

Kokoda Track Campaign

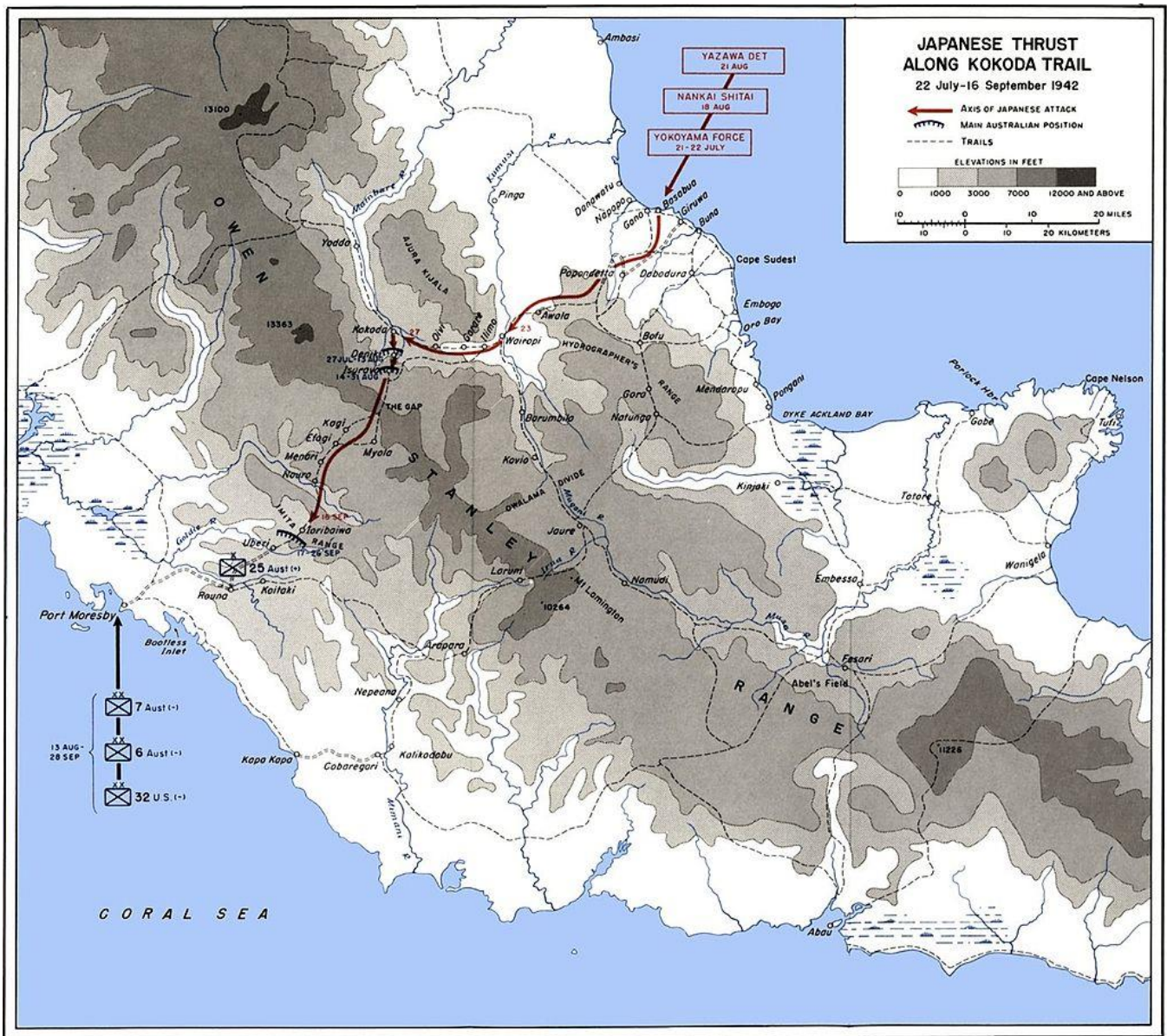
New Guinea 1942

A Bolt Action Game Supplement



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Map showing the Kokoda Trail in southeastern New Guinea

Papua New Guinea Theater Troop Selectors

Australian Army

Australian National Special Rules: (choose one only)

Aggressive Patrolling (CNG p78) – The Australian automatically receives the first Forward Deployment placement. In addition, no enemy forward deployments may be placed further than 18” from an Australian unit placement. Also, Australian infantry spot Hidden enemies at 18” no 12”.

