer, when heavy rains and flooding caused a cease in the fighting. By the time the weather had cleared, news has reached Savige that the first atomic bomb had been dropped on Japan. For a campaign which had no strategic significance following the arrival of Australian forces, the toll was appalling – over 2,000 Australian casualties, with some 8,500 Japanese killed with another 10,000 lost to disease and malnutrition. Japanese forces on Bougainville surrendered on 21 August 1945.



'A BORING EPILOGUE'

Whilst the situation for Japanese forces on mainland New Guinea and its surrounding islands was dire, tens of thousands of troops still presented a significant threat to Australian and American forces. Wakde Island, 140 miles further northwest along the coast from Hollandia, would be MacArthur's next target and was assaulted by US forces on 17 May 1944. Back on the mainland three Japanese forces, spearheaded by four Battalions from the 223rd and 224th Infantry Regiments with artillery support, were moving to engage the advancing Americans. The intensity of the fighting which ensued in the Wadke-Sarmi area, culminating in the Battle of One Tree Hill from June to September 1944, proved that the Japanese still had plenty of fight left to give – US forces suffered nearly 2,000 casualties.

Landings on Biak Island on 27 May by the US 41st Infantry Division saw fighting against the 11,000 Japanese defenders dragging on until September, with US forces suffering 2,500 combat casualties and 7,500 men treated for malaria. 200 Japanese soldiers were taken prisoner; the remainder were all killed in the fighting. In July 1944, Noemfoor Island would be the next to fall to MacArthur's advancing forces, followed by the largely unopposed landings of the US 6th Infantry Division at Sansapor on the mainland at the end of the month. In this, the final US assault on

mainland New Guinea in World War II, the now-sapped Japanese fighting spirit was demonstrated by the number of soldiers surrendering nearly equalling those actually killed in the fighting. For MacArthur, the attack on Morotai Island in September 1944, to the northwest of New Guinea and on the way to his beloved Philippine Islands, would spell the end of a bitter and bloody campaign which had lasted three years and cost over 40,000 Allied casualties.

TOP SECRET

'A CLOD OF EARTH IN THE SOUTHERN SEAS'

On 10 September 1945, nearly a month after the Japanese surrender, a small group of Japanese officers with a white flag approached Australian positions at Kiarivu near the north coast of New Guinea, between Wewak and Aitape. They informed their Australian victors that their leader, Lieutenant General Hatozo Adachi, was on his way to formally surrender. The next morning Adachi was marched to the Australians, his chair carried high on poles supported by four of his malnourished soldiers. On 13 September, Adachi signed the surrender of his 12,000 surviving soldiers at Cape Wom near Wewak. Colonel Hennessy of the Cavalry Commandos ordered his men not to stand to attention; the Japanese general's reception was even more hostile when the 3,200 assembled Australian soldiers booed his arrival.

Adachi was found guilty of war crimes for the conduct of his men during the New Guinea campaign, regarding the treatment of civilians and prisoners of war. Sentenced to life imprisonment, Adachi's sentence lasted only two months. On 10 September 1947, Adachi wrote several letters, one of which was addressed to the survivors of the 18th Army. He concluded it with:

'At that time I made up my mind not to set foot on my country's soil again but to remain as a clod of earth in the Southern Seas with the 100,000 officers and men [lost under his command].'

Hatozo Adachi ritually committed suicide with a paring knife on 10 September. In 1954 – nine years later – the final four soldiers of his command surrendered in the jungles of New Guinea.

Meanwhile for the Australians, Blamey was disappointed in his units' role of defending objectives which had been taken by US forces. Elements within the Australian government believed that with MacArthur moving to the Philippines, the defence of Australia itself was secured and any further

offensive operations against the starving Japanese defenders isolated in various pockets of New Guinea would be unnecessarily aggressive and cause completely avoidable loss of life. Blamey's decision to resume the attack at Bougainville clearly showed his personal priorities, and added the final contributions to the Australian death toll of some 7,000 men in the New Guinea campaign – roughly equal to the number of American dead. This offensive spirit was shared by many within the Australian Army; one unit's historian commented in March 1945 when referring to security operations in the Aitape area as a 'boring epilogue' to one of the bloodiest campaigns of the Pacific theatre.

For the Japanese Command isolated at Rabaul, the war came to an end on 4 September when General Imamura and Vice Admiral Kusaka signed the surrender of all Japanese forces in New Britain – nearly 90,000 personnel – on the deck of the British aircraft carrier HMS *Glory*, which lay at anchor off Rabaul. Following the surrender of Japan on 15 August 1945, it was impossible to send news and orders to all of the isolated pockets of Japanese forces spread across the Pacific. Even though every effort was made by Australian forces to inform their opponents that the war was over, many Japanese soldiers took this as a ruse and continued small attacks against Allied positions. The last Australian soldiers who lost their lives on New Guinea were killed in actions on 18 August. By this time, estimates of between 110,000 and 200,000 Japanese soldiers, sailors and airmen had lost their lives during the New Guinea campaign.

Aussies and Papuans face a Japanese charge



TOP SECRET

KOKODA BONEMAN

Born in December 1919, Kokichi Nishimura was a factory worker before he was conscripted into the Japanese Army at the age of 21. After completing his basic training, Nishimura was deployed to Guam with his unit, the 5th Company of the 144th Infantry Regiment, part of Major General Horii's South Seas Detachment.

One of the first units to participate in the New Guinea campaign, Nishimura took part in the landings at New Britain, the Kokoda Track campaign and the Battle of Brigade Hill (Isurava).

Promoted to lance corporal in 1942, he was sent to Rabaul to recuperate after months of exhaustion and starvation. He also fought in Burma but was wounded and contracted malaria, for which he was being treated in hospital at the time of the Japanese surrender in 1945. Following the war, Nishimura returned to the machinery industry but was left deeply traumatised by his wartime experiences. Determined to honour his lost comrades and raise awareness in Japan of the New Guinea campaign, Nishimura visited Papua New Guinea in 1979 and then again the following year.

Setting up a base of operations, he then dedicated years of his life searching for the remains of Japanese soldiers so that they could be given a proper burial. However, several hundred of the bodies he recovered were later burned by the Japanese Ministry of Health, with the ashes then laid to rest at Chidorigafuchi National Cemetery near Tokyo. This greatly upset Nishimura as his intentions had been to have the bodies DNA tested so that they could be returned to their families.

Suffering from poor health, Nishimura was finally forced to give up his work in 2005. In 2010, he returned once again to Papua New Guinea to attempt to find the body of Australian Captain Sam Templeton, who Nishimura claimed to have personally buried in 1942, following his alleged execution by Lieutenant Colonel Hatsuo Tsukamoto. Sadly, he was unable to find the body. Kokichi Nishimura passed away in October 2015, aged 95. In 2008, author Charles Hapell published a book about his life entitled *The Bone Man of Kokoda*.

ARMIES OF AUSTRALIA



'Such conditions of rain, mud, rottenness, gloom, and above all, the feeling of being shut in by the everlasting jungle and ever ascending mountains, are sufficient to fray the strongest nerves. Add to them the tension of the constant expectancy of death from behind the impenetrable screen of green, and nerves must be of the strongest, and morale of the highest, to live down these conditions.'

– Report on operations 3rd Australian Division in Salamaua area, 23 April to 25 August 1943

'In the Kokoda battle their qualities of adaptability and individual initiative enabled them to show tremendous ability as fighting men in the jungle. They were superb.'

– Lieutenant-General Tsutomu Yoshihara



Between 1943 and 1945 the Australian Army underwent a complete transformation. The many changes in tactics, training, weapons and equipment that occurred during this time meant that during the last two years of World War II, the Australian Army was arguably the most experienced and professional jungle warfare force in the world.

Up until 1942 Australian forces had been trained, equipped and organised along British lines as per their colonial heritage. This was perfect for being integrated into the Empire's forces alongside other Commonwealth troops in the Middle East and North Africa during 1940–42. However this would prove wholly unsuitable for the second phase of Australia's war.

Imperial Japan's entry into the war in December 1941 was initially a disaster for the Australian Army; its scattered forces were quickly destroyed in Singapore and across the Dutch East Indies. An entire Division (the 8th) was lost.

After the fall of Singapore and New Britain, the Japanese landed in Papua New Guinea, the island nation directly above Australia itself and technically Australian territory. In response to Japanese aggression in the Pacific and while they awaited the return of their veteran Middle East formations, the Australian government quickly raised and sent three Australian militia battalions – the 3rd, 39th and 53rd – to the island

territory of New Guinea. Once in New Guinea, vital time was wasted in using these troops as porters and dock workers rather than undertaking training that would have saved many lives. As warnings of an imminent invasion filtered through to Major General Morris, the Australian local commander, the first troops were rushed to secure the northern approaches and protect the airfield at Kokoda. In the meantime, Australia urgently recalled its veteran divisions (the 6th and 7th; the 9th remained in the Middle East) from the deserts of North Africa, to retrain for action in the Pacific. However, as the threat of the fast-moving Japanese forces put Australia's northern territories under threat of loss, they were quickly deployed to support the already decimated militia formations. The desperate and bloody campaign that followed, known to history simply as the Kokoda Track campaign, would cost the Australians dearly.

Wearing light khaki uniforms they had worn in the deserts of North Africa, the men stood out in the green, murky jungle. Used to large operations in open spaces, command and manoeuvrability was a nightmare on the single trail through the Owen Stanley Range. The enemy was also different. The Japanese gave no quarter, and seemed to have endless stamina to move and fight through this new, hellish environment. Many hard lessons in jungle warfare would be learnt, sadly at the cost of many lives. By the end of the first Papuan campaign the units that had taken part were close to 90% casualties, owing to both enemy action and the harsh environment.

As the Japanese had extended their lines to breaking point and now had to dilute their offensive to send troops to the Solomons, the Australians seized the chance to launch a driving offensive that would see the Japanese thrown back, and eventually overcome in their beachhead fortifications.

From these lessons the Australians had begun developing their own

doctrine for jungle warfare, completely suited to the enemy they faced and the environment they were fighting in. So it was that by mid-1943, major changes took place in the Australian Army. Gone was the old British model, suited for manoeuvre warfare in the deserts of North Africa.

In its place was the Australian Jungle Divisions. A Jungle Division had vastly more short-ranged firepower, 2,200 SMGs as to the previous 400 in 1942. The lack of any roads or open terrain meant the unnecessary support units, such as transport and anti-aircraft, had their men reassigned to the rifle platoons. The number of field engineers was doubled to overcome the thousands of rivers that needed to be crossed and to deal with Japanese booby traps. Jungle green uniforms were finally issued and a unique Australian submachine gun, the rugged Owen gun, was found to be perfect for jungle warfare.

Doctrine was also developed specifically for jungle warfare. It was found the only way to train for jungle warfare was to be in the jungle itself. A dedicated jungle warfare training centre was established at Canungra, in South East Queensland. Every infantryman passed through its rigours before deployment. At this jungle warfare school, 'immediate action drills' saw men learn to snap shoot from the hip at point-blank range on custom-built assault courses. Contact drills taught the men to react to ambushes effectively and assault the source of the firing before the Japanese could reinforce their position.

Tactics for deploying tanks in the jungle were also developed with great success. Intimate armour and infantry co-ordination was key to overcoming the extensive, camouflaged Japanese defences, although these measures were not committed to action until the battles that raged across the Huon Peninsula from November 1943.

The artillery pioneered new range-finding techniques in country that

offered almost zero visibility, and deployed 'Short' 25pdrs, cut-down versions of the famous gun, able to be air dropped and man-handled through deep mud.

The final two years of the war saw the Australian Army much better suited to campaigns in the South West Pacific, and it was able to achieve great success against superior numbers of fanatical Japanese defenders.

Independent Commandos on patrol





The following entry offers an army list supplement to the *Armies of Great Britain*, so you will require this book to make full use of it.

NATIONAL SPECIAL RULES

Unless otherwise stated, Australians do not get the British National rules, nor to choose a National Characteristic as in the *Armies of Great Britain* book, but instead get the following special rules, plus a choice of one Campaign Characteristic.

The jungle-covered mountainous terrain of New Guinea and Borneo were not ideal country for heavy artillery pieces, and the road network was almost nonexistent. It took extraordinary efforts to deploy artillery; in one example it took a party of the 2/3rd Field Regiment an entire week to drag one 25pdr gun 5km, using block and tackle and cutting a path through virgin jungle by hand with axes. The high level of artillery support common for Commonwealth forces in other theatres was not present for the Australians in the South West Pacific.

Australian forces do not receive the free forward artillery observer from the normal British and Commonwealth special rules, nor do they receive the bonus

to any Preparatory Bombardment.

The Australian infantry has always sought to dominate no-man's land. Even in defensive positions such as Tobruk, the Diggers would mount constant nightly raids and patrols, like their forefathers in the trenches of World War I. This proved harder to do in the jungles of the South West Pacific, but even more vital with the Japanese favouring infiltration and flanking movements.

The Australian player automatically wins the roll-off for who places their first 'forward deploying' (i.e. snipers, observers, spotters) unit. In addition, no enemy forward deployers may set up within 18" of an Australian unit already deployed. Also, Australian infantry spot Hidden enemies at a range of 18" rather than 12".

'I cannot understand you Australians. In Poland, France and Belgium once the tanks got through the soldiers took it for granted they were beaten. But you are like demons. The tanks break through and your infantry keeps fighting.'

– Captured German officer, Tobruk 1941

The Australian fighting man of World War II had an immense reputation to live up to, due to the courage displayed by his ANZAC forefathers in World War I. Mixed in with this was the Australian character: the gallows humour displayed in times of extreme adversity and the grim pride taken in being a complete and utter nuisance to the enemy, even if the battle seemed lost. From the early days of the AIF in North Africa through Kokoda and to the last engagements in Bougainville, the Aussie fighting man had a

reputation for never giving up and fighting to the last, even if all seemed hopeless.

When defending in an assault, Australian infantry and artillery units count as having the fanatic special rule.

A close encounter in dense jungle



CAMPAIGN CHARACTERISTIC SPECIAL RULES

In addition to the previous special rules, choose one of the following three campaign characteristic special rules. This will help you capture the feel for the specific campaign you are representing. Some scenarios may dictate which of the campaign special rules an Australian force must use.

Australian troops fighting the desperate campaigns of 1942 in the mountains around Kokoda and the swamps of Milne Bay believed if they failed, their homeland would be invaded next. More Allied decorations, including a posthumous Victoria Cross, were awarded at the battle of Isurava on the Kokoda Track than any other single battle in the Pacific theatre.

All Australian infantry units gain the stubborn special rule.

Outnumbered ten to one on the Kokoda Track, the initially poorly equipped Australian militia troops had no choice but to delay the Japanese attack in a long fighting withdrawal back over the jungle-covered mountains. Despite orders to attack from commanders back in Australia, who had never even seen the hellish terrain they had to fight over, the men on the ground fought a skilfully executed series of defensive ambushes, fighting to the last minute before they were surrounded and then pulling back to the next position.

Australian AIF and Militia units may Advance and then flip their dice onto Ambush. Note that this Advance move must be directly toward their own table edge.

After the bloody lessons of the first Papuan campaigns, the Australians established a dedicated jungle training school as well as new doctrine in 1943; 'immediate action' and 'ambush drills' being the difference between life and death in the shadowy world of the jungle. The decentralised nature of jungle warfare, with its emphasis upon self-sufficiency, meant that the standard of training – and not just fitness – throughout a unit, had to be higher even than it had been in the desert. Battles would be fought by platoon and section leaders, as their commanding officers had nearly no control once battle was joined.

Infantry squads and officer teams do not suffer the -1 penalty to morale if they lose their NCO or officer. Also, all infantry units that are being moved as a result of an Advance or Run order may go Down as a reaction to an Ambush even if they have already activated that turn, but to do so the unit must successfully pass an order check. Note that the unit does not lose a pin if this test is successfully passed.

HEADQUARTERS

Many Australian officers who commanded militia units in the far flung corners of New Guinea and its surrounding islands were veterans of World War I, but had spent decades in civilian trades. By 1943, most officers were either AIF veterans of the campaigns in the Middle East and North Africa or hard-pressed militiamen who had learned their trade on the front lines in New Guinea. (As per *Armies of Great Britain*, p.20.)

Although the terrain prevented constant artillery support, in some key battles the Australian Field Regiment's 25pdrs could be dragged into position to soften up a Japanese defensive position. If conditions were suitable, Australians could also call upon the 1st Tactical Air Force consisting of RAAF fighter-bombers. (As per *Armies of Great Britain*, p.20.)