Limited Artillery Support (*Armies of Great Britain* p17) – Australian Forces do not receive the free forward artillery observer, nor do they receive the bonus to Preparatory Bombardment.

Never Give Up (CNG p78) – When defending, Australian infantry and artillery units count as having the Fanatics special rule (BALL p90)

Australian Characteristic Special Rules: (choose one only)

Australia is Next (CNG p79) – All Australian units gain the Stubborn special rule.

Fighting Withdrawal (CNG (p79) – Australian Militia and AIF may Advance toward their own table edge and flip their die to Ambush.

Jungle Warfare Masters (CNG (p79) – Australian Infantry sections and officer teams do not suffer the -1 penalty if they lose their officer or NCO. In addition, all units that Advance or Run may go down if Ambushed. They must pass an order test to do so (they do not lose a pin if successful).

1942 Australian Army Reinforced Platoon

1 Command Team, 1st or 2nd LT
2 Militia, AIF, or Papuan Sections

Headquarters:

0-1 Captain or Major
0-1 Forward Observer officer: Air
0-1 Medic Team
0-1 Chaplain

Infantry:

0-4 Infantry Sections: Militia, AIF, or Papuan Sections
0-1 Medium Machine Gun Team
0-1 Mortar Team: Light or Medium
0-1 Sniper Team

Artillery:

0-1 Light Artillery: Howitzer

Transport and Tows:

0-1 Transport or Tow (in total) from: Bren Carrier, General Purpose Truck, 0-1 Mule Team

Platoon Special Rules:

The Track is your Lifeline – (CNG p102) In the Kokoda Track campaign Australians stuck to the single track, no Australian unit may outflank. However, PIB units can.

Early Days – (Dave) Beginning with scenario 2 all militia units must be Inexperienced (+7pts each), but from the time of the Battle of Isurava militia units may be Inexperienced or Regular (+10pts each).

Unit Cohesion – Militia Platoon units cannot be veteran; but after the Battle of Isurava the rifle sections may be inexperienced or regular. AIF Platoons cannot have inexperienced units. Commando Platoon units must be veteran. PIB Platoons may be assisted by Australian Medics and Chaplains.

New Units:

Medic Team:

Composition: One Medic armed with a pistol at 23pts Regular, 30pts Veteran.

Options: May add up to 4 unarmed Papuan native bearers at 7pts each Regular, 10pts each Veteran each. They cannot shoot but may fight normally in Close Quarters.

Papuan Infantry Platoon (PIB)

1 Command Team, 1st or 2nd LT
2 Papuan Sections

Headquarters:

0-1 Captain or Major
0-1 Forward Observer officer: air
0-1 Medic Team

Infantry:

0-4 Infantry Sections: Papuan Sections

Chaplain:

Composition: One unarmed figure at 20pts Inexperienced, 25pts Regular, 30pts Veteran.

Options: may add a pistol for +1pt.

Special Rules:

Inspiring Presence – Upon receiving his order dice (except when Down), a chaplain may select one friendly unit within 6" and roll a D6: the chaplain may remove 1 pin from the selected unit on a die roll of *Inexperienced 5+, Regular 4+, Veteran 3+*.

Self-defense Only – The Chaplain may not be used to claim or contest objectives.

Militia Infantry Section:

Composition: 5-10 men at 7pts each, Inexperienced, armed with rifles. Scenario 4 The Battle of Isurava units may also be Regular at 10pts each.

Options: The NCO may have an SMG for +3pts.

Inexperienced units have an option to take a Lewis Gun for +15pts; Regular units may take a Bren Gun for +20pts, for either gun, another man becomes the loader.

Special Rules:

Green.

Lewis Gun – number of shots is reduced by one.

AIF Infantry Section:

Composition: 5-10 men at 10pts each Regular, 13pts each Veteran, armed with rifles.

Options: The NCO may have an SMG instead of a rifle for +3pts.

One man may have an LMG for +20pts, another man becomes the loader.

Independent Company Commando Section:

Composition: 5-10 men at 14pts each armed with rifles.

Options: The NCO and any man may have an SMG for +2pts each.

One man may have an LMG for +20pts, another man becomes the loader.

Special Rules:

Tough Fighters – Units may reroll hits (once) in Close Combat.

Behind Enemy Lines – units ignore the -1 modifier to the order test when outflanking.

Papuan Infantry Section:

Composition: 5-10 men armed with rifles at 9pts each Inexp., 12pts each Reg., 15pts each Vet.

Options: The NCO may have an SMG instead of a rifle for +3pts.

Special Rules:

Fieldcraft – units count rough ground as open on the first turn of the game.

Forward Deployment – Papuan infantry setup as snipers/observers during setup.

Jungle Fighters – If setup as snipers/observers units count as Hidden and in Ambush.

Behind Enemy Lines – units ignore the -1 modifier to the order test to come onboard when outflanking.

Native Troops – do not benefit from the Australian Never Give Up rule.

Primitive Weapons – natives with machetes, swords, and spears can only melee. Bows may fire up to 12".

Mule Teams (EIF p27):

Composition: one man and one mule for 4pts Inexperienced, 5pts regular, 6pts veteran (the team is inexperienced when fired at). The muleteer counts as unarmed.

Tow: one light gun or light howitzer.

Special Rules:

Stubborn – When making an order test, if doubles are rolled the mule becomes stubborn and refuses to cooperate (even if the test was passed). Turn the order die to Down and add one pin. This rule does not apply if Fubar is rolled.

Gun Assembly – When the gun is unloaded the artillery team receives a pin, when the gun is loaded the mule team and the artillery unit both receive a pin.

Supply – (Dave) if a platoon has a mule team packed with supplies (cannot tow a gun) and the scenario calls for a unit being Exhausted or low on ammunition and it spends one turn down within 6” of a mule team they do not suffer from fatigue or low ammunition conditions.

Objective – Mule teams that are not used as tows may be used as objectives in scenarios.

Native Bearers

Composition: 3-6 Papuan natives bearing supplies, unarmed.

Supply – as above.

Objective – also as above.

Japanese Army

Japanese National Rules

Ambush Tactics - (AoIJ p14) any unit may start the game as Hidden (BA II p131) and already in Ambush (place an order die).

Banzai! – (AIJ p14) if a Japanese infantry unit is ordered to Run (or charge) the closest visible enemy, an order test for that move is automatically passed as if a double one had been rolled. All models in the unit must be moved directly towards the target unit and must make contact if possible. In other directions the move is a normal Run.

Death Before Dishonor – (AIJ p14) every Japanese unit has the Fanatic special rule (BE II p90). In addition, infantry and artillery units automatically pass morale checks when assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

Show Your Loyalty – (AIJ p15) if a reinforced platoon includes a Kempeitai Officer, any Green units within 6” may re-roll their Green roll (MRB p70).

South Seas Detachment Reinforced Platoon (CNG p110)

1 Command Team, 1st or 2nd LT

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

Headquarters:

0-1 Captain or Major

0-1 Medic Team

Infantry:

0-4 additional Infantry Squads: IJA Infantry squad, IJA Veteran Infantry squad, a maximum of 1 IJA Engineer squad, a maximum of 1 IJA Grenadier or Veteran Grenadier squad

0-1 Medium Machine Gun team or 0-2 or IJA Machinegun sections.

0-1 Mortar team: light or medium

0-1 Sniper team or Lone Sniper

Artillery:

0-1 gun from: Type 92 70mm Infantry Gun, Type 41 75mm Mountain Gun

Transports and Tows:

0-1 Mule team

Platoon Special Rules:

Artillery in the Kokoda Campaign – (CNG p111) was notoriously difficult to transport and operate. Therefore, a Japanese army may only have one artillery piece even if using multiple platoons.