Medical support in the jungle was vital, with tropical diseases causing more casualties than enemy fire. Lucky for the Australians, they could call on the local Papuans to assist them in evacuating the wounded by stretcher as the terrain made it impossible for vehicles to perform this role. In the Pacific theatre, the Japanese often deliberately targeted medics, so the Australians stopped wearing the Red Cross and some went into action armed.

Cost	23pts (Regular), 30pts (Veteran)
Composition	1 medic and up to 4 men
Weapons	Pistol for the medic only
Options	- Native bearers: Add 1–4 unarmed men to a medic team for +7pts (Regular) or +10pts (Veteran) each. Unarmed men cannot shoot, but fight normally in close quarters.

TOP SECRET

FUZZY WUZZY ANGELS

The indigenous people of Papua New Guinea can trace their lineage back to pre-historic times; it was only in the sixteenth century that European explorers first encountered the Papuan people. With hundreds of different tribes, and in turn hundreds of different dialects and cultures, the people of Papua New Guinea were no strangers to warfare when the Japanese arrived in 1942.

As the first battles between Australian and Japanese forces erupted across the island, it was soon clear to the soldiers of both sides that the indigenous Papuans had many uses. Their local area knowledge was unsurpassed, as was their ability to survive in the hostile terrain and cope with the worst the environment had to throw at them. Both the Australians and the Japanese made use of the hardy tribesmen as labourers.

It was in the service of the Australian Army as stretcher bearers that the Papuan tribesmen became most famous. Dubbed 'Fuzzy Wuzzy Angels' due to their frizzy hair, these fearless tribesmen soon acquired an enviable reputation for their combination of bravery in the face of terrible conditions and enemy fire, and the gentleness and care they consistently showed to the wounded men they carried across some of the most inhospitable terrain in the world. Their care continued until their casualties were handed over to medical personnel, with Angels commonly building shelters over their charges during the night and guarding them as they slept. Tragically, many were killed during the fighting and also by both sides as a warning not to collaborate with their adversaries. Possibly the last Fuzzy Wuzzy Angel, Faole Bokoi, passed away in March 2016.

TOP SECRET

LEGENDS OF NEW GUINEA: CORPORAL LESLIE "BULL" ALLEN

Leslie Charles Allen was born in Ballarat East, Victoria, in 1916, the second son of a labourer. After a turbulent upbringing, Allen was raised in an orphanage and began working as a farm labourer at around the age of 12. Allen was 23 years of age when he joined the Australian army, leaving home for North Africa with the 2/5th Battalion of the AIF in September 1940.

Possessing a muscular physique, he earned his nickname, “Bull”, for his unstoppable charges while representing his battalion in Australian Rules Football. Allen was employed as a stretcher bearer and soon acquired a reputation for stoic reliability during the Western Desert and Syria–Lebanon campaigns. After returning to Australia, the 2/5th Battalion deployed to New Guinea in October 1942. The fearless “Bull” Allen was awarded the Military Medal for rescuing several wounded soldiers at Crystal Creek, Wau, on 7 February 1943. His most famous moment, however, came during the Battle of Mount Tambu. Two American medics had been killed while trying to recover more than 50 American soldiers wounded during the ferocious jungle fighting. As the Aussie soldiers chanted Allen’s nickname, the Bull charged headlong into the jungle and, despite returning with seven bullet holes in his uniform, brought back at least twelve wounded Americans for medical attention.

While outwardly bombastic, outspoken and fearless, Allen was, in fact, becoming increasingly traumatised and had already received hospital treatment in Libya for anxiety neurosis. Returning to Australia in late 1943, he was court martialled for punching an officer and medically discharged from the Australian army in September 1944.

Allen returned to Victoria and worked on his uncle’s farm, but the traumas he had experienced resulted in him losing the power of speech for six months. During his recovery, his bravery at Mount Tambu was acknowledged by the US Army and he was awarded the Silver Star. He married in 1949, fathered four children and found work as a medical orderly before passing away in May 1982. A photograph of Allen carrying a wounded American soldier at Mount Tambu in a fireman’s lift has become one of the most iconic images of the entire New Guinea campaign.

“Bull” Allen can be added to any Veteran Australian Medic in a Generic Reinforced Platoon. He can also be added in the following Theatre Selectors: 2nd Australian Imperial Force in the Mediterranean and North Africa 1941–42 Reinforced Platoon, 1942 Australian Army Reinforced Platoon or 1943–45 Australian ‘Jungle Division’ Reinforced Platoon.



Cost	+15pts (Veteran)
Composition	Allen may be added to any Veteran Australian Medic unit as an additional man. If Allen is added, no other men may be added to the unit.
Weapons	None
Special Rules	Leave No Man Behind: Allen was fearless and tenacious in recovering casualties for medical treatment. Due to the steady flow of recovered men, whenever the medic whom Allen accompanies is attempting to provide aid to a friendly unit within 6" (see Bolt Action rulebook here) they may roll an extra D6. For example, if a unit sustains 3 casualties then the medic may roll four dice rather than three.

INFANTRY SQUADS AND TEAMS

The Citizens Military Force (CMF) was the pre-war volunteer militia army of Australia. Poorly trained and designed for home defence only, these men found themselves on the front line in New Guinea (technically Australian soil at the time) in the dark days of the Kokoda campaign. They were a mixed bag, with some like the 39th Battalion making heroic stands but others failing back in panic before the Japanese onslaught.

Cost	Inexperienced Infantry 35pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none">- Add up to 5 additional men with rifles at +7pts each.- The NCO can have a submachine gun instead of a rifle for +3pts.- Up to 1 man can have a light machine gun for +20pts. Another soldier acts as loader. The light machine gun may be replaced by a Lewis Gun for -5pts.
Special Rules	<ul style="list-style-type: none">- Green.- Lewis gun. In the early stages of the New Guinea campaign, the standard light machine gun issued to militia sections was World War I-vintage Lewis gun. Although this was a solid and proven weapon, the militia's Lewis guns were old, worn and in the hands of soldiers with minimal training and experience with operating them. To represent this, the Lewis gun has its number of shots reduced by 1.

The 2nd Australian Imperial Force (AIF) was Australia's contribution to the Commonwealth forces deployed to fight the Axis in North Africa and the Mediterranean. They acquitted themselves admirably at Tobruk and El Alamein, and fought stubbornly in Greece, Crete and Syria. Rushed back home they were confident of victory against the Japanese, but these veterans discovered they had a lot to learn yet.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 5 additional men with rifles at +10pts (Regular) or +13pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts. - Up to 1 man can have a light machine gun for +20pts. Another soldier acts as loader.

During 1943 the Australian infantry, whether AIF or militia, was reorganised into the new model Jungle Divisions. As well as changes in doctrine and training, the basic section boasted a huge increase in automatic weapons. This allowed them to react to Japanese ambushes in thick jungle with overwhelming firepower.

Cost	50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles at +10pts (Regular) or +13pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts. - Up to 3 men can have a submachine gun instead of a rifle for +3pts. - Up to 1 man can have a light machine gun for +20pts. Another soldier acts as loader.



Japanese ambushes required a change in tactics to the desert fighting experienced so far. Instead of having the majority of a platoon's sections 'up front', the Australians learnt to hold their platoons main strength in reserve until the enemy revealed himself. The forward scouts led the way for their platoon, risking death at any moment, this job was rotated regularly to make sure the scouts were always alert.

Cost	42pts (Regular), 55pts (Veteran)
Composition	1 NCO and 2 men
Weapons	Submachine gun
Special Rules	- Forward deployment. The forward scout team counts as observers/snipers for set-up purposes (Bolt Action rulebook, p.118).



Australian Independent Commando section

Early in the war the Australians followed the British model and established commando units for use behind enemy lines. With Japan's entry into the war, there was a desperate need for men who were self-sufficient and could withstand the harsh environment of the jungle, often with little or no support from the outside world, such as on 12-day-long patrols. The Australian temperament was well-suited to irregular warfare, and these newly formed commando companies prided themselves on being special formations. The Independent Commando companies fought in many roles as raiders, long-range reconnaissance and flank protection for the regular infantry when they advanced.

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles at +14pts each. - The NCO can have a submachine gun instead of a rifle for +2pts. - Any man can have a submachine gun instead of a rifle for +2pts. - Up to 1 man can have a light machine gun for +20pts. Another soldier acts as loader.
Special Rules	<ul style="list-style-type: none"> - Tough fighters. - Behind enemy lines (see the Commando Section in <i>Armies of Great Britain</i>).

Australian forces, 1944–45: (L–R) Papuan Sergeant, Infantry Captain, Militia Infantryman, by Carlos Chagas © Osprey Publishing. Taken from Elite 153: The Australian Army in World War II.



The commandos of Kanga Force were the first Australian soldiers in New Guinea to be specifically trained for guerrilla warfare tactics in the jungle, having trained at Wilson's Promontory in Victoria. Each Independent Company was made up of three platoons, each consisting of three 16-man sections commanded by an officer; in practice these would often break down into smaller fire teams. The commandos were augmented by men of

the New Guinea Volunteer Rifles who acted as scouts during raids. Kanga Force's first major action at Salamaua was a tremendous success and came as a huge shock to the Japanese forces who had occupied the northeast of New Guinea. The scheme adopted by the men of Kanga Force was similar in many respects to the make-up of the sections utilised by Major George Warfe during the actions at Bobdubi Ridge in 1943.

Cost	Veteran Infantry 97pts
Composition	1 NCO and 4 commandos
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 11 additional men with rifles at +14pts each. - Add a local scout with a rifle at +38pts. - The NCO and any other soldiers may have a submachine gun for +2pts each. - Two soldiers may have a light machine gun for +20pts. Another soldier becomes a loader. - The entire squad may have anti-tank grenades for +2pts per model. - The entire squad may be upgraded to jungle warfare veterans for +1pt per model. - Up to one party may replace the NCO with a Commando officer at the following points costs: First Lieutenant +75pts, Captain +110pts, Major +150pts
	<ul style="list-style-type: none"> - Behind enemy lines. <i>When outflanking</i> (<i>Bolt Action</i> rulebook, p.119), Independent Company Raiding Parties ignore the -1 modifier to the order test for coming onto the table. - All commandos are tough fighters. If taken, the attached scout is not a tough fighter.

Special Rules

- Jungle warfare veterans (if option taken). During set-up, any Independent Company Raiding Party unit starting the game Hidden (*Bolt Action* rulebook, p.117) may start the game already in *Ambush*. If you decide to do so, place one of your order dice next to them, as if you had ordered them to *Ambush*.
- Local scout. The attached scout's knowledge of the local jungle paths and trails in the area around Mubo allow the commandos, when outflanking, to arrive on the short board edge of their choice, rather than having to choose the side before the game begins.
- Tank hunters (if anti-tank grenades taken).
- If the NCO is replaced with an officer and the officer is killed, the remaining men suffer the same effects as if they had lost their NCO.

Contrary to what was initially thought at the time, engineers were needed more than they were in the desert. With no roads and countless streams and rivers to cross, the engineers were a vital part of any jungle fighting force. Their numbers were doubled in the new Jungle Divisions. On the front lines, they also worked closely with the infantry and tanks, disarming Japanese booby traps and mines, even during amphibious landings. One of the engineers' many jobs was to set up nightly defences for gun emplacements to deter Japanese infiltrators.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts. - Up to 2 men can have a submachine gun instead of a rifle for +3pts. - Up to 1 man can have a light machine gun for +20pts. Another soldier acts as loader. - Up to 1 man can have a flamethrower for +20pts. Another soldier acts as loader. - The entire squad may be equipped with anti-tank grenades for +2pts per man.
Special Rules	- Tank hunters (if anti-tank grenades taken).

A Papuan patrol ambushes a Japanese force



These were local men recruited in New Guinea and led by Australian officers and senior NCOs. They were superb jungle fighters who, being local men, were particularly good at reconnaissance. They were also almost impossible to ambush. They fought from the Kokoda campaign right through to the end of the war against Imperial Japan.

Cost	45pts (Inexperienced), 60pts (Regular), 75pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 5 additional men with rifles at +9pts (Inexperienced), +12pts (Regular) or +15pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts.
Special Rules	<ul style="list-style-type: none"> - Fieldcraft. This unit counts rough terrain as open for movement purposes in Turn 1 of the game. - Forward deployment. The Papuan infantry section counts as observers/snipers for set-up purposes (<i>Bolt Action rulebook</i>, p.118). - Jungle fighters. If set up using the forward deployment rules then they may begin the game Hidden and on <i>Ambush</i> (remove an order die as per normal). - Behind enemy lines (see the Commando Section in <i>Armies of Great Britain</i>). - Native troops. This unit entry does not benefit from the 'Never give up' national rule.



Papuan Infantry Battalion section

Australian snipers were not given much in the way of special equipment – or even scopes in some circumstances. Despite this, there were many successful sharpshooters amongst the infantry companies, many of them professional hunters in civilian life. (As per *Armies of Great Britain*, p.28.)

Initially thought to be of limited use in jungle warfare, the first campaign against the Japanese taught the Australians the Vickers machine gun was vital for pouring on firepower before assaults. The number of machine guns was doubled under the Jungle Division restructure. (As per *Armies of Great Britain*, p.27.)

In the early campaigns, platoons back from the desert retained their 2-inch mortar, but it was discovered they were less effective in this new environment as the thick jungle canopy meant the rounds often burst in the air. (As per *Armies of Great Britain*, p.29.)

In most jungle operations, the 3-inch mortars were the main form of artillery support available. In the reorganised Jungle Divisions, the number of mortars was doubled to include two full platoons of these weapons. (As per *Armies of Great Britain*, p.29.)



Australian Medium Mortar Team

Later in the war, Australia received shipments of the British 4.2-inch heavy mortar. Specialist units like the 101st Heavy Mortar Company were deployed with great success to Bougainville. (As per *Armies of Great Britain*, p.29.)

The Australian Army was supplied by Britain with the PIAT anti-tank weapon, but this saw only extremely limited use by the Australians, as the threat from Japanese tanks was minimal. The weapon found more use against Japanese emplacements as an improvised bunker-buster than the role it was designed for. (As per *Armies of Great Britain*, p.28.)

The AIF Divisions brought their anti-tank rifles back with them from the desert campaigns and did continue to find a limited use for them in the early battles against the rare sight of enemy tanks, or the more common use of firing them at Japanese bunkers. (As per *Armies of Great Britain*, p.27.)

The re-equipped Jungle Divisions were issued with limited numbers of US-made man-packed flamethrowers from 1944 onwards. These proved devastatingly effective at clearing out the Japanese bunkers. (As per *Armies of Great Britain*, p.29.)

An Australian PIAT team patiently awaits a target



FIELD ARTILLERY

The ubiquitous 25pdr was the standard artillery piece of the Australian Army in the Pacific theatre, as it had been in the desert. The complete lack of roads and the dense jungle terrain encountered on the Pacific islands meant that deploying these guns was extremely difficult. One solution was to modify the gun by removing the gun shield and shortening the barrel. These were known as the 25pdr 'Short' and were 500kg lighter than the original, able to be man-handled and air-dropped. The special anti-tank

ammunition was not normally issued in the Pacific theatre.

Cost	50pts (Regular), 60pts (Veteran)
Team	3 men
Weapons	1 light howitzer
Options	<ul style="list-style-type: none">- May add a spotter for +10pts.- May become a 25pdr 'Short' for -5pts, removing the gun shield.
Special Rules	<ul style="list-style-type: none">- Jungle gun. If chosen as a 25pdr 'Short', the crew may move the gun 3" in rough ground if given a Run order.- Limited logistical support. The Australian 25pdr and 25pdr 'Short' cannot use the anti-tank round described in the <i>Armies of Great Britain</i> book.

Most anti-tank men were reassigned under the Jungle Division restructure. Those few that remained formed 'Tank Attack' units and were equipped with both 2pdr and 6pdr AT guns supplied from Britain, although these were of very limited use in the jungle environment of New Guinea and so only saw regular usage in Borneo from 1944 onwards. (As per *Armies of Great Britain*, p.32.)

ANTI-AIRCRAFT ARTILLERY

Wherever possible, the Australians deployed their Bofors guns to defend against marauding Japanese aircraft, especially around Allied airfields. (As per *Armies of Great Britain*, p.35.)