Follow The Standard – (CNG p111) one man (not an officer) can replace his rifle with a flag for +25pts. All friendly infantry and artillery units within 12” of the flag-bearing model can re-roll (once) failed order tests when ordered to Rally. If successful, the player rolls two dice to determine pin markers removed and chooses the highest result. This cannot be done if the unit with the flag-bearer is Down or in Ambush.

Bugle Call – (Dave) one man in a command unit (not the officer) can be a bugler for +25pts. During an officer’s ‘Snap-to’ command a bugler increases the officer’s range by 6”. If not currently used in a ‘Snap-to’ command the bugler may fire his weapon.

Jungle Bombardment – (CNG p111) a Japanese designated Attacker may carry out a preliminary Bombardment even if not mentioned in the scenario.

Japanese New Units:

IJA Engineer Squad

Composition: 5-12 men at 7pts Inexperienced, 10pts Regular, or 13pts Veteran armed with rifles.

Options: The NCO may have an SMG for +3pts.

Up to one man may have an LMG for +20pts, another man becomes the loader.

Up to one man may have a flamethrower, another man becomes the assistant.

Each man may have anti-tank grenades for +2pts each.

Special Rules:

Tank Hunters – if the option is taken.

Lone Sniper

Composition: 1 man at 55pts Regular, 72pts Veteran armed with a rifle.

Options: 1 Lone Sniper per platoon may replace his rifle with an LMG for +10pts.

Special Rules:

Lone Sniper – does not suffer the -1 penalty to hit without a spotter.

Team Weapon – does not suffer the -1 penalty to hit with an LMG without a loader.

Bold Attacker – may ignore one pin marker but further markers act as normal (include the first).

IJA Machinegun Section

Composition: 4 men at 45pts Inexperienced, 63pts Regular, 81pts Veteran armed with an MMG.

Options: Add up to 7 additional men at the normal rates: 7pts each Inexperienced, 10pts Regular, 13pts Veteran armed with rifles; the entire squad must be the same level of experience.

Special Rules:

Overmanned Team – One man must fire the MMG and two men must act as loaders (if available), other men in the squad may fire their rifles as normal. If the MMG is destroyed the remainder of the team operate as a normal rifle squad.

Fixed Weapon – the MMG has the Fixed rule.

Mule Teams and Native Bearers

(as above)

Campaign Special Rules

Attrition Points – Players receive attrition points for each destroyed enemy unit:

1 point for a weapon team, inexperienced rifle squad, softskin vehicle,

2 points for a command or FO team, regular rifle squad,

3 points for a veteran rifle squad.

Terrain and Other Special Rules

Dense Terrain – (BA II p52) is Rough Ground to move into, across, or out of. It blocks LOS unless defenders are inside. Soft cover for woods; hard cover for rocky outcroppings. Light mortars cannot be used; due to the excessive foliage (shells explode in the canopy).

Dug-in Rules: (EF p112, DS p124, CNG p121, O p102) Dug-in rules apply to defensive emplacements. They give hard cover to defenders and half-cover against HE (as if a unit is Down, round up). Double the benefits if the unit is actually Down. They may be sunken or built-up.

Emplacements – In Attacker Defender scenarios a Defender must pay for emplacements out of his point allotment (see below).

Foxholes: 20pts each

Sandbags: 15pts per 3-4" section

Trenches: 25pts per 6" section

Weapon Pits/Redoubts/Berms: 30pts/ea

Palm Log Pillboxes: 30pts each

Sunken Works – (Dave) foxholes, trenches, redoubts and the troops inside do not block LOS; trenches are indestructible. They are impassable to wheeled and half-tracked vehicles.

Built-up Works – (Dave) berms and sandbags are built above ground level so they do block LOS and give hard cover when intervening in the line of fire. A section is destroyed when driven over by a tracked vehicle (impassable to wheeled and half-tracked vehicles), by 8 HE hits or when penetrated by 8+ AT weapons.

Log Pillboxes – give defenders -3 cover and damage +1; they are destroyed on penetration of 9+, or 9 HE hits.

Obstacle – emplacements are obstacles for infantry.

Hidden – dug-in units can use the normal Hidden rules; they count as Down.

Exhaustion – (CNG p119) before the game begins infantry and artillery units must make a Morale Check. If fail, the unit loses one figure per number the roll failed by. Units in Reserve have an additional -1 to the order test to enter the board. Exhausted units, even those without pins, must pass an order test to Run.

Forest and Jungle – provide soft cover. If a unit is firing from an edge of a wood, no penalty is applied when firing out of it. If less than 50% are at the edge the unit may still see out and shoot but the soft cover penalty is applied (BE II p52).

Hills and Ridges – the slopes of hills and ridges may be rough ground (Advance only), or very rough ground (Advance, no shooting; impassable for vehicles). The crest will provide hard cover versus fire at units in contact with it.

Limited Visibility – (BA II p220) Dawn Assault, Flare, Longest Day, Night Fighting.

Rivers and Streams – may be impassable or fordable.

Deep Fords – are Difficult Ground (Advance, no shooting).

Primitive Bridges – (Dave) are difficult ground, only allows units to cross single file. They can be slippery and treacherous. When a unit crosses roll a d6: if a 1 is rolled one figure is lost in the stream.

Shallow Fords – are also placed at specific locations (width by scenario); they are Rough Ground.

Southeast Asian Buildings – (nipa huts) give soft cover to defenders, no additional protection, and no protection at all from heavy weapons; destroyed on 9 hits.

SCENARIO 1 – Invasion of Sangara Plantation July 21, 1942

In early 1942, following their occupation of Rabaul on the island of New Britain, Japanese troops began landing on the north coast of New Guinea. Their objective was to secure Papua and its capital, Port Moresby, in order to consolidate their position in the South Pacific and provide a springboard for attacking Australia. That May, the Japanese prepared an invasion fleet with the mission of attacking Port Moresby directly. This was turned back by Allied naval forces at the Battle of the Coral Sea on May 4 through 8. With the naval approaches to Port Moresby closed, the Japanese focused on attacking overland, which had worked brilliantly at Singapore. To accomplish this, they began landing troops (Operation Ri) along the island's northeast coast on July 21-27. Coming ashore at Buna, Gona, and Sanananda, Japanese troops began pressing inland, along the Kokoda Trail. The invasion of New Guinea was called by the Japanese. The Papuan Infantry Battalion (PIB) consisting of only three under-strength companies of 280 Papuans and 30 officers, led by Major William Watson, had been sent to watch the north coast in June 1942. Company A under Captain Ernest Hitchcock and Company B, Captain Sam Templeton, were dispersed to patrol a wide area. At the time of the landings Company B was north of the Kokoda-Buna track. They were immediately cut off from Company A and could not rejoin the Australian forces until they had retaken Kokoda. Company A was the first Australian unit to make contact with the Japanese invasion as they set out on the trail.

Captain Watson sent Lieutenants Jesser and Chalk and 35 PIB soldiers to recon the Buna area to determine if the Japanese were building a base at Buna or moving inland towards Kokoda. They soon found that the Enemy advance troops had bicycles and were able to move quickly on the short stretch of road. It was just after dusk when Jesser's patrol reached Sangara Plantation. Fortunately, they saw the Japanese first, allowing them to withdraw to an ambush position. Chalk remained with the patrol while Jesser returned to inform Captain Watson, who sent him on another patrol with Papuan Corporal Katue and two Papuan privates deep behind the advancing Japanese. Unfortunately, Katue received injuries on his feet and could not continue. Jesser had to leave his men in a native village and go forward alone. It was arduous but he only mentioned it was a beautiful night full of fireflies.