TOP SECRET

THE LEWIS GUN

The Lewis gun was a gas-operated light machine gun most commonly fed by a 47- or 97-round circular magazine, which loaded from the top of the weapon. Designed by Colonel Isaac Newton Lewis of the US Army in 1911, it was initially rejected by the US military, which prompted Lewis leave the army and take his design to Europe. A small number of Lewis guns were manufactured in Belgium just prior to World War I, but it was the Birmingham Small Arms Company in England that began mass production for the British Army and Royal Navy.

The Lewis gun was used by British Army infantry units on the Western Front as a lighter and more portable, if significantly more expensive, alternative to the Vickers machine gun. The Lewis gun also saw use on tanks. However, aside from its use with the infantry it would also become famous as an aerial weapon, being used on a host of different Allied aircraft designs ranging from scouts to heavier reconnaissance aircraft and bombers. A single Lewis gun augmented the Vickers machine gun that armed the SE5a, one of the most successful scout aircraft of World War I and mount to several top air aces.

By the beginning of World War II, the Lewis gun had largely been replaced: by the Bren in regular infantry formations and the Vickers K in aviation. However, Lewis guns were still used by many second-line units and also in an anti-aircraft role on ships and boats. As a second-line weapon, the Lewis gun was still in use with Australian militia units when they saw their first clashes with Japanese forces at New Britain and in New Guinea. The 39th Battalion of militia only replaced its Lewis guns with Brens just before moving up the Kokoda Track in July 1942.

TANKS

The 2/6th Armoured Regiment, with their M3 Stuarts, were the first Australian tanks to be deployed in the Pacific. They helped destroy the Japanese fortified beachheads at Gona, Buna and Sanananda, but were found too light for their vital role as bunker-busters. They would be withdrawn from future campaigns in favour of the heavier Matilda II. The Australian Stuarts saw a number of modifications, including the addition of a pintle-mounted gun, additional armour for the turret ring, sealing some of the vulnerable vision slits and adding extra stowage for equipment.

Cost	92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)
Weapons	1 turret-mounted light anti-tank gun with coaxial MMG and forward-facing hull-mounted MMG
Damage Value	8+ (Light Tank)
Options	- May add a pintle-mounted MMG on the turret for +15pts.
Special Rules	- Vulnerable. Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e., in total, +2 for side hits and +3 for rear hits).

Although obsolete in the European theatre, the heavily armoured Matilda was found to be perfect for use against the lightly equipped Japanese. The nature of terrain alone precluded tanks operating in the large armoured formations experienced in North Africa. Instead, the Australian 4th

Armoured Brigade, equipped solely with Matilda II tank variants, was broken up and deployed as individual troops of three in direct support of infantry attacks on fixed Japanese positions. (As per *Armies of Great Britain*, p.42–43, with the additional special rule noted below)

Special Rule

- Tank telephone. The Matilda's role was to support the infantry in overcoming fixed Japanese positions. The tank squadrons would either have their own officer walking behind the tanks and directing their fire using an American 'walkie-talkie', or the infantry themselves would use the 'tank telephone' on their rear hulls to communicate with the crews inside their tanks to take out Hidden Japanese positions. A Matilda tank that is at a 1" distance of a friendly infantry unit will reveal Hidden enemy units at 12" range, not the usual 6".



Matilda II CS Close Support Tank

TRANSPORTS AND TOWS

The new Willy's Jeep from the US was often the only vehicle capable of accessing the jungle battlefields that the Australians fought in. They were mostly used for resupply and medical evacuation. (As per *Armies of Great Britain*, p.60.)

The battalion's carrier sections were disbanded in the new Jungle Divisions. Only a divisional-level carrier platoon was retained as the terrain meant they were almost impossible to deploy. The Bren carriers were also found to be extremely vulnerable to Japanese infantry attack in close country. In the actions around Buna and Gona, carriers made up the armoured elements of the reconnaissance companies of 2/6th Armoured Regiment; they took heavy losses at close range – these formations were not rebuilt and were later disbanded. (As per *Armies of Great Britain*, p.57.)

Some US and British trucks, such as the Morris, saw service in the island campaigns, but the lack of formed roads and endless mud meant they were not widely deployed near front lines. (As per *Armies of Great Britain*, p.58.)

The Australians conducted many amphibious assaults on beaches in New Guinea and Borneo. The US Army provided them with LVTs and crew to deliver them to the landing zones under fire. (As per *Armies of Great Britain*, p.62.)



LVT 4 Buffalo AMTRAC

Australian troops on the move near Bougainville





NEW UNITS

INFANTRY SQUADS AND TEAMS

The Imperial Japanese Navy had its own arm of amphibious soldiers, which were roughly comparable to Commonwealth and US Marines – the Special Naval Landing Force. IJN and SNLF scout teams were used to probe hostile coastlines for potential landing sites and locate garrison forces. Once the opposing force was located, scouts would endeavour to identify the enemy and immediately report details of their numbers and capability. Due to their skill in concealment and hardiness, scouts are rated as Veteran.

IJA and SNLF scout teams count as an infantry unit for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for all of the Theatre Selectors of the *Armies of Imperial Japan* book.

Cost	45pts (Veteran)
Composition	1 NCO and 2 men
Weapons	Rifles
Options	- The NCO may have a submachine gun instead of a rifle for +3pts.
Special Rules	<ul style="list-style-type: none"> - Scouts count as observers/snipers for set-up purposes (<i>Bolt Action rulebook</i>, p.118). - Behind enemy lines. When making outflanking manoeuvres scouts ignore the -1 modifier to their order test to arrive.



The 144th Infantry Regiment, which spearheaded the first wave of the South Seas Detachment's push through New Guinea, was supported by engineers right from the outset. Engineering units were either attached to infantry regiments from divisional engineering regiments or formed an organic part of Japanese Army infantry brigades, such as within the organisation of independent mixed brigades. Here, engineering regiments were often battalion sized and consisted of between three to five companies, with no formalised battalion structure as such. Standard Japanese Army engineering units were trained to carry out a variety of tasks such as building fortifications, roads and bridges. Specialised engineering units also existed for operations such as tunnel warfare and pier construction.

IJA Engineer squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook or any Reinforced Platoon which allows IJA Infantry or IJA Veteran Infantry as a unit option. A maximum of 1 IJA Engineer squad may be taken per Reinforced Platoon.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none">- Add up to 7 additional men with rifles at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran).- The NCO may have a submachine gun instead of a rifle for +3pts.- Up to 1 man may have a light machine gun for +20pts. Another soldier becomes the loader.- Up to 1 man can have a flamethrower instead of a rifle for +20pts – another man becomes the assistant.
Special Rules	<ul style="list-style-type: none">- Tank hunters (if anti-tank grenades taken).

Under cover of night, Japanese troops stalk the enemy



Throughout the entire war, the forces of Imperial Japan often favoured attacking at night to use the cover of darkness to mask their intentions until the latest possible moment. This could also be combined with using small, lightly armed infiltrator units to sow confusion behind enemy lines by carrying out attacks in the heart of enemy positions, or eliminating defensive emplacements or command units.

0–2 Night Infiltrators can be used in the generic Reinforced Platoon Selector from the *Bolt Action* rulebook, and the following Theatre Selectors in *Armies of Imperial Japan: The Fall of Singapore 1942*, *The Battle for*

Guadalcanal 1942, The Battle for Tarawa 1943, Burma 1944, Iwo Jima 1945, Negros Island 1945, Battle for Okinawa Sugar Loaf Hill 1945.

Night Infiltrators may only be used in scenarios using the Night Fighting special rules.

Cost	33pts (Regular), 42pts (Veteran)
Composition	1 NCO and 2 men
Weapons	Rifles
Options	<ul style="list-style-type: none">- Add up to 3 additional men with rifles at +11pts each for Regular or +14pts each for Veteran.- The entire squad may be tough fighters for +1pt per model.- One Japanese Night Infiltrator squad per force may replace its NCO with an officer for the following points cost: Second Lieutenant: 40pts (Regular), 55pts (Veteran); First Lieutenant: 65pts (Regular), 80pts (Veteran)
Special Rules	<ul style="list-style-type: none">- Tough fighters (if taken).- Forward deployment. Japanese Night Infiltrators may use the forward deployment rules for observers and snipers (<i>Bolt Action</i> rulebook, p.118).

**IJA forces, New Guinea, 1942–43: (L–R) Superior Private, Private 2nd Class,
Sniper, by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 369:
The Japanese Army 1931–45 (2).**



Whilst the entry in *Armies of Imperial Japan* (p.26) gives details for fielding a sniper team, it was more common for Allied forces in the Pacific to report encounters with lone Japanese snipers, or teams of snipers acting as individuals rather than pairs. A favoured tactic of the lone sniper was to secure himself towards the top of a tree with rope, and then wait for enemy soldiers to walk past before firing into their backs. Many Allied soldiers fired weapons into 'likely' trees whilst advancing, so powerful was the effect of the sniper threat. A variety of weapons were used by snipers, although the lower-powered 6.5mm cartridge was favoured by many as it produced no smoke and little noise when fired. Many Allied soldiers even reported snipers using light machine guns in lieu of rifles.

The Japanese lone sniper may replace the standard sniper team entry in any Japanese Reinforced Platoon

Cost	55pts (Regular), 72pts (Veteran)
Composition	1 sniper
Weapons	Rifle
Options	- 1 Lone sniper per force may replace his rifle with a light machine gun for +10pts.
Special Rules	<ul style="list-style-type: none"> - Lone sniper. As it does not have the team weapon rule, the sniper does not suffer the -1 to hit for not having a spotter. - Team weapon (if LMG taken). The sniper suffers the -1 to hit with an LMG, as he has no loader. - Bold attacker. The Japanese lone sniper is well accustomed to working alone and attracting the fire of large numbers of enemy soldiers. He may ignore the effects of having one pin marker assigned to him. Further pin markers act as normal (i.e., two pin markers still counts as two, and so on).



Each IJA infantry battalion included a machine gun company, which was made up of three machine gun platoons. These in turn were composed of four machine gun sections, were led by a sergeant who commanded up to ten soldiers and a single machine gun. Whilst this amount of manpower might seem excessive when compared to the machine gun crews of other nations, this also included a number of ammunition bearers and horse handlers for moving the gun and ammunition whilst the company was in transit. Officially, several men in each section were not issued weapons as

their job was to move supplies and equipment, but in practice most men were provided with rifles.

The IJA machine gun section may replace the standard Japanese medium machine gun team option in any Theatre Selector.

Cost	45pts (Inexperienced), 63pts (Regular), 81 pts (Veteran)
Composition	1 NCO and 3 men
Weapons	1 MMG
Options	- Add up to 7 additional men with rifles at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each.
Special Rules	- Overmanned team. The MMG is restricted by the normal rules for a team weapon, with the following exceptions. One man is required to fire the MMG, whilst up to two men will act as loaders if available. Any men not loading the MMG may fire their rifles as normal. If the model carrying the MMG is destroyed, the remainder of the team will continue to operate as a normal rifle-armed infantry squad without the MMG. - Fixed (MMG only).



Japanese machine gun section

Japanese snipers redeploy



There are many documented accounts of Japanese soldiers combining ingenious improvisation with selfless bravery to make the ultimate sacrifice and assault enemy tanks in suicide attacks – these are covered by the suicide anti-tank teams detailed in *Armies of Imperial Japan* (p.26). However, even with all of the courage in the world it was not possible to carry these attacks out if resources did not allow it. Faced with starvation, disease and extremely limited resources and therefore devoid of any significant explosive devices, many Japanese soldiers in the New Guinea campaign were forced to rely on simpler and less effective methods of countering rare appearances of enemy tanks, such as jamming wooden logs into the tracks, using simple petrol bombs or lighting large fires directly beneath tank hulls. Whilst these

attacks were far less effective than the explosive assaults made in other theatres, they were certainly not without success.

The improvised anti-tank team may replace the suicide anti-tank team option in any Theatre Selector.

Cost	24pts (Regular), 32pts (Veteran)
Composition	1 NCO and 1 man
Weapons	Rifles, improvised anti-tank weapons
Options	- Up to 3 additional men at +12pts each (Regular) or +16pts each (Veteran).
Special Rules	<ul style="list-style-type: none">- Improvised tank hunters. The unit has the normal rules for tank hunters but also counts as tough fighters when attacking vehicles. However they always use the superficial damage chart against fully enclosed armoured targets.- Forward position. An improvised anti-tank team counts as observers/snipers for set-up purposes- Extra selection. You may take up to 3 improvised anti-tank teams as 1 selection in each Reinforced Platoon. Note that you can do this in addition to an anti-tank rifle team in selectors that allow you to field an anti-tank team.



ANTI-AIRCRAFT GUNS

The Japanese Type 88 was developed by the Army Technical Bureau after exhaustive studies of the best features of corresponding weapons used during World War I, particularly the British Vickers QF 3-inch 20cwt AA gun. The resulting weapon was expensive to manufacture, but performed exceptionally well and was issued to nearly all medium AA batteries. In combat, the high velocity of the Type 88's projectile made it suitable as an anti-tank weapon, although not on a par with the dreaded German 88mm gun which Allied intelligence initially mistook it for. Over 2,000 Type 88 guns were manufactured and they were valued highly enough that many were withdrawn for the defence of the home islands later in the war.

The Type 88 counts as an anti-aircraft gun for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an anti-aircraft gun for the following Theatre Selectors in the *Armies of Imperial Japan* supplement: The Invasion of Manchuria 1931–32, The Fall of Singapore 1942, The Fall of Corregidor 1942, The Battle for Guadalcanal 1942, The Battle of Tarawa 1943, Burma 1944, Iwo Jima 1945, Battle for Okinawa 1945.

Cost	96pts (Inexperienced), 120pts (Regular), 144pts (Veteran)
Team	4 men
Weapons	1 heavy anti-tank gun
Options	- May add a spotter for +10pts.
Special Rules	<ul style="list-style-type: none"> - Team weapon. - - Fixed. Flak. - Versatile. May fire as a light howitzer.

For the Emperor! A Japanese soldier attempts to take out a tank with a satchel charge



INFANTRY SQUADS AND TEAMS

The *Koninklijk Nederlands Indisch Leger* (KNIL) or Royal Netherlands East Indies Army was officially formed in 1830 as a fighting force for Dutch colonial rule in the East Indies, initially as an army which was independent of the Royal Netherlands Army. The KNIL fought against indigenous

groups across the region throughout the nineteenth and early twentieth centuries, expanding Dutch influence and ensuring the security of Dutch colonies.

After the German invasion of the Netherlands in 1940, the KNIL was largely isolated and suffered from problems with supplies and reinforcements. Large-scale recruiting of local militia units and civilian auxiliaries brought the numbers up to 85,000 personnel by the end of 1941 in an attempt to prepare for the defence of the Dutch East Indies. However, the Japanese invasion of the Dutch East Indies in December 1941 resulted in a quick and decisive victory for the aggressors. Defensive positions in Dutch New Guinea were also quickly overrun, although several small groups were able to escape the Japanese advance and either flee to join up with Australian forces, or remain in the jungles to conduct guerrilla warfare campaigns.

The most famous of these KNIL guerrilla groups fought under the leadership of Captain Johannes Willemsz-Geeroms, who led his hugely outnumbered men in a retreat from Manokwari when the Japanese arrived in April 1942. With only 62 soldiers and 17 Papuans surviving the assault, later augmented by three American soldiers who had escaped from the Philippines, Willemsz-Geeroms fought back in a series of guerrilla attacks from the jungle until, weakened and malnourished from months of fighting, he was captured and executed in May 1944. Command of the group then fell to Sergeant Mauritz Christiaan Kokkelink, who split his few survivors into small groups and led a fighting withdrawal across the jungles of New Guinea in an attempt to contact advancing Allied forces. In October 1944, after two and a half years of waging guerrilla warfare across some of the most inhospitable terrain on the planet, the last few survivors of the KNIL in New Guinea reached Allied lines and were sent to Australia to

recover. Kokkelink was one of the survivors and was awarded the Knight 4th Class of the Militaire Willems Order for his actions.

The following units may be used as infantry squads in the generic Reinforced Platoon in The Netherlands Army List detailed in *Armies of France and the Allies* (p.55) or in this book's KNIL Guerrillas Theatre Selector.

KNIL rifle platoons were based around three rifle sections, supported by a separate light machine gun section and an integral mortar section. Very little information is recorded regarding how Dutch guerrillas in New Guinea organised their units but given the immense physical and logistical pressures they operated under, it doubtless would have been on an ad-hoc basis using whatever equipment that could be salvaged or captured. The options here are based on the initial KNIL rifle section organisation, with options for more experienced guerrillas.