Meanwhile, Chalk and his 35 soldiers had prepared the ambush in an area of native gardens, east of Awala, where they could see anyone coming up the trail. Chalk had a Thompson SMG and his soldiers had rifles, no MMGs. At about 4pm July 23rd, the Japanese advanced with native carriers as a screen in front of them. Chalk let the carriers pass before giving the signal to open fire. The Japanese were a little over 100 yards away. Chalk saw the first enemies fall but the remainder were soon in action with rifles, machineguns, and a mortar or mountain gun. The inexperienced Papuans were shocked at the violence and melted into the bush with Chalk trailing them. The Australians and PIB fell back to Wairopi, cutting the rope bridge over the Kumusi River as they went. Jesser had to swim back. Jesser was awarded the Military Medal and for reconnaissance work a few days later, Corporal Katue was given the Military Medal, a first of many for the Papuans.

Scenario

This scenario pits a platoon of the PIB against the overwhelming Japanese advance near Awala Village.

Forces

The Australian force must be chosen from the **Papuan Infantry Platoon** selector. The command unit may be Inexperienced or Regular and all rifle sections must be Inexperienced PIB sections.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector. They may have Infantry sections, an MMG, and a mortar or infantry gun, no vehicles.

Each side may have 300 points.

Setup

The game is played across the short width of a 6'x4' table. A narrow 4' path runs across the center of the short width of the board. Place cultivated fields and at least two native houses placed in opposite quadrants. Trees are setup in the remaining spaces.

Special Rules

Terrain Special Rules: Forests/Jungle, Southeast Asian Buildings.

Australian Special Rules: Green – to represent the skittishness of the inexperienced troops: if a unit takes a casualty and remains Green after rolling the die remove it from play. It has melted into the bush.

Japanese Special Rules: Death Before Dishonor, Show Your Loyalty.

First Turn

The Japanese setup zone is within 12" of their friendly long edge. The Papuan setup zone is within 12" of their friendly edge. Both sides place all their forces in their setup zones to begin. The Japanese cannot use Forward Deployment, Hidden setup, or Outflanking, since they are advancing. The Papuan platoon is setup Hidden and in Ambush. Neither side has reserves or air/artillery support.

Objectives

The Japanese are invading New Guinea. The Australians and Papuans are defending their homeland. They have a slim hope to slow their advance.

Game Duration

The game will last six game turns. The player with the most victory points wins.

Victory Conditions

Points are awarded per the Attrition Points, the highest scoring player wins.



Photos of the Papuan Infantry Battalion

SCENARIO 2 – Delaying Action at Awala July 23, 1942

The Japanese advanced southeast on the trail very rapidly. In June the battalion had received orders to move up the Kokoda Track to act as a possible blocking force against the Japanese should they try to attack overland. Marouba Force had been formed including the 39th Militia Battalion and the Papuan Infantry Battalion. They had been ordered to Kokoda, arriving on the 15th of July. A week later the Japanese were moving south on the trail. as they retreated before them, Lieutenant Chalk and his platoon of PIB cut the rope bridge across the Kumusi River. At this point, Captain Sam Templeton's Company B, 39th Battalion arrived at Awala. They were directed by Major General Basil Morris, Battalion commander. On the 23rd of July hundreds of Japanese under Lieutenant-Colonel Tsukamoto of the Yokoma Advance Butai, 1500 men of the 144th Regiment, veterans of fighting in China, swarmed across the river, forcing the Australians to fall back. The Japanese reported that the fight "was over before it started." In this scenario the Australians attempt to hold back the Japanese advance towards Kokoda. The Australians fell back to the Gorari Creek where they setup an ambush but again, were forced back from there. At Oivi they attempted to make another stand but they were still outnumbered and outclassed.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon**. All rifle sections in this platoon must be Inexperienced Militia or Papuan sections; they may not include artillery units, heavy weapons, or vehicles.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p7), they may have one mortar or infantry gun.

Neither side can use outflanking nor artillery/air support.

Setup

The game is played across the short width of a 6'x4' table. A river at least 8" wide is placed along the centerline of the long length of the board. A destroyed bridge is set in the center of the board. Up to 12" of either side of the bridge is a shallow ford, the remainder of the river is a deep ford. A narrow jungle path about 2-3" wide crosses the board along the centerline of the short width of the board. The remainder is forest/jungle.