Cost	35pts (Inexperienced), 50pts (Regular), 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	<ul style="list-style-type: none"> - Add up to 3 additional men with rifles at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts. - Add a local scout with a rifle at +32pts (Inexperienced), +35pts (Regular) or +38pts (Veteran).
Special Rules	<ul style="list-style-type: none"> - Local scout. The attached scout's knowledge of the local jungle paths and trails in the area allow the guerrillas, when outflanking, to arrive on the short board edge of their choice, rather than having to choose the side before the game begins.

KNIL rifle platoons normally included only a single light machine gun, segregated in its own eight-man section. This would normally be a Danish Madsen LAM M15, a magazine-fed weapon with a cyclic rate of fire of some 450 rounds per minute. With the fall of the Netherlands in 1940, it became even more difficult to keep more specialised weapons supplied with parts and ammunition, and following the Japanese invasion of the Dutch East Indies these problems were only exacerbated as KNIL units were forced to operate from small jungle bases.

Cost	48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
Composition	1 NCO and 3 men
Weapons	Rifles, 1 man has a light machine gun. Another soldier acts as loader.
Options	<ul style="list-style-type: none"> - Add up to 4 additional men with rifles at +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each. - The NCO can have a submachine gun instead of a rifle for +3pts. - Add a local scout with a rifle at +32pts (Inexperienced), +35pts (Regular) or +38pts (Veteran).
Special Rules	<ul style="list-style-type: none"> - Local scout. The attached scout's knowledge of the local jungle paths and trails in the area allow the guerrillas, when outflanking, to arrive on the short board edge of their choice, rather than having to choose the side before the game begins.

CHAPLAINS

Faced with the near constant, life-threatening dangers of warfare, soldiers with religious beliefs have very often found deep comfort in the pastoral care of clergymen attached to their armies. However, it is a foolish soldier who believes that chaplains are only there to preach and serve the needs of believers. Chaplains of many faiths, denominations and nationalities have been decorated for bravery across a myriad of duties, and many have paid the ultimate price.

A chaplain's duties include holding religious services (sometimes under enemy fire), administering care and prayers to the dying (such as last rites) and acting as a direct link between front-line soldiers and higher ranking officers so as to speak on behalf of the men to fight their corner for issues such as welfare, food and conditions in the field.

Chaplains often accompany front-line units in the very thick of the action and many have been decorated for facing enemy fire to carry wounded soldiers back to friendly lines for medical attention. The mere presence of an unarmed priest braving enemy fire is often enough to galvanise combat troops into action, because if the padre can do it, they should be able to!

Be it for spiritual care, the extra influence to improve physical well-being, the knowledge of having another man willing to recover them if they are wounded or the comfort of the last prayers in those last seconds, a chaplain is a welcome addition to any fighting force.

Chaplains can be added as a HQ choice to any force selector in *Armies of the United States*; new American and Australian force selectors in this book already state whether or not a chaplain can be included.

If you wish to add a chaplain to a force from another nationality not covered by the scope of this book, you must have your opponent's approval: this may require some research as not all militaries of the era used chaplains.

TOP SECRET

DIVINE PROTECTION

As the fighting intensified around Sanananda in January 1943, the newly arrived 2/7th Cavalry Regiment under Lieutenant Colonel Edgar Logan were quick to take heavy casualties. After Logan was killed in the fighting, Padre Frank Hartley approached his replacement, Lieutenant Colonel Charles Moses, and asked for two volunteers to help him bury the dead. Moses told him to wait for the fighting to die down, but the chaplain was insistent and went up the chain of command to Brigadier Dougherty who gave him permission. Two men who had never attended any of Hartley's services volunteered to help him. The three men worked tirelessly to give Christian burials to as many of the fallen as they could. At one point, Japanese fire swept across their position, pelting the ground around them. The two men took cover as Hartley remained standing to conclude the burial. He replied to the soldiers' pleas for him to take cover:

'I'm doing God's work and God will protect me.'

Hartley survived the encounter. Tragically, the same fortunes were not received by many of his fellow clergymen in the field; only days before, Padre Clive Cox had been killed whilst burying the dead of the 49th Battalion.

A chaplain is an HQ choice: 0–1 may be added to any Reinforced Platoon of the nations mentioned above.

Cost	20pts (Inexperienced), 25pts (Regular), 30pts (Veteran)
Composition	1 chaplain
Weapons	None
Options	- The chaplain can have a pistol for +1pt.
Special Rules	<p>- Self-defence only. Clergymen are not soldiers and will not take part in hostile actions – they cannot fire any weapon, nor assault enemy units. However, there is anecdotal evidence of several examples of chaplains who broke regulations to carry a pistol for self-defence only; German chaplains were even issued a pistol. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him.</p> <p>- Non-combatant. The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.</p> <p>- Inspiring presence. Upon receiving their order die (except for Down), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit.</p>

A lone militiaman sells his life dearly



THEATRE SELECTORS



2ND AUSTRALIAN IMPERIAL FORCE IN THE MEDITERRANEAN & NORTH AFRICA 1941–42

Australian Prime Minister Robert Menzies authorised the formation of the 2nd Australian Imperial Force in September 1939. Following the fall of France there was such a large number of volunteers for the AIF that the original plan of a single division now became four: the 6th, 7th, 8th and 9th Divisions. The 6th Division was the first to deploy, first seeing combat in North Africa in January 1941. Units of the 2nd AIF would see some of the heaviest fighting in North Africa and the Mediterranean, including at

Tobruk, Crete, Greece, El Alamein, Syria and Lebanon.

Australian infantry units were often supported by British armour, but Australian-crewed tanks and fighting vehicles would soon be deployed. Two light tank companies were initially equipped with Vickers light tanks, but expansion of the AIF saw the addition of M3 Stuarts, M3 Lees, Matildas and Crusaders. In addition, a number of captured French and Italian tanks were also used operationally by Australian crews.

Whilst the list below cannot be used for any scenario in this book, it is presented here as an option for Australian players wishing to use it in a North African campaign and to give a more thorough picture of Australian military operations in World War II.

1 Lieutenant – First or Second

2 Infantry units from: AIF section*

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward observer (either Artillery or Air)

Infantry

0–4 Infantry squads: AIF section*

0–1 MMG teams

0–1 Mortar team: light or medium

0–1 Sniper team

0–1 Boys anti-tank rifle team

Artillery

0–1 gun from:

Anti-tank gun: QF 2pdr

Field artillery: Light artillery

Anti-aircraft gun: 40mm Bofors gun

Armoured Cars

0–1 Armoured car or Recce vehicle from: Recce carrier

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: Light tank Mk VIC, Cruiser tank Mk VI Crusader II, Infantry tank Mk II Matilda II, M3 Stuart I, M3 Lee, Renault R35*, M11*

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: Bren carrier, 15cwt truck, 30cwt truck, 3-ton truck, Jeep, Utility car

0–1 Tow from: Bren carrier, 15cwt truck, 30cwt truck, Quad tractor, Matador artillery tractor, Scammel artillery tractor

The 2nd AIF fought as part of the regular British and Commonwealth forces and therefore shared many of the doctrinal and supporting characteristics as the British Army. To represent this, the 2nd AIF list above uses a combination of special rules from *Armies of Great Britain* and this book. The following special rules are used:

- Artillery support (*Armies of Great Britain*, p.17).
- Aggressive patrolling.
- Never give up.
- Australian campaign rules (here) cannot be taken.

Note

All units in this list are detailed in *Armies of Great Britain* with the following exceptions:

- AIF section.
- Renault R35: *Armies of France and the Allies* (p.22).
- M11: *Armies of Italy and the Axis* (p.24).
- The Renault R35 and M11 tanks must be Inexperienced.



LARK FORCE

Many of the later battles fought by Australian forces were predominantly made up of veteran soldiers with experience in the deserts of North Africa. The brave defenders of New Britain tragically did not have this experience to fall back on. With older equipment and weapons, and no experience in combat, these soldiers would face combat for the first time against an experienced opposition that vastly outnumbered them.

Note: All units in this Theatre Selector are taken from *Armies of Great Britain* unless marked with an *, in which case they are detailed in the *Armies of Australia* section of this book.

1 Lieutenant – First or Second

2 Infantry units from: Inexperienced Infantry section (Mid/Late War), Militia section*

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

Infantry

0–4 Infantry squads: Inexperienced Infantry section (Mid/Late War), Militia section*

0–1 MMG teams

0–1 Mortar team: medium

0–1 Sniper team

0–1 Boys anti-tank rifle team

- This force uses the 'Never give up' and 'Australia is next...' rules. No other special rules are available to this force.
- All units in this force must be Inexperienced; the only exception is the Captain or Major, who may be Regular to represent the small number of World War I veterans who held commissions in Lark Force.
- Militia sections may only take Lewis guns as an optional upgrade; standard light machine guns are not available. Likewise, Papuan NCOs may not upgrade to take submachine guns.

1942 AUSTRALIAN ARMY

1 Lieutenant – First or Second

2 Infantry units from: AIF, Papuan or Militia sections

plus:

Headquarters

0–1 Captain or Major

0–1 Medical team

0–1 Chaplain

0–1 Forward observer (Air or Artillery)

Infantry

0–4 Infantry sections: AIF, Papuan or Militia sections

0–1 MMG team

0–1 Mortar team: light or medium

0–1 Boys anti-tank rifle team

0–1 Sniper team

Artillery

0–1 gun from:

Field artillery: light artillery

Transports and Tows

0–1 Transport or Tow vehicle (in total) from: Bren carrier, General Purpose truck

- *The track is your lifeline:* The Australian troops stuck to the single track over the Owen Stanley Range as it was almost impossible to navigate in the surrounding jungle. Many desperate battles were fought to keep control of this lifeline for supply and medical evacuation.

No Australian units may use the outflanking rules.



KANGA FORCE

A composite force devised in early 1942 to carry out reconnaissance missions and harass enemy units, the main component of Kanga Force was the 2/5th Independent Company – effectively one of the first Australian commando units – under the command of Major Paul Kneen. The Independent Company was made up of three platoons of 50 men, which were further broken down into three sections of 16 men each led by an officer. They wore the new Double Diamond badge, which marked them out for this specialised role. The commandos were reinforced by elements of the 1st Independent Company and militiamen of the New Guinea Volunteer Rifles. Kanga Force was placed under the command of Major Norman Fleay and took part in its first operations in the Markham Valley area in May 1942.

3 Independent Company Raiding Parties (at least one Party must take an officer as an upgrade)

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Independent Company Raiding Parties, Militia Infantry section

0–1 MMG team

0–1 Mortar team: light or medium

0–1 Sniper team

- *Double Diamond*: Aside from Militia Infantry sections, any other unit in this list may take the tough fighters and 'Behind enemy lines' special rules for +1 point per model, provided that the unit is Veteran.

DEFENCE OF MILNE BAY

Milne Bay was defended by a motley assortment of soldiers that had arrived between June and August 1942. These included veteran soldiers of the AIF's 7th Division who had fought at Tobruk, three militia battalions of the 7th Infantry Brigade, as well as machine gun, anti-tank and anti-aircraft units. Augmenting this force were elements of the US Army's 101st Coast Artillery Battalion and elements of the American 46th Engineers. By the end of July, the force was bolstered by the addition of No.75 and No.76 Squadrons of the Royal Australian Air Force, equipped with P-40 fighters, which would prove instrumental in the defence of Milne Bay. When Major General Cyril Clowes took command of Milne Force on 22 August, he had some 9,000 men under his command.

1 Lieutenant – First or Second

2 Infantry units from: AIF or Militia sections

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward observer (Artillery or Air)

Infantry

0–4 Infantry squads: AIF, Militia or US Engineer squad*

0–1 Machine gun team: medium or heavy*

0–1 Mortar team: light or medium

0–1 Sniper team

0–1 Boys anti-tank rifle team

Artillery

0–1 gun from:

Field artillery: 25pdr

Anti-tank gun: QF 2pdr

Anti-aircraft gun: 37mm M1A2 medium anti-aircraft gun*, 40mm Bofors gun

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: Jeep*, Bren carrier, 15cwt truck, 30cwt truck, 3-ton truck, M3 half-track*, 2 ½ ton truck*, 1 ½ ton truck*, Dodge ¾ ton truck*

0–1 Tow from: Jeep*, Bren carrier, 15cwt truck, 30cwt truck, 2 ½ ton truck*, Dodge ¾ ton truck*

- *Composite force:* The list above includes several US Army options which are all

denoted with an * and are featured in *Armies of the United States*. Any option denoted with an * which is included in this force must be taken at the lowest experience level available for its entry (i.e., Regular for US Engineers, Inexperienced for all other American options). American units use the army special rules in *Armies of the United States* (p.20), not the Australian special rules detailed in this book.

1943–45 AUSTRALIAN ‘JUNGLE DIVISION’

1 Lieutenant – First or Second

2 Infantry units from: Jungle Division, Commando, Papuan, up to 1 Engineer section

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Chaplain

0–1 Forward observer (Artillery or Air)

Infantry

0–4 Infantry units from: Jungle Division, Commando, Papuan, up to 1 Engineer section

0–1 Platoon Scout team

0–1 MMG team

0–1 Mortar team: light or medium

0–1 PIAT team

0–1 Sniper team

0–1 Flamethrower team

Artillery

0–1 gun from:

Artillery gun: 25pdr, M1A1 75mm pack howitzer*

Anti-aircraft gun: 40mm Bofors gun

* See *Armies of the United States* (p.32).

Tanks

0–1 Tank from: Matilda II, CS & 'Frog'

Transports and Tows

0–1 Transport vehicle (in total) from: Jeep, General Purpose truck or 0–1 LVT 4 per infantry unit (amphibious assault platoon!).



AUSTRALIAN TANK TROOP, NEW GUINEA 1943–45

The use of armour in the New Guinea theatre was sporadic at best, due mainly to the difficulties of operating vehicles in the terrain but also due to the logistical challenges of keeping armoured fighting vehicles serviceable and supplied with fuel and ammunition. Whilst a few of the scenarios in this book give players the opportunity to field tanks in a limited capacity, some may wish to place a bigger emphasis on armour in their force. For those who wish to bring more tanks to their game, the Theatre Selector below may be used as an alternative to the Armoured Platoon Selector

(*Tank War*, p.11).

Like the infantry, the Australian armoured forces reorganised themselves in 1943 to meet the new challenge of jungle warfare. The attacks made by the M3 Stuarts of the 2/6th Armoured Regiment on the entrenched Japanese at Buna and Gona had proven the value of tank support in jungle warfare, but had also highlighted the inadequacies of this particular tank.

After trials, the tank of choice for the jungle became the Matilda II infantry tank, with over 400 being supplied by Britain. Although outclassed and now obsolete in the deserts of North Africa, the Matilda was perfectly suited to the dense jungles of New Guinea. Its heavy armour made it almost impervious to Japanese anti-tank weapons and its slow speed was not an issue in the dense, roadless terrain. It even proved robust in river crossings and beach landings.

The Matilda tanks were all part of the 4th Australian Armoured Brigade, which comprised of the 1st Army Tank Battalion, 2/4th and 2/9th Armoured Regiments. Its divisional symbol was a white crocodile and palm tree on a black square.

The tanks were all used as infantry support platforms and usually deployed down to troop level for specific missions. Because the Matildas operated independently of their parent units, they relied heavily on the infantry to which its squadrons were attached. Standard troops were made up of three Matilda II's with either a 2pdr main gun or 3" close support howitzer. Each squadron had a specialist troop of vehicles including the 'Frog' flamethrower variant and some equipped with dozers to clear a path through dense jungle under fire.



Australian Matilda II Infantry Tank

1 Matilda II, CS or 'Frog' tank (Command upgrade)

1-2 Matilda II, CS or 'Frog' tanks

plus:

Headquarters

0-1 Lieutenant – First or Second

0-1 Medic team

0-1 Forward observer (either Artillery or Air)

Infantry

0-4 Infantry units from: Jungle Division, Commando, Papuan, up to 1 Engineer section

0-1 Platoon Scout team

0-1 MMG team

0–1 Mortar team: light or medium

0–1 PIAT team

0–1 Sniper team

0–1 Flamethrower team

- *Jungle tanks*: The Australian armoured formations were not fielded like their European theatre counterparts, which fought a war of rapid movement. Instead the Matilda tanks were assigned to support the infantry on specific missions, in the claustrophobic jungles of the South West Pacific.
- Unlike other tank platoons, it is not a requirement for the supporting infantry to have transports in this platoon. In fact, it is the tanks which are supporting the infantry in this case.
- *Tank Telephone*: The Matilda tanks in this platoon benefit from this special rule (here).



Australian Medium Machine Gun Team

Aussie armour storms the Japanese defences



GHOST MOUNTAIN BOYS

The US 32nd Infantry Division was among the first American units deployed on the ground in New Guinea. With General MacArthur already having passed derogatory comments about Australian fighting prowess, there was a great deal of pressure on the 32nd to perform. In addition, this green National Guard unit was rushed into theatre without adequate jungle

fighting training or the equipment needed to survive the elements.

Nonetheless, the 32nd was deployed into the deadly Owen Stanley Range to cover the flank of the main Australian advance. The inexperienced soldiers braved the very worst of the elements to continue their own advance across 130 miles of some of the most hostile terrain in the world, including the 10,000 feet high Mount Obree, or 'Ghost Mountain'. However, the division's fighting prowess was brought into question following their first major action during the Buna–Gona attacks, where poor leadership resulted in several reported instances of men of the 32nd fleeing from combat. However, much was learnt at Buna–Gona and the 32nd would later prove to be one of the most stalwart American fighting units in theatre.

1 Lieutenant – First or Second

2 Infantry units from: Inexperienced Infantry squad or Regular Infantry squad
(Early/Mid-War)

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Chaplain

0–1 Forward observer (either Artillery or Air)

Infantry

0–4 Infantry squads: Inexperienced Infantry squad or Regular Infantry squad
(Early/Mid War)

0–1 Machine gun team: medium or heavy

0–1 Mortar team: light or medium

0–1 Flamethrower team

0–1 Sniper team

Artillery

0–1 gun from:

Field artillery: light (Australian 3.7-inch mountain howitzer)

Transports and Tows

0–1 Mule team



US M3A1 half-track

TOP SECRET

THE AMERICAN CAESAR

Opinions regarding the qualities of General Douglas MacArthur were varied during World War II, just as they are now by many historians and critics. Whilst undoubtedly in possession of a highly strategic intellect, MacArthur's vanity and lack of respect for those above him – which resulted in his removal from

command during the Korean War – polarised the opinions of many soldiers beneath him.

MacArthur's disregard for personal danger did stand him out from many of his peers – he personally insisted on flying as an observer in a B-17 during the Nadzab assault in September 1943. When one of the bomber's engines failed and a crew member informed him of the pilot's decision to return home, MacArthur demanded that the aircraft remain on station as he was well aware that it flew perfectly well on three engines. During the Los Negros landings in February 1944, MacArthur took his command staff onto the beachhead only hours after the first wave of the assault. Japanese voices could still be heard in the jungle on the far side of Momote airstrip and sniper fire was still ringing out. He was shown the bodies of two Japanese soldiers who had been killed in the fighting only 20 minutes before. MacArthur grimaced, 'That's the way I like to see them.'

Always keen to personally inspect and oversee the operations carried out by 'his boys', MacArthur would take any opportunity to visit the front lines and talk to regular fighting men. However, he also did not shy away from ordering those same men into operations which he knew would have high casualty counts – statistics which he had said were indicative of a good, aggressive attitude in Allied forces. Years after he was removed from command in Korea, ex-president Harry S Truman said:

'I fired him because he wouldn't respect the authority of the President. I didn't fire him because he was a dumb son of a bitch, although he was, but that's not against the law for generals. If it was, half to three-quarters of them would be in jail.'

US Army machine gun team, South-West Pacific, 1943–44: (L–R) Private second gunner, Corporal machine gunner, Private ammunition bearer, by Mike Chappell © Osprey Publishing. Taken from Men-at-Arms 342: The US Army in World War II (1).



US ARMY LATE WAR, NEW GUINEA

The lessons of facing the might of the Imperial Japanese Army with only limited equipment had been learned the hard way at Buna–Gona, and General MacArthur was adamant that his boys would not suffer from the same lack of support again. Heavy 4.2-inch mortars were made available; after the capture of Wakde Island, a Battalion of 105mm howitzers was brought to Sarimi. These would later be augmented by colossal 155mm heavy artillery guns. A platoon of four Sherman tanks provided support during the Wadke Island assault, and the success of these tanks resulted in more Shermans being brought into theatre. Logistical support continuously improved, with adequate transportation being provided for men and weapons on the small number of roads and tracks where they could actually be employed. By the time the campaign was concluded, the American fighting man in New Guinea had been offered support which in some areas rivalled that provided to his counterpart in the European Theatre of Operations.

N.B. Whilst the two scenarios in this book which allow the use of this Reinforced Platoon do not allow all options detailed (such as tanks), the full Reinforced Platoon is included here for generic use or to support any Late-War New Guinea scenarios which may be released in the future.

1 Lieutenant – First or Second

2 Infantry units from: Inexperienced Infantry squad or Regular Infantry squad (Late War)

plus:

Headquarters

- 0–1 Captain or Major
- 0–1 Medic team
- 0–1 Chaplain
- 0–1 Forward observer (either Artillery or Air)

Infantry

- 0–4 Infantry squads: Inexperienced Infantry squad or Regular Infantry squad (Late War)
- 0–1 Machine gun team: medium or heavy
- 0–1 Mortar team: light, medium or heavy
- 0–1 Bazooka team
- 0–1 Flamethrower team
- 0–1 Sniper team

Artillery

- 0–1 gun from:
Field artillery: light (M1A1), medium (M2A1) or heavy (M2)
- Anti-aircraft gun: 37mm M1A2 medium anti-aircraft gun

Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 vehicle from: M4 Sherman 75mm medium tank, M4A1 Sherman 75mm medium tank, LVT(A)1 Alligator

Transports and Tows

- 0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: LVT, DUKW, M3 half-track, 2 ½ ton truck, 1 ½ ton truck, Dodge ¾ ton truck, Jeep
- 0–1 Tow from: Jeep, 2 ½ ton truck, Dodge ¾ ton truck, M4/M5 artillery tractor

KNIL GUERRILLAS

Forced to flee into the jungles of New Guinea and various other locations across the Dutch East Indies, several KNIL units chose to continue the fight against the Japanese aggressors from hidden locations by using guerrilla tactics. Fresh, inexperienced troops were transformed into veterans of jungle combat over months if not years, but the harsh conditions and complete absence of support took its toll with just as many, if not more, men being lost to disease and malnutrition than to enemy action.

1 Officer – First or Second Lieutenant or Captain

2 Infantry Sections – KNIL Guerrilla Rifle sections

plus:

Headquarters

0–1 Medical team

Infantry

0–4 Infantry sections: KNIL Guerrilla Rifle sections, Indonesian Infantry sections, up to a maximum of 1 KNIL Guerrilla light machine gun section

0–1 Mortar team: light

0–3 Sniper teams

The special rules for Netherlands forces in *Armies of France and the Allies* (p.55) are replaced with the following rules.

- *Fieldcraft*: Guerrillas made good use of the jungle terrain to spring surprise attacks on advancing enemy columns. During set-up, any guerrilla unit starting

the game Hidden may start the game already in *Ambush*. If you decide to do so, set one of your order dice in place next to them, as if you had ordered them to *Ambush*. In addition, in the first turn of the game, all guerrilla units treat all rough ground and obstacles as open ground for the purposes of movement.

- *Infiltration*: Good knowledge of the trails and paths crisscrossing the harsh terrain allowed guerrillas to mount effective strikes against enemy forces. When outflanking, guerrilla units ignore the -1 modifier to the order test for coming onto the table.
- *Isolated Resistance*: Having no communication with conventional Allied forces and no resupply, jungle guerrillas quickly ran out of supplies and were forced to survive using whatever they could find in the jungle or take from defeated enemy units. Inexperienced soldiers transformed into fearsome jungle fighters, but at a severe cost to their health. Any veteran units in a KNIL Guerrilla Reinforced Platoon count as stubborn and jungle warfare masters but are also exhausted as described in the Tropical Hazards section.

ASSAULT OF NEW GUINEA

The opening rounds of the New Guinea campaign saw the forces of Japan exploiting their key advantage over their Allied opponents: experience. Regiments of men blooded in the fierce fighting of the Second Sino-Japanese War were moved south to face outnumbered and outgunned opposition. The force selector below represents one of the first waves of an amphibious assault; heavier equipment would be brought forwards once the beachhead was secured.

1 Second Lieutenant

2 Infantry units from: IJA Infantry squad, IJA Veteran Infantry squad, SNLF squad

plus:

Headquarters

0–1 First Lieutenant or Captain

0–1 Medic team

0–1 Forward observer (Artillery, from naval gunfire support)

Infantry

0–4 Infantry squads: IJN Scout team, IJA Infantry squad, IJA Veteran Infantry squad, SNLF squad, a maximum of 1 IJA Grenadier squad, IJA Veteran Grenadier squad or SNLF Veteran Grenadier squad, a maximum of 1 IJA Engineer squad

0–1 MMG teams

0–1 Mortar team: light or medium

0–1 Flamethrower team

0–1 Sniper team or lone sniper

0–1 Anti-tank team: anti-tank rifle team

Artillery

0–1 gun from:

Anti-tank gun: Type 94/Type 1 37mm anti-tank gun

Artillery gun: Type 92 70mm infantry gun

Transports and Tows

0–1 Mule team

- The rivalry between Japanese army and naval forces was legendary. An

amphibious assault would generally consist of army or naval troops; the two would generally work independently to achieve their own objectives. An Assault of New Guinea Reinforced Platoon may not include SNLF and IJN squads if it takes IJA squads, and vice versa. This rule also applies to the use of Grenadier squads.

- If an SNLF force is taken, no Inexperienced units may be taken.



Japanese medium mortar team

SOUTH SEAS DETACHMENT

For the purposes of *Bolt Action*, the following list covers both the main South Seas Detachment and its vanguard, the Yokoyama Detachment. Whilst both forces were of very different sizes and roles, the composition at platoon level was similar enough to allow them to be presented here as a single option.

The lead elements of the force which fought along the Kokoda Track were made up of men of the 1st Battalion of the 144th Infantry Regiment, supported by engineers and mountain artillery troops all under the command of Colonel Yosuke Yokoyama. The Yokoyama Detachment paved the way for the Major General Horii's Nankai Shitai, or South Seas

Detachment, the main assault force tasked with capturing Port Moresby. Whilst the troops initially travelled towards their objectives using motorised transport and bicycle, the unforgiving Kokoda Track would soon ensure that every last treacherous mile was completed on foot, battling the deadly environment as well as the enemy.



The Nankai Shitai was the force which, once assembled, would take over the assault from the Yokoyama Detachment and traverse the Owen Stanley Range to Port Moresby. It was made up of units from the 1st, 2nd and 3rd Battalions of the 144th 'Kochi' Regiment under Lieutenant Colonel Kusunose, and Colonel Yazowa Kiyomi's 41st Regiment supported by the 15th Independent Engineers and 55th Mountain Artillery. This veteran force, under the command of the formidable Major General Tomitoro Horii, would bear the brunt of the long and gruelling Kokoda Campaign.

TOP SECRET

LEGENDS OF NEW GUINEA: SECOND LIEUTENANT TETSUO OGAWA

Very little information is available about Tetsuo Ogawa for a variety of reasons.

Whilst Japanese military records were often meticulous in their attention to detail, much documentation was lost throughout the New Guinea campaign and records concerning the careers and exploits of junior officers were no exception. Added to this, Ogawa was a relatively common surname and so much confusion exists surrounding the young officer who is best remembered for fearlessly leading his men up the steep inclines leading to the Kokoda plateau. Given the scarcity of surviving records, the commonplace surname and the ease in which details can be altered when mistranslated, it is easy to understand why different sources have cited Ogawa as a lieutenant, a captain, having a different first name or in some cases being a medical officer rather than an infantry officer.

The case of Ogawa is cited here as an interesting footnote to any who wish to learn more about the Japanese military, and some of the pitfalls which can easily be encountered whilst conducting research. Other barriers to researching individual servicemen include the relatively common practice of giving a false name in the event of capture – given the perceived disgrace associated with falling into enemy hands, many Japanese soldiers lied about their names so as to save their families from the ignominy of hearing that they had become a POW.

The most likely truth of Ogawa is that he was an officer of the 1st Battalion, 144th Infantry Regiment who served in Guam and New Britain before his unit was shipped to New Guinea; whether he was a platoon commander or part of the company staff is impossible to determine for certain. His mention in *Senshi Soshō* – the official military history of Japanese operations in the Pacific theatre – mark him out as a respected and highly capable officer; specific references to him are made regarding his efficient conduct during operations around Rabaul. He is also mentioned in the *Nankai Shitai Sakusen Shiryo* (South Seas Force Operations Documents) and the *Nanto Homen Sakusen Kiroku* (Record of Operations in the Southeast Area).

Ogawa was one of the officers who formed part of the Yokohama Detachment, who led the push towards Kokoda in an attempt to take Port Moresby. He was most likely selected to take command of elements of the 1st Company under Lieutenant Sadao Hamada, who remained at Buna and may have been involved

with liaison duties with the SNLF. Effectively an acting company commander, Ogawa was killed by Australian gunfire during the fighting for Kokoda strip in July 1942. Several of the surviving accounts make mention of the high regard he was held in by his men, due to his personable nature and the respect he treated his subordinates with, in a time when the Japanese military was well known for its strict and often brutal discipline enforcement.

Ogawa may replace the Second Lieutenant option in the 1942 Assault of New Guinea Reinforced Platoon or the South Seas Detachment Reinforced Platoon, for generic scenarios in the *Bolt Action* rulebook or for scenario 3 in this book.

Cost	Second Lieutenant (Rikugun Shoi) 75pts (Veteran)
Composition	1 officer and up to 2 further men
Weapons	Pistol and sword or rifle, as depicted on the model.
Options	- Ogawa may be accompanied by up to 2 men at a cost of +13pts per man (Veteran).
Special Rules	- Tough fighter. - Inspiring leader. Ogawa had clearly won the admiration and respect of the men under his command. If he is used to activate another unit which has pin markers, that unit automatically passes its order check and loses a single pin marker. However, if Ogawa is killed, any friendly unit within 6" immediately suffers one pin marker.

1 Lieutenant – First or Second

2 Infantry units from: IJA Infantry squad, IJA Veteran Infantry squad

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

Infantry

0–4 Infantry squads: IJA Infantry squad, IJA Veteran Infantry squad, a maximum of 1 IJA Grenadier squad or IJA Veteran Grenadier squad, a maximum of 1 IJA Engineer squad

0–1 MMG team or 0–2 IJA Machine gun sections

0–1 Mortar team: light or medium

0–4 Sniper teams or lone snipers

Artillery

0–1 gun from:

Anti-tank gun: Type 94/Type 1 37mm

Artillery gun: Type 41 75mm mountain gun

Transports and Tows

0–1 Mule team

- Artillery in the Kokoda campaign was notoriously difficult to transport and operate. To reflect this, a Japanese Army created for this selector may only have one artillery piece in the player's entire force, even if using multiple platoons.
- *Jungle bombardment*: Even across the harsh and unforgiving terrain of New Guinea, the Japanese gunner knew that his mortar or artillery gun was a vital asset, forcing him on to greater feats of physical hardship just to ensure that his weapon was in place to support his comrades. If a Japanese force using this

selector is the designated attacker in any scenario outside of this campaign book, it may carry out a preliminary bombardment even if the option is not available in the scenario brief.

- *Follow the standard:* One man, excluding the officer, in any officer team can replace all of his weapons with a flag for +25pts, gaining the 'Rally to the colours' special rule – all friendly infantry and artillery units within 12" of the flag-bearing model can re-roll (once) failed order tests when ordered to Rally. In addition, if the Rally order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a *Down* or *Ambush* order die on it, the flag is kept hidden and has no effect.

Japanese forces swarm down from the hills



JAPANESE PACIFIC DEFENDERS

The entry of the Japanese Army and Navy into the Pacific theatre followed on from the trend set in the Second Sino-Japanese War: lightning advances with the forces of Imperial Japan on the offensive. However, as Japanese forces moved further from their major supply bases in the Pacific and stretched themselves thinner, they also met better-prepared and more determined Allied resistance. 1942 saw the tables turning, and the masters of lightning advances in the Pacific soon found themselves on the defensive.