Special Rules

Terrain Special Rules: Forest and Jungle, Rivers and Streams.

Australian Special Rules: Limited Artillery Support, Never Give Up.

Japanese Special Rules: Banzai!, Bugle Call, Death Before Dishonor, Follow the Standard, Artillery in the Kokoda Campaign, Jungle Bombardment, Show Your Loyalty.

First Turn

Each player takes one long side as his friendly board edge, setting up within 12" of each edge. Both sides place all their forces in their setup zones. The Japanese cannot use Forward Deployment as they are advancing.

Objectives

The Japanese are attempting to take Port Moresby as a staging ground for an invasion of Australia. The Australians are defending their homeland.

Game Duration

Each conflict will last six game turns. The player with the most victory points wins, and the losing player's army must withdraw.

Victory Conditions

Points are awarded per the Attrition Points; the highest scoring player wins.



Members of the Australian 39th Battalion in September 1942.



Kumusi River Bridge.

SCENARIO 3 – Battle of Kokoda July 28-29,1942

On July 28 Colonel Owen received word from a patrol that the Japanese had not reached Kokoda yet. He marched with 130-148 Australian (mostly 39th Battalion) and Papuan Militia from Deniki to Kokoda and they re-occupied the village. Then Owen positioned the men north of the village on a tip of the Kokoda Plateau, north of the airfield, in a horseshoe formation. Three platoons were forward with one in reserve in the rubber trees, guarding the Deniki Track. About 200 Japanese, an advanced element of the 144th Battalion under Tetsuo Ogawa arrived. Since the Australian platoons were stretched out on a wide front, they had to fall back. During the afternoon two US transport aircraft bringing reinforcements of the 49th Infantry Battalion circled the airfield but couldn't land because barriers placed on the runway hadn't been removed. At dusk the Japanese launched an attack up the slope towards the plateau supported by light mortars and an Infantry gun. The Australians did not have any heavy weapons except machineguns and grenades. Owen was killed as he moved about his men, trying to bolster morale. After about an of hour short-range, close quarters fighting the Australians were forced to leave their ammunition supply and fall back Deniki under cover of a thick fog, they arrived there about dawn the next morning. Australian losses included 7 killed and 6 wounded, 12 Japanese were killed and 26 were wounded. Ogawa was one of the dead, killed by a small Australian rearguard. The Japanese who only had inferior grenades at the time really appreciated the find.

Scenario

This scenario is an attacker-defender scenario. It represents the Australian defense of Kokoda from the advancing Japanese.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p3). The rifle sections in this platoon must be taken from Militia and Papuan infantry sections, they may not be Veterans and may not include an FO observer (artillery or air), artillery units, or transport vehicles. They must purchase defenses if any from their point allotment.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p7).

Terrain

The game is played across the short width of a 6'x4' board. The terrain is sloping light jungle (soft cover -1) on the Japanese side up to within 12" of the Australian edge, which represents the top of the ridge. Movement uphill is rough ground. A road runs down the center of the long length of the board. The Australian side is the top of the plateau. It is open ground with sporadic foliage within 12" of their friendly edge. Outflanking is allowed for the Japanese.

Special Rules

Terrain Special Rules: Dug-in, Forest and Jungle, Rivers and Streams.

Australian Special Rules: Limited Artillery Support, Never Give Up, The Track is your Lifeline.

Japanese Special Rules: Banzai!, Bugle Call, Death Before Dishonor, Follow the Standard, Artillery in the Kokoda Campaign, Jungle Bombardment, Show Your Loyalty.

Setup

The Japanese are setup within 12” of their friendly board edge. The Australians are setup on the edge of the ridge, within 12” of their edge. They may be dug-in if defenses are purchased.

Objectives

The Japanese are advancing towards Port Moresby. The Australians attempt to delay them.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points, highest scoring player wins.



Kokkoda Village and airfield, July 1942



Japanese on the Kokoda Track.



Members of the South Seas Detachment resting in the jungle.