Although Japanese military doctrine placed a heavy emphasis on offensive operations, Japanese forces were quickly able to adapt masterfully to the art of jungle defence, utilising defence in depth and expertly camouflaged networks of trenches and bunkers to guard against air attack or frontal assault. One criticism which has been retrospectively applied to the Japanese Army during defensive operations was the complete unwillingness to

retreat. Whereas Allied units in Europe often found a fanatical defence staged by German forces who would make Allied soldiers pay for every last foot of territory before falling back to dig in again and repeat the process, Japanese soldiers would stand their ground to the last and suffer horrific casualties even after a defensive position was no longer tactically viable.

1 Lieutenant – First or Second

2 Militia squads*, IJA Infantry squads

plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward observer (either Artillery or Air)

0–1 Kempeitai political officer



Infantry

0–4 Infantry squads: Militia squads*, IJA Infantry, IJA Veteran Infantry, IJA Grenadier or IJA Veteran Grenadier squads, a maximum of 2 IJA Engineer Squads

0–2 MMG teams or IJA machine gun sections

0–2 Anti-tank teams: anti-tank rifle team, improvised anti-tank team, maximum of 1 suicide anti-tank team

0–2 Mortar team: light, medium or heavy

0–4 Sniper teams or lone snipers



Japanese Type 98 20mm anti-aircraft gun

Artillery

0–1 gun from:

Anti-tank gun: Type 94/Type 1 37mm

Artillery gun: Type 41/Type 94 75mm mountain gun, Type 92 70mm infantry gun,
75mm field gun (Type 38 improved)

Anti-aircraft gun: Type 98 20mm, Type 88 75mm dual purpose AA gun

Transports and Tows

0–1 vehicle from: General Purpose truck, Light truck

- *Every man who can carry a rifle:* With many units isolated and cut off from supplies, desperation grew for Japanese commanders to fight their way through to their own lines. Artillerymen, aircraft engineers, cooks and clerks were all used in combat. These men are represented by the rules for Militia squads in *Armies of Imperial Japan* (p.25). There is no limit to the number of Militia squads that can be taken.
- *Extra defences:* If the Reinforced Platoon is used for a defending player in a

scenario, it receives 100 points to spend on defensive fortifications for every 1,000 points spent on the Reinforced Platoon. This rule does not apply to any of the scenarios in this book; the defensive emplacements are already specified for these scenarios.

- *Aerial decoy*: With the positions of their defences generally known to Allied commanders, Japanese defensive troops augmented their camouflaged positions with effective decoy targets to lure Allied pilots away from legitimate targets. When the Allied player rolls on the Air Strike Chart, a roll of 2, 3 or 4 now equals 'The skies are empty' rather than the normal 2 or 3.

Jungle raiders burst from the undergrowth



IJA HEAVY MACHINE GUN PLATOON

Imperial Japanese Army infantry battalions were built around companies made up of rifle platoons, although the platoon's sections were termed 'light machine gun sections' due to the doctrinal importance of this weapon. However, an infantry battalion also included a 174-man machine gun company consisting of a HQ and three machine gun platoons. Each platoon was led by a HQ element consisting of an officer and his assistant, and then further broken down into sections of up to 11 soldiers and a single machine gun. Whilst the IJA referred to these units as 'heavy machine gun platoons', they were in fact equipped with weapons which would be classed as medium machine guns in *Bolt Action* terms.

1 Second Lieutenant
3 IJA machine gun sections

plus:

Headquarters

0–1 First Lieutenant or Captain
0–1 Medic
0–1 Forward observer (either Artillery or Air)

Infantry

0–2 Infantry squads: IJA Infantry or IJA Veteran Infantry
0–1 IJA machine gun sections
0–1 Anti-tank team: anti-tank rifle team, improvised anti-tank team, suicide anti-tank team
0–1 Mortar team: light, medium or heavy
0–1 Flamethrower team
0–1 Sniper team

Artillery

0–1 gun from:
Anti-tank gun: Type 94/Type 1 37mm
Artillery gun: Type 41/Type 94 75mm mountain gun, Type 92 70mm infantry gun, 75mm field gun (Type 38 improved)
Anti-aircraft gun: Type 98 20mm

Transports and Tows

0–1 vehicle from: General Purpose truck, Light truck

JAPANESE ARMY, NEW GUINEA 1943–45

By 1943, the forces of the Imperial Japanese Army were on the back foot. The waters surrounding New Guinea and its islands and the skies above were dominated by Allied sea and air power, which resulted in an inadequate trickle of supplies irregularly making it through to battered and starving Japanese units, who were also regularly bombarded from the air.

Nevertheless, the seemingly undefeatable Japanese *seishin* or ‘strength of will’ somehow endured and Japanese forces fought to the very last. Often severely constricted by the Allied strategy of isolating Japanese strongholds, many Japanese forces were made up of significant numbers of troops, made less effective by deteriorating health and inadequate supplies and equipment. This list represents a force such as General Adachi’s 18th Army at Wewak; strong in numbers but lacking equipment and supplies, but still possessing an indomitable *seishin* and very much in the fight.

1 Lieutenant – First or Second

2 Infantry units from: Militia squad*, IJA Infantry squad, IJA Veteran Infantry squad

plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Kempeitai political officer

Infantry

0–6 Infantry squads: IJA Infantry squad, IJA Veteran Infantry squad, Militia squad*,

a maximum of 1 IJA Grenadier squad or IJA Veteran Grenadier squad, a maximum of 1 IJA Engineer squad

0–2 Night Infiltrators*

0–1 MMG team or IJA machine gun section

0–1 Anti-tank teams: improvised anti-tank team

0–1 Mortar team: light or medium

0–3 Sniper teams or lone snipers

Artillery

0–1 gun from:

Anti-tank gun: Type 94/Type 1 37mm, Type 1 47mm*

Artillery gun: Type 41 75mm mountain gun

Transports

0–1 Mule teams

- *Follow the standard:* One man, excluding the officer, in any officer team can replace all of his weapons with a flag for +25pts, gaining the 'Rally to the colours' special rule – all friendly infantry and artillery units within 12" of the flag-bearing model can re-roll (once) failed order tests when ordered to Rally. In addition, if the Rally order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the highest result. However, while the unit carrying the flag has a *Down* or *Ambush* order die on it, the flag is kept hidden and has no effect.
- *Every man who can carry a rifle:* With many units isolated and cut off from supplies, desperation grew for Japanese commanders to fight their way through to their own lines. Artillerymen, aircraft engineers, cooks and clerks were all used in combat. These men are represented by the rules for Militia squads in *Armies of Imperial Japan* (p.25). There is no limit to the number of Militia squads

that can be taken.

- *Night infiltrators (*)*: These units may only be selected for a scenario using the night rules.
- *Medium anti-tank gun*: The Type 1 47mm anti-tank gun was encountered by Allied forces only in very limited numbers in the closing stages of the campaign. For historical scenarios where the date is specified, this weapon may only be used in scenarios set in 1945.

A lone Japanese sniper awaits his next target



APPENDIX: SPECIAL RULES



Every fighting force of every nation decorated individuals for acts of heroism, actions which marked a soldier out from his peers either due to outstanding bravery, providence or a combination of the two. However, military cultures did differ markedly between nations and for some, celebrating the collective effort was prioritised more than rewarding the individual. The fighting forces of Imperial Japan often followed this practice; for example, aerial ‘kills’ were more commonly attributed to units rather than individual fighter pilots.

Within the context of the New Guinea campaign, another reason there is less historical evidence of the bravery of individual soldiers within the IJA is the scarcity of that physical evidence itself – in a campaign remembered for the brutality of fighting and for supplies being so scarce that cannibalism

was far from unheard of, keeping accurate written records of unit and individual actions was understandably not a priority. Those records which were kept were often destroyed during the fighting or prior to a unit being captured by the Allies.

Within the context of *Bolt Action* this means that for the Japanese player there are far fewer opportunities to use special characters based on remarkable individuals who fought within the ranks of front-line units. However, to give the Japanese player a few more options to personalise his force, the following rules allow the player to buy 'General Influence'. The IJA, like any other army, saw its fighting units greatly influenced by the strategy, character, and doctrine adopted at the highest levels. Generals such as Imamura, Horii and Adachi had very different approaches to leadership, which filtered down through the chain of command and is represented by the new rules below.

A Japanese force may buy a single General Influence. Note that this rule is not related to any actual model deployed on the field – the generals in question are assumed to be in their HQs far away from the front line. Any of these General Influences can be used in the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. The Generals detailed below also include a list of which Theatre Selectors and scenarios they can be used with.

GENERAL HITOSHI IMAMURA

Born in Sendai in June 1886, Imamura graduated from the Imperial Japanese Army Academy in Tokyo as an infantry officer in 1907. After several staff appointments and being seconded to the British Army, Imamura held the rank of colonel when he took command of the 57th Infantry Regiment following the Shanghai Incident in 1932. By the time

the Second Sino-Japanese War began in earnest, he was Commandant of the Toyama Army Infantry School, but was then promoted to Lieutenant General in 1938 and assumed command of the 5th Division in China.

In November 1941, Imamura's 16th Army took part in the invasion of the Dutch East Indies – his transport ship was sunk in the assault but he survived to swim ashore. In 1942 he was moved to Rabaul, where he later took charge of the Eighth Area Army, with the 17th Army in the Solomons and the 18th Army in New Guinea being under his control. He remained in Rabaul until the end of the war, directing Japanese forces in New Guinea and the Solomons, before signing the surrender of his forces onboard HMS *Glory* in September 1945. After the war he was charged and imprisoned as a war criminal for the conduct of his men during the New Guinea campaign. He died in 1968 at the age of 82.

Whilst the Eighth Area Army faced grave logistical challenges, getting more troops to the front line remained a priority for Imamura. Isolated and distant on Rabaul, and with his troop convoys threatened by ever-growing Allied air and sea power, Imamura nonetheless attempted to keep his manpower moving to where it was needed.

Any force choosing Imamura as its General may purchase a single extra infantry unit beyond its Theatre Selector limitations (i.e., if 0–2 snipers are listed, a third may be purchased) but this extra unit costs an additional 25% points.

Available for any Japanese Army, New Guinea 1943–45 Reinforced Platoon or Japanese Pacific Defenders Reinforced Platoon. Within this book,

available in scenarios 7–12.

A Japanese medium machine gun team readies for action



LIEUTENANT GENERAL HATAZO ADACHI

Graduating from the Imperial Japanese Army Academy in 1910 at the age of 20, Hatazo Adachi hailed from a samurai family who had fallen on hard times. He served in the Imperial Guard, protecting the Emperor and his family, before taking on a number of staff appointments. By 1934 he held the rank of colonel; two years later he took command of the 12th Infantry Regiment. He fought during the Second Sino-Japanese war and suffered a permanent leg injury after being hit by a mortar blast. By the time he was posted to New Guinea in 1942 to assume command of the 18th Army, he had been promoted to lieutenant general and had an excellent reputation amongst his men for valuing the opinions of his officers and the welfare of his men.

Sharing the hardships of his men as they became increasingly isolated, he prioritised rations for his wounded and by the time of his surrender had allegedly lost 80 pounds in weight, lost all of his teeth and was suffering from a hernia which did not stop him from visiting the front lines regularly.

Following the end of the war he was tried as a war criminal for the conduct of his men and committed suicide whilst in captivity.

With a reputation for leading from the front and listening to the thoughts and concerns of his subordinates, Adachi was a popular commander. Even when in poor health, he would always try to visit the front lines and make sure his men knew they could voice their opinion.

Any force choosing Adachi as its General may remove a single pin marker from one unit at the end of every turn, provided that the unit is within 6" of an officer.

Available for any Japanese Army, New Guinea 1943–45 Reinforced Platoon or Japanese Pacific Defenders Reinforced Platoon. Within this book, available in scenarios 7, 8, 9 and 11.

TOP SECRET

SHIN-GUNTO

The Shin-Gunto, or Japanese military sword, is a highly specialised area of study with entire books written about the subject. Whereas traditional Japanese swords during the samurai era were handmade, the rapid militarisation of Japan at the end of the nineteenth century resulted in a demand that outpaced the ability to produce swords using only traditional methods. By the time of the build up to war in the 1930s, not only had regular blacksmiths with no specialist knowledge been tasked with the mass production of military swords, the quality of materials and the manufacturing process itself had also degraded significantly. Depending on the skill of the manufacturer, the techniques employed and the

materials used, swords from the era can be classified as *Showato*, *Muratato*, *Mantetsuto*, *Hantanzo* or *Yotetsuto*.

NCO swords were all mass-produced and early war examples were fitted with metal handles. Officer swords varied in quality tremendously, from antique artisan blades to mass-produced, cheap swords differing very little from NCO-issue weapons. Many of each blade's characteristics can be identified by the stamp on the tang (the part of the blade which is housed within the weapon's handle). Despite popular myths, the sword had a very limited place on the battlefields of World War II and was largely a symbol of rank rather than having much practical use. The vast disparity in Shin-Gunto quality has led to a huge price range in the collectors' market, as well as an unfortunately healthy fake sword industry – it is highly recommended that specialist advice is sought before making internet bidding site purchases!



MAJOR GENERAL TOMITARO HORII

A 1911 graduate of the Imperial Japanese Army Academy, Tomitaro Horii began his career as an infantry officer and saw service in China in 1932, notably during the Shanghai Incident. Promoted to colonel in 1937, he then took command of the 12th Infantry Regiment before further advancement to major general in 1940. Leading the 55th Division as part of

the South Seas Force during the Battle of Guam, Horii was one of the first Japanese commanders to face the US military in combat.

Horii's men were at the forefront of Operation *RI* – the invasions of New Britain and New Ireland that started the fighting in New Guinea in 1942. After being denied an amphibious assault at Port Moresby following the defeat at Coral Sea, Horii and his men instead attempted to take the city by crossing the Owen Stanley Range via the treacherous and deadly Kokoda Track. Closing his force to within visual range of Port Moresby, Horii and his men were nonetheless stopped in their tracks and then forced back by the Australian defenders. Now on the retreat, Horii drowned whilst attempting to cross Kumusi River on 23 November 1942.

General Horii frequently used outflanking manoeuvres of machine gun teams supported by infantry to unhinge Allied strategies.

Japanese infantry units in any force taking Horii as a General do not suffer the -1 penalty for arriving from an outflank manoeuvre. Further, when outflanking an MMG team and Infantry squad together, the two units each gain a +1 to their morale for the purpose of arriving on the table.

Available for any Assault of New Guinea Reinforced Platoon. Within this book, available in scenarios 1, 3 and 4.

When the men of the Australian militia battalions were first told of their

impending move to New Guinea, an idyllic paradise was described to them. Light duties in the sun would be interspersed with time on sandy beaches; men were even told to bring sports equipment such as tennis rackets. Even once the campaign had begun in earnest, Australian media reported Milne Bay as a paradise of palm trees, sun and sand.

The reality was far worse. The conditions of much of New Guinea were an ideal breeding ground for a variety of tropical diseases. Mosquito-infested swamplands and monsoon-swept jungles alike saw soldiers incapacitated in increasing numbers as the months dragged on. Dysentery was one of the most common ailments, which saw an inflammation of the intestine leading to fever, nausea, vomiting with rapid weight loss and diarrhoea with blood and mucus. Also common was malaria, which saw fever and vomiting and in extreme cases could lead to comas and death. Typhoid fever could cause abdominal pain and skin ailments that could last for weeks or months. These, along with many other diseases, tore through the ranks of soldiers from both sides and would severely affect the fighting performance of the majority of soldiers in the campaign, eventually leading to the deaths of thousands of men. In one month of fighting on the Kokoda Track, the Australian 25th Brigade lost 68 men to enemy action, 135 wounded and 771 evacuated due to sickness and disease.

In addition to this, monsoon season in the area was at its most potent in between September and February, but torrential downpours could and often would occur at any time of year on the temperamental Owen Stanley Range. Colossal downpours would not only drench soldiers who were unequipped for the local weather, but also turns huge areas of land and jungle trails into treacherous mud for mile after mile, which would make movement difficult if not altogether impossible.

The rules for tropical hazards cover several different problems faced by

soldiers in the jungle environment which, whilst not unique to this environment, are certainly significant at best and crippling at worst. They are used in several scenarios in this book but can also be applied to any of the standard scenarios if both players agree. If you cannot decide which rules to apply or wish a further element of unpredictability in your game, you may roll on the table below:

TROPICAL HAZARDS TABLE	
D6 Roll	Result
1	Exhaustion for defenders*
2	Exhaustion for defenders and attackers*
3	Exhaustion for attackers*
4	Mud
5	Monsoon season
6	Normal conditions (or roll again, if both players agree)
* In scenarios without a defined attacker and defender both players roll off, and the high scorer is nominally the attacker for the purpose of Tropical Hazards.	

EXHAUSTION

Exhaustion has three effects:

- In scenarios where the exhaustion rule applies, infantry and artillery must take a morale check at the beginning of the game. If the test is failed, each point it is failed by results in the loss of one soldier or crewman from the unit.
- Exhausted units that are in reserve who must pass a morale check to move onto

the table suffer an extra -1 to their test.

- Exhausted units must pass an order check to carry out a *Run* order, even if they have no pin markers.

MUD

Areas of mud are normally treated as difficult ground in *Bolt Action*, but if both players agree, the rules below can be used. Players may decide whether all open ground counts as mud, or whether selected areas only will be mud. In the case of the latter, the number of designated mud areas should be equal on both sides of the table. Infantry cannot *Run* through areas of mud. Vehicles and artillery units moving through an area of mud must roll on the table below

DEEP MUD TABLE

D6 Roll	Result
0	Buried deep: The unit cannot move for the rest of the game.
1–2	Bogged down: The unit has to stop, losing grip on the ground. The unit moves into the mud and then immediately stops (or does not move at all if it started the move in mud). The unit also suffers an extra -1 modifier to this roll next time it moves.
3–4	Struggle: The efforts to cross this section of mud are very troublesome for your vehicle's traction. Vehicles continue with their move normally, but can only move through a maximum of 6" of mud as part of their move, after which they must stop. The same goes for artillery units, except that they can only move up to 2".
5–6	Fairly solid going: This area was not as deep and soft as anticipated. The unit continues with its move normally.

Deep Mud Modifiers

Fully tracked vehicle: +1

Half-track: +0

Wheeled vehicle or artillery: -1



MONSOON SEASON

During the monsoon season, scenarios that do not normally feature reduced visibility (*Bolt Action* rulebook, p.220) may feature them on a die roll of 4, 5 or 6 to represent the additional blinding (and deafening) effects of torrential rain. In scenarios which already use the reduced visibility rules, reduce the spotting distances for units by another 3" during monsoon season. The rules for mud will also be applied to all unpaved roads and open ground. Forward air observers attempting to call in an air strike during monsoon season suffer a -1 penalty on the Air Strike chart.

A Boys anti-tank rifle team scans for enemy targets



Attacking at night – be it the amphibious assaults of the early stages of the New Guinea campaign, or the bloody struggles across the Owen Stanley Range – was a much-favoured tactic of Japanese forces. When on the offensive, Australian and American units were also quick to take advantage of the cover of darkness, low alert levels of defenders, and chaos and confusion caused by night attacks. First and foremost, the cover of darkness affected visibility and the corresponding ability to close with the enemy before being detected. Low levels of alertness at night also contributed to the element of surprise enjoyed by those already prepared for battle. In addition to these factors, the extra dimension of night fighting also evened the field with regards to a number of other areas: spotting for artillery or mortars was reduced in range or relied on sound rather than sight, and the embryonic science of night flying made aviation extremely limited and certainly incapable of providing effective close air support to friendly units on the ground.

In addition to the Night Fighting rules (*Bolt Action* rulebook, p.219), the following rule applies.

JAPANESE INFILTRATORS

Japanese units would often send out infiltrators to scout enemy positions at night. These infiltrators employed numerous tricks to attempt to fool their enemies into revealing their positions, such as calling out in English, firing off shots or flares or tossing grenades at random. A particularly favoured trick was lighting strings of fire crackers to simulate a barrage of gunfire. Nervous or inexperienced troops were particularly susceptible to these tactics and would reveal their positions with replies or a barrage of fire, whereas veterans would reply only with silence.

In conditions of reduced visibility, a Japanese infantry unit or team that is given an *Ambush* order may also force the closest enemy unit or team within 12" to pass an order test against the effects of infiltrators.

A unit or team that fails this test counts as having a 'muzzle flashes' marker even if they have not fired. Any FUBAR results are applied as normal. Passing the test means there is no effect, as the unit is not fooled! If the order test result is a roll of 2 then the tables are turned and one of the Japanese infiltrators is killed by the enemy unit.

Monsoon rains give extra cover to this lone commando



The shifting balance of military power in New Guinea and the islands nearby saw numerous examples of attacking forces assaulting prepared defensive positions. Those defensive positions ranged greatly in complexity and effectiveness, based on available material and how long the defenders

had to prepare. The defenders of New Britain against the initial Japanese assault had little time or equipment available other than simple rolls of barbed wire to slow attackers down as they landed. The Australian militia at the First Battle of Kokoda were even worse placed; positioned on a plateau where a small airstrip had been constructed, the defenders only had time to dig the most basic defensive positions with their helmets and mess tins. A better example of prepared positions built by Allied defenders was at Milne Bay, where there was time to exploit the local geography to force the Japanese attackers' line of advance. An entire area of jungle was cut down to provide a deadly area of open ground over which the attackers had to advance. Earth that had been excavated was used to make a defensive barrier for Allied troops; machine gun and mortar positions were dug-in to provide lethal, overlapping fields of fire, and minefields were set up in the open ground.

The best example of a prepared defensive position in the opening rounds of the New Guinea campaign was the Japanese defences across the Buna–Gona area. Buna was at the very western end of the defensive positions, and consisted of a coastal village and, a kilometre to the east, an old mission settlement. The entire area was reinforced with a network of dozens of shallow bunkers, many of which were connected by trenches. These trenches were dug to face several different potential lines of advance so that defenders could quickly regroup and adapt to whatever tactics were employed by the Allies. Surrounding areas of tall grass were burnt down to deny any cover to an attacking force. Artillery and anti-aircraft guns were dug in to permanent positions to provide defence against anything the Allies could muster. Hundreds of foxholes, dugouts and other positions interlaced the main defensive positions to create a defensive web which would take the Australians and Americans months to overcome and defeat.

All of the positions were effectively camouflaged with local fauna which rapidly grew over the emplacements to make them all but impossible to detect, especially from enemy air assets.

Japanese forces man their trenches



DUG-IN RULES

Where specified in a scenario brief, some units may begin the game Dug-In. These units have had time to dig foxholes or other defensive positions. Dug-In units can also be Hidden. If terrain is not available to represent foxholes or trenches, counters can be used to record which units are Dug-In.

A Dug-In unit counts as being *Down* when shot at, even if it has not been given a Down order (additional -2 to hit and the number of hits from HE is halved, rounding down). If the unit is issued a *Down* order whilst

Dug-In, the benefits are doubled. Being Dug-In offers no additional protection against enemy assaults, with the exception of tank assaults as detailed below.

Units are Dug-In until they leave their positions via an *Advance* or *Run* order. If counters are being used in lieu of scenery, use them as markers to record the positions of the foxholes, as they can be used later in the game.

Digging in vehicles to form static defensive positions was common practice in several theatres, particularly when fuel was in limited supply. In *Bolt Action*, a Dug-In vehicle counts as being in hard cover and may not move for the entire game. 'Immobilised' damage results count as 'crew stunned'.

If the scenario brief allows, defending units may be both Dug-In and Hidden, representing units who have had time to camouflage their defensive positions. Hidden set-up takes precedence over the Dug-In rule, although the Dug-In unit does count as *Down* against HE. Once the Hidden set-up rule no longer applies, the unit reverts to using the Dug-In rule alone.

Elaborate Japanese defensive positions such as those described above were referred to by US soldiers as 'spider holes'. These are represented in *Bolt Action* with the following rules. Dug-In Japanese infantry units and teams that use *Advance* orders and end their movement within 12" of a Japanese bunker retain their Dug-In status. In addition, if the unit or team does not shoot that turn, it gains Hidden set-up status.

Simple foxholes will provide little benefit against the effects of massed, concentrated artillery bombardment. A foxhole will not protect against a direct hit from an artillery salvo, so no additional protection is given.

A foxhole will give some protection for defending infantry against armoured assault, as well as providing some positive effects to morale. However, any soldier unfortunate enough to be caught in his foxhole if a tank elects to stop on top of it and twist in place will suffer a terrible demise.

Models from Dug-In units automatically pass their morale check and are not moved aside when assaulted by a tank as they can simply duck down in their foxhole and allow the enemy vehicle to pass overhead. However, if a tank ends its assault move on top of any Dug-In models, these models are removed as casualties and the unit must make a morale check for tank assault as normal.



Dug-in Chi-Ha tank

Surprise! Aussies are pinned down on the beach by a concealed Japanese bunker



DIGGING IN DURING A GAME

Digging in during a game is normally not permitted, but if both players agree then units can attempt to do so. Units attempting to dig-in are given a *Down* order and must make an order test at the end of the turn. If the test is successful then the unit remains *Down* for the next turn, after which they then count as Dug-In.

BARBED WIRE

Originally developed in the mid-nineteenth century, many of the early barbed wire designs were intended as a measure to control farm animals or deter wild animals. It first saw military use at the end of the nineteenth century, but it would be during World War I that barbed wire would become both iconic and notorious. Extremely effective at severely hampering the mobility of the infantryman, barbed wire was also very

robust and easy to replace. When used as a method of channelling an attacking force into the path of defensive machine guns, barbed wire became one of the most cost-effective defensive tools in the entire war.

Barbed wire in *Bolt Action* is used in strips measuring 6" long. It is impassable to infantry and unarmoured vehicles. Any infantry unit may attempt to cut a length of barbed wire by coming into contact with it and then using a *Down* order on the next turn. A roll of a 6 is required to cut a 6" length of wire. Every subsequent turn spent *Down* and attempting to cut the wire gives a +1 modifier, culminating in a roll of 2+ on a fifth or subsequent turn – a roll of 1 is always a fail. Engineering units attempting to cut wire are automatically successful, but still require a *Down* order to do so. Any unit can be equipped with wire cutters at a cost of +1pts per model, giving that unit a +2 to each dice roll when attempting to cut wires.

Although the use of barbed wire in the scenarios in this book is included in the scenario brief, some players may wish to add barbed wire as an option for defending forces in other scenarios. In this case, a 6" x 1" strip of barbed wire costs 10pts.

NEW FORTIFICATIONS

For troops of both sides in the New Guinea conflict, resources were often scarce as supply lines became stretched or cut off. Coupled with extremely inhospitable terrain, it was simply impossible for defensive positions to prepare themselves in a manner akin to those seen in the European Theatre of Operations, such as the Atlantic Wall. As a result, the use of locally acquired materials was far more normal than reinforced concrete and metal, and the added bonus was that it often blended into its surroundings with far greater ease. Whilst several scenarios already give details, here is a list of new fortification options for use in the Pacific theatre.

6" hard cover obstacle. Multiple trench sections may be purchased to join together to form a trench line but this is not compulsory.

Hard cover obstacle large enough to hold a team weapon and its crew, or a small unit.

Can only be accessed via its door or entrance, not the firing slit. Weapons can only be fired through the firing slits and any open entrances. The log bunker provides a -4 cover modifier for units inside. Any damage from HE weapons is dealt as if the unit inside the log bunker is *Down*. The log bunker can provide cover for a single unit. If used for a team weapon, this weapon cannot change its firing arc once deployed.

One decoy log bunker can be utilised by a player for free, for every two log bunkers or team weapon log bunkers he spends his points allocation on. The decoy log bunker may not be entered and is purely there to confuse the attacker. The defender does not need to state which units are in which bunkers until they are activated.

With ample time to prepare a defensive position for an enemy assault, the Japanese were masters of decoys and deceptions. A tunnel network allows the Japanese player to write down in secret before the game begins where a single tunnel opening is on the battlefield. The location of the opening

must be stated exactly in inches from both a short and a long table edge. A single infantry unit deployed in reserve may use this tunnel to infiltrate the battlefield. The Japanese unit may travel 12" through the tunnel per turn (i.e., if the tunnel opening is 48" from the Japanese player's table edge, the unit may arrive on the table on Turn 5). The unit must enter the table via an *Advance* or *Run* order, and can charge straight into an assault. Regardless of whether the Japanese unit is charging into an assault or not, any enemy unit within 6" of the secret tunnel entrance who has not been activated that turn may fire on the Japanese unit as they emerge from the tunnel, as if they were in *Ambush*. Remove an order die from the bag and place a *Fire* order next to each unit which elects to do this.

Mines are explosive devices which are designed to be concealed from the enemy, and then detonated as an enemy unit passes close by or directly over. Mines can come in a variety of forms for a variety of purposes – anti-personnel mines which are designed to kill and injure personnel, for example, are very different from the more concentrated effect of anti-tank mines. Not only do the effects differ markedly, but also the triggering mechanisms can be delivered in a variety of forms. Whilst the most common triggering mechanism for mines in World War II was pressure (which again would vary depending on the target), several other mechanisms could be employed, such as trip wires or command initiation. In the Pacific theatre in particular, Japanese forces made good use of grenades – both their own and captured devices – to make improvised devices in the field, relying on trip wires or other pull igniters.

Whilst the term ‘mine’ is often used to cover improvised explosive devices used by partisans and guerrillas, the rules below are intended to cover factory-built mines designed to be used by recognised military forces.

MINEFIELD RULES

Unless specifically stated in the scenario or agreed by players beforehand, minefields are either marked or have already been discovered, therefore both players are aware of the locations and dimensions of any minefields.

The default minefield section in *Bolt Action* is a 6” x 6” area. Different sizes may be detailed in a scenario brief or agreed by players. If a scenario defender wishes to use minefields, they cost 50pts per section and up to two may be purchased for every 1,000 points of his force. If minefields have already been issued to the defender as part of the scenario special rules, these minefields do count towards his total allocation, even if they do not cost any points.

When any unit (friend or foe) enters a minefield, the opponent can interrupt their movement once, at any point within the minefield section, as if an *Ambush* had been carried out. If the unit survives, it may complete its movement after the attack. The attack itself is resolved by rolling one die to hit: a 3+ is required to hit an Inexperienced unit, a 4+ to hit a Regular unit and a 5+ for a Veteran unit. A player can force his opponent to re-roll a successful hit if the target unit are engineers or pioneers, or if a friendly unit is attempting to cross its own minefield. This re-roll is only permitted if the unit crossing the minefield is doing so on an *Advance* order. If any unit

attempts to cross a minefield on a *Run* order, three dice are rolled to hit instead of one. A single unit can only be attacked by a minefield section once per turn; however, a section can attack multiple targets if crossed.

Any hits scored by a minefield are resolved with a +2 Pen against non-armoured targets and +3 against armoured targets. In both cases, the unit suffers D3 pin markers rather than the normal 1.

Japanese raiders land at dawn



A player deploying minefields may replace any antipersonnel minefields as detailed above with anti-tank minefields. This should be noted down before the game and does not need to be declared to his opponent until the first *Ambush* is attempted. As a greater pressure is required to detonate an anti-tank mine, infantry and artillery units may cross as normal. However, hits inflicted on a vehicle by an anti-tank mine are resolved at +5 Pen.

Anti-personnel and anti-tank mines can be used together in one minefield section. This must again be noted before the game begins, and uses up two minefield sections for each single mixed minefield section deployed – the player may lay a single anti-personnel minefield section and a single anti-tank minefield section, or may combine both into one mixed minefield section. Mixed minefields have +2 Pen against infantry and artillery, and +5 Pen against vehicles.

A minefield section may be replaced with two dummy minefields. These are deployed as normal, and must be noted down before the game commences. Any unit moving through a minefield must make its normal to hit roll, but if a hit is scored then the minefield is revealed as a dummy section and counts as cleared (see rules below).

Some scenarios may call for placing mines in water. These are intended for use against boats and amphibious vehicles and so must be either anti-tank mines or dummy mines.

Some scenarios give players concealed minefields – in contravention of the Geneva Convention! The location and composition of these minefields must be noted down before the game commences, but cannot be located in the enemy set-up zone unless specifically stated in the scenario brief. The minefield section is revealed as soon as any unit moves into it. For scenarios which do not specifically state the allocation of minefields, a concealed minefield counts as two normal minefield selections, in the same way as a mixed minefield.

CLEARING MINEFIELDS

After a minefield section has hit a unit, the opposing player rolls a single die. On the roll of a 6, the section is now cleared. A roll of only 4+ is required to clear a section if the unit hit by the mines was a vehicle with a damage value of 8 or greater.

A cleared minefield remains on the table, but due to troops having found a path through or vehicles leaving track marking behind, hits are now

scored only a 6 regardless of the quality of the unit crossing it. Only a single die is rolled, even if the unit crosses using a *Run* order, and re-rolls for friendly units and engineers still apply.

Any infantry unit with at least five models inside the minefield may attempt to clear it. The unit must be given a *Down* order and rolls a single die. An unmodified result of 1 will result in the minefield attacking the unit (even if it is an anti-tank minefield) and an unmodified 6 is always a success. The following modifiers apply:

Veterans	+1
Inexperienced	-1
Engineers	+1
Mine-clearing gear*	+2
Per pin marker on unit	-1
*Any engineer unit may be equipped with mine-clearing gear at a cost of +1pt per model.	

Indirect fire weapons may target a visible minefield section. Roll to hit as normal with the normal process for ranging in. Roll for the HE value of the weapon – if 6 hits are scored with a single attack, the minefield section is cleared. When resolving an artillery barrage, roll a die for each minefield section in range of the barrage (including concealed minefields). On the roll of a 6, that section suffers a heavy howitzer hit and is cleared if 6 hits are

scored. For Preparatory Bombardments, roll a single die for each minefield section in the defender's set-up zone. On the roll of a 6, the minefield section is cleared.

The Pacific Theatre saw some of the largest and bloodiest amphibious assaults in the history of warfare. The 'island hopping' campaign which saw the US Army and US Marine Corps advance relentlessly towards Japan was made up of a long sequence of amphibious assaults. The key components to these were air and sea superiority; an amphibious attack is at its most vulnerable when men and supplies are in their ships or landing craft, so the defence of these assets from attacks by air and sea is absolutely essential.

The overwhelming logistical support of the US military in the Pacific theatre was what made this strategy viable; destroyers flanking an assault group could protect it from enemy warships and submarines, whilst carrier-based naval aircraft could dominate the skies above and provide close air support as soldiers moved inland off the beaches. Warships were also on hand to provide naval gunfire support against concentrations of enemy forces inland.

Whilst the New Guinea campaign was not dominated by amphibious assaults, there were still a number of these vital actions carried out by both sides. The majority were unopposed due to the constraints of the terrain, but some – notably Scarlet Beach – saw bitter fighting on the beaches themselves.

When preparing to play a game of *Bolt Action* that involves an amphibious landing, you should define an area of the table as deep water,

and another as shallow water. These areas of water normally start from the attacker's edge, as described in the scenario being played.

Japanese forces counterattack against an Allied landing



MOVEMENT IN WATER

Deep water is impassable to all units except those that have the waterborne or amphibious rules, or any other rule allowing movement in water (usually boats and amphibious vehicles). We assume that infantry laden with all of the kit they need to carry in combat cannot swim and keep their kit operational.

In addition the following extra rules apply:

- If a vehicle with the waterborne or amphibious rule is immobilised while in deep water, it will automatically drift D6" forward every time it receives an order.
- Units in deep water suffer an additional -1 to hit when firing their onboard weapons because of the rocking waves affecting the unit's stability. Players may agree to disregard this rule if the deep water in question is exceptionally still (i.e., placid lake, very slow moving river).

- If a transported unit does not have the waterborne or amphibious rule and is forced to dismount in deep water, it can try to reach an area of shallow water as a dismount move. If it cannot reach the shallow water, it is destroyed.

Shallow water is treated as rough ground, with the following extra rules:

- Only infantry and waterborne or amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in shallow water, it can try to reach an area of solid ground as a dismount move. If it cannot reach the solid ground, it is destroyed.
- While infantry are moving in water, they can do nothing else (e.g., an infantry unit may not fire weapons while in water).
- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water.
- When an infantry unit finally moves out of the shallow water, it immediately gets an additional pin marker to represent the difficulty of regrouping after moving in water.
- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.

SAND FLATS, LAGOONS, REEFS AND CORAL ATOLLS

One of the key environmental dangers for landing craft operators was the threat of becoming grounded before reaching an objective. Wherever possible, beaches would be scouted in advance by teams who could assess the depth of water on the approach lanes and the local effects of tidal variation. Nonetheless, if a landing craft were to drift off course or if it was not possible to carry out a pre-operation survey, the threat of becoming

grounded and helplessly exposed to enemy fire was a very real concern.

When playing scenarios involving an amphibious assault on an island with coral reefs, the following additional rules may be applied to give the attacker even more to worry about. When a waterborne or amphibious craft moves from deep water to shallow water for the first time, it must test by rolling a D6 on the Reef Table, applying any appropriate modifiers as detailed below.

REEF TABLE

D6 Roll	Result
0	Stuck: The craft becomes well and truly stuck on the reef. The craft cannot move for the rest of the game.
1–2	Grounded: The craft runs up against a coral outcrop. The craft moves into the shallow water and then immediately stops. The craft must test again the next time it moves and suffers an extra -1 modifier to this roll.
3–4	Slow progress: The efforts to cross this section of reef are very troublesome for your craft. The craft continues with its move normally, but can only move through a maximum of 6" of shallow water this turn, after which it must stop. The craft must test again the next time it moves.
5–6	Smooth sailing: Water depth is just fine and you pass over the reef with ease. The craft continues to move normally and does not have to test on the Reef Table again.

Reef Modifiers

Amphibious vehicle: +2

Waterborne vehicle: +0

Transporting another vehicle: -2

Grounded last turn: -1

Dodge tide: -3/+3 (Both players roll a D6 at the start of the game. If both roll the same, a dodge tide is in effect. If the numbers rolled were odd, the tide is low and gives a -3 penalty. If even numbers were rolled, the tide is high and gives a +3 bonus.)

LANDING CRAFT

Below are the characteristics for the most common types/sizes of landing craft used in World War II – feel free to add them to any nation's transport force for amphibious operations. The standard rules for transports apply to landing craft, with the exception that units must begin the game on landing craft and cannot mount onto them unless the landing craft is partially on solid ground.

A variety of different craft were employed for landings or large river crossings including collapsible assault boats, pontoons, inflatable boats, lifeboats or rowboats pressed into service, canoes and improvised rafts – sometime anything that could float! This entry can be used to represent any of these unpowered small craft.

Cost	16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)
Weapons	None
Damage Value	3+
Transport	Up to 16 men
Options	<ul style="list-style-type: none"> - Upgrade with outboard motor (removes the 'May not Run' special rule) +10pts. - Upgrade from rubber boat/raft to rowboat (increase Damage value to 5+) +5pts.
Special Rules	<ul style="list-style-type: none"> - Waterborne. May only move in areas of deep or shallow water, being treated as a half-track vehicle for speed and turning ability. - Slow. - Open-topped. - May not Run. Boats may not be given Run orders.

The Landing Craft, Assault was one of the smaller specialised landing craft. This type was developed by the British in 1936, but other combatants created equivalent designs even earlier. The Japanese Super A type featured a frontal ramp and armoured pilot's position and, much like the British design, had a wooden double hull with an outer skin or armour. This entry can also be used for small barges or steam launches pressed into service.

Cost	25pts (Inexperienced), 36pts (Regular), 43pts (Veteran)
Weapons	None
Damage Value	6+
Transport	36 men
Special Rules	<ul style="list-style-type: none"> - Waterborne. May only move in areas of deep or shallow water, being treated as a half-track vehicle for speed and turning ability. - Slow. - Open-topped.

Japanese raiders assault an Allied base



The most common example of Landing Craft, Personnel was perhaps the Higgins Boat. This ubiquitous vehicle was made from plywood, its design based around boats normally used in swamps in the mainland US. It could carry an entire infantry platoon or light vehicle (such as a jeep) and deliver them from their transport ship offshore to the beach, where the front ramp was dropped to let troops quickly deploy. Around 20,000 were built during World War II.

Cost	40pts (Inexperienced), 50pts (Regular), 60pts (Veteran)
Weapons	1 MMG covering the front and left arc, 1 MMG covering the front and right arc.
Damage Value	6+
Transport	36 men, or 1 jeep and 16 men
Special Rules	<ul style="list-style-type: none"> - Waterborne. May only move in areas of deep or shallow water, being treated as a half-track vehicle for speed and turning ability. - Slow. - Open-topped.

There were many different types of Landing Craft, Mechanised, but in general they were designed to deliver either a large body of troops or vehicles directly on to the beaches from their front ramp. They could carry a couple of trucks or even a single medium tank, making them a very useful tool during an amphibious assault.

Cost	100 pts (Inexperienced), 125 pts (Regular), 150 pts (Veteran)
Weapons	1 MMG covering the front and left arc, 1 MMG covering the front and right arc.
Damage Value	7+
Transport	100 men, or two soft-skin vehicles, or one armoured vehicle with Damage value 9+ or less.
Options	- Upgrade both MMGs to HMGs for +20pts.
Special Rules	<ul style="list-style-type: none"> - Waterborne. May only move in areas of deep or shallow water, being treated as a half-track vehicle for speed and turning ability. - Slow. - Open-topped.

Japanese sentries man a guard tower



Stealth and subterfuge have played a part in warfare since the very earliest days of conflict. By the time of World War II, specialist units and tactics were under development in several different countries with just this in mind. There are many scenarios whereby subtlety and guile are more favourable over more overt approaches; prisoner rescues such as the Cabanatuan Raid by US Rangers in January 1945; acquiring enemy plans and technology as demonstrated by British paratroopers during the Bruneval Raid; or using a small group of soldiers to inflict a disproportionate amount of damage as was carried out by British and Norwegian commandos during the Glomfjord power plant raid in September 1942.

The rules below allow players to recreate some of these raids using the *Bolt Action* rules. As these rules are in places more complicated than the standard rules, they are better suited for smaller games and may include set forces as part of the scenario brief.

SEQUENCE OF PLAY

A Raid scenario has two phases: the infiltration phase and the combat phase. The scenario will always have an attacker and a defender. The attacker is the raiding party whilst the defender will control the sentries and guards for the installation being raided. During the infiltration phase, the defender has very limited control over his forces. This represents weeks if not months of inactivity and the norm of trudging across the same patrol routes leading to a low level of alertness. Depending on the time pressure and window of opportunity open to the attackers, the scenario brief will specify whether there is an overall turn limit, or separate turn limits specific to the infiltration and combat phases.

Before the game begins, place one order die in the bag for each attacking unit, and for each sentry and guard tower in the defender's force. The game then begins. During the infiltration phase, attackers may activate their units as normal. Defenders activate their units in accordance with the rules below. The infiltration phase continues until either the infiltration turn limit specified in the scenario brief is reached, or the alarm is raised. The conditions for raising the alarm will be specified in the scenario brief but typically include attacking units being seen or weapons being fired. Once the alarm is raised, the turn is immediately concluded. The conditions for additional defending units placing an order die in the bag are described in the 'Alarm!' section of the scenario brief. The game now moves onto the combat phase, which uses the normal *Bolt Action* rules.



SENTRIES

Sentries are typically not alerted to the impending attack and are at a low state of alertness. On Turn 1, sentries will move in a random direction as determined by using the HE template or a similar method. Sentries move 3" per turn. At the beginning of each turn, roll 1D6 for each sentry – on the roll of a 1–2, they will change direction to a new random direction. If a sentry comes within 2" of an obstacle they will also change direction randomly, re-rolling the new direction if it will not keep them clear of the obstacle. If an attacking unit moves anywhere within 12" of a sentry, the sentry may make an order test. If the attacking unit is running, the sentry applies a -1 modifier to his dice roll. If the test is successful, the sentry has become suspicious and may immediately advance 6" in any direction of the defending player's choosing. If he gains sight of an attacking unit, the alarm is raised. If not, he resumes normal sentry movement the next turn.

A sentry has a 360-degree field of awareness. If a sentry can draw line of sight to an attacking unit, determine whether the unit is seen using the Night Fighting rules (*Bolt Action* rulebook, p.219).

Sentries may be assaulted. Whilst an attacker will most likely have the advantage of surprise, he is also attempting to eliminate the sentry without making a sound. An assault is carried out normally, with a +1 modifier on

any attack dice. However, even if the sentry is killed he may still raise the alarm first; an unmodified success if necessary to avoid the alarm being raised. In the case of tough fighter, only the higher of the two dice rolls is applied. For example, an Australian commando attacks a regular sentry. He would normally require a 4+ but with the +1 modifier, now requires only a 3+ to eliminate the sentry. He rolls a 3 and a 6. The higher result of 6 applies and the sentry is quietly eliminated. Without tough fighter, if he only had one die and rolled a 3 then he still would eliminate the sentry, but as he is only successful due to the +1 modifier, the sentry would manage to raise the alarm before being killed.

Once the alarm is raised, sentries will run for cover or attempt to join their unit; effectively no longer playing a part, they are removed from the table. Sentries do not count as units for the purpose of victory points.

GUARD TOWERS

Guard towers are elevated positions that give guards better visibility of their area of responsibility, and normally serve one of two purposes: either to monitor the area around an installation for enemy activity, or to monitor the area within a compound. Guard towers in prisoner of war camps would typically focus their view into the compound itself but would also check outside the perimeter fence for any escapees.

In *Bolt Action*, each guard tower is given an order die for the infiltration phase and the combat phase. When activated on Turn 1 of the infiltration phase, the defending player may place a 3" diameter circular template anywhere within the guard tower's area of responsibility, as described in the scenario brief. This template represents the focus of the guard's vision or, for a night scenario, the beam of their searchlight. Whenever the guard tower is activated (including on the first turn), the template is moved 2D6"

in a randomly determined direction. If the template passes over any attacking unit which is in the open, the alarm is raised. If the template passes over an attacking unit in soft cover, the guard tower must pass an order test to raise the alarm. Units in hard cover are undetectable.

If an attacking unit moves anywhere within 6" of a guard tower, the guard tower may make an order test. If the attacking unit is running, the guard tower applies a -1 modifier to his dice roll. If the test is successful, the guard tower has become suspicious and may immediately move the viewing template 1D6+6" towards the attacking unit which has raised suspicion. If he gains sight of an attacking unit, the alarm is raised. If not, he resumes normal guard tower activations the next turn.

Once the alarm is raised and the raid enters the combat phase, guard towers become a normal unit depending on the weapon fitting which is stated in the scenario brief – normally a two-man MMG team. However, if the scenario also includes Night Fighting rules then the search lamp template can move up to 12" per turn, either to follow an attacking unit which was highlighted on the previous turn, or towards any attacking unit which has fired any weaponry on this turn. Any enemy unit which lies within the searchlight's beam can be attacked as normal and is unaffected by the Night Fighting visibility rules.

Searchlights are very obvious targets at night and can be targeted by attacking units. A single hit will destroy a searchlight, resulting in the guard tower's weapons becoming affected by the normal night fighting visibility rules. Guard towers can be assaulted as normal during the combat phase; if an attacking unit manages to move into base-to-base contact with a guard tower during the infiltration phase, it can be assaulted using the same rules described for sentries.

CHECK POINTS

Check points are placed at strategic points to guard against enemy activity or intrusions. They will typically be manned by one or two guards but may have an attached guardroom or equivalent with back up close to hand. The check point is not given an order die in the infiltration phase as the guards are static, but will detect movement of any attacking units using the same rules for sentries.

However, some scenarios may call for attacking units to attempt to bluff their way past check points by wearing enemy uniform or civilian clothing. In this case, an attacking unit must come into base-to-base contact with one of the check point's guards using an *Advance* order. A single die is rolled and the table below consulted:

CHECK POINT TABLE	
D6	Result
1	'Alarm!' The alarm has been raised and the infiltration phase is over.
2-3	'Your papers, please...' The guard is unconvinced and demands further information. Roll again next turn with a -1 modifier.
4-6	'Move along...' The ruse has worked. The attacking unit may move past the check point next turn with an Advance order.
Modifiers Attacking unit is Inexperienced: -1 Attacking unit is Veteran: +1 Defending unit is Inexperienced: +1 Defending unit is Veteran: -1	

SILENCED WEAPONS

Silenced weapons, such as the Welrod pistol and De Lisle carbine, were developed for stealth and infiltration and are ideal for raiding missions. If a defending unit is eliminated by a silenced weapon, roll a single D6 for each model removed. On the roll of a 6, the kill is not quite as clean as it should have been and the alarm is raised. If the attacking unit is Inexperienced, apply a -1 modifier to this roll. In the event of a defending unit consisting of multiple models, a simultaneous take-down must be attempted. This can only be attempted if the attacking unit has at least as many silenced weapons as the defending unit has models. Simultaneous take-downs also suffer a -1 modifier per defending unit model removed to check to see if the alarm is raised.



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