SCENARIO 4 – Battle of Isurava August 26-30, 1942

Brigadier Arnold Potts' command included four infantry battalions, two MIB (the 39th and 53rd), and two AIF (the 2/14th and the 2/16th). The 39th was just north of Isurava with its five companies spread out in an east-west line. Since they had left most of their entrenching equipment in Deniki the men had had to dig in with helmets and bayonets in an area of kunai grass, behind an abandoned garden. There they had a good field of observation. Potts' HQ with the 53rd were placed two miles to the rear guarding the bridge at Templeton's Crossing and the 2/14th and 2/16th battalions were still coming up the trail. They would arrive in a few days, bringing the Australian strength up to about 2,300 men. They were opposed by 3 battalions of the Japanese 144th Regiment with a 4th battalion of the 41st Regiment in reserve, a total of about 3,000-3,500 men personally commanded by General Horii himself.

On August 26th Horii began his attack about noon with a bombardment of two mountain guns and several mortars, then an assault by Lt. Colonel Hatsuo Tsukamoto's 1/144th Battalion. Horii's plan was to pin the Australian front line in place while probing the flanks to find a weakness. He sent the 3/144th to the Australian left flank and the 2/144th across the creek to the Australian right flank. In the center, the 1/144th was depleted by casualties and exhaustion; they had been fighting in New Guinea the longest. Disappointed with their performance Horii sent a company of 3/144th to bolster them. In the evening of the 26th Company C of the Australian 2/14th Battalion arrived at the front line with the other three companies resting at Alola. That night there was a torrential downpour interspersed with Japanese night infiltration attacks.

Meanwhile, Horii's probes on the flanks had found the Australian observation posts, one on the Japanese right flank on the ridgeline and another on the left at Missima Village east of the Eora Creek. The outpost on the right held its ground but the other at Missima was overtaken and the Australian patrol nearby was forced to take to the hills. The 53rd Battalion was setup as a blocking force at Abuari across Eora Creek. On the 27th Potts realized he was in real danger of being flanked. He ordered the 53rd Battalion to retake Missima and another company was sent forward. They were also scattered, leaving only half the 53rd at Abuari. Lucky for them, the 2/144th had been forced to stop and rest.

The remainder of the 2/14th arrived at the main battleline on the 28th and joined the continuous fighting. The 39th Battalion moved to the rear as they were replaced in the line, but they remained in supporting distance. The 2/16th also arrived and moved to support the 53rd. On the 30th renewed attacks broke into the 2/14th's line, forcing back C Company on the battalion's right. But they regained their position due to the heroic efforts of Private Bruce Kingsbury who was later killed by a sniper. Further attacks throughout the day forced the Australians to withdraw a kilometer to the rear to the Isurava Rest House.

The Japanese 3/144th attempted to flank the Australian left but they became lost in the wilderness and ended up joining the fight against the Australian 2/14th and 39th Battalions instead of getting into their rear. On the 29th the 2/14th Battalion commander requested and received permission to fall back to the Isurava Rest House, a kilometer to the rear. The next day the Japanese 3/144th again tried to flank right but wound up against the Australian new line. The Australians began their withdrawal on the 28th.

Scenario

This scenario is an attacker-defender scenario. It represents the Australian defense of Isurava from the advancing Japanese.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p3). They may not include air observer, artillery units, or transport vehicles. They dug-in.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p7). Outflanking is not allowed.

Terrain

The game is played on a 6'x4' board oriented across the 4' width. The terrain is jungle on the Japanese side up to within 24" of their friendly edge. A path runs across the center of the 4' width of the board. The Australian side is the gardens with a village behind. Place a few native huts and within 12" of their friendly edge.

Special Rules

Terrain Special Rules: Dug-in, Forest and Jungle, Rivers and Streams.

Australian Special Rules: Aggressive Patrolling, Limited Artillery Support, Never Give Up.

Japanese Special Rules: Banzai!, Bugle Call, Death Before Dishonor, Follow the Standard, Artillery in the Kokoda Campaign, Jungle Bombardment, Show Your Loyalty.

Setup

The Japanese are setup within 12" of their friendly board edge. The Australians are setup dug-in, within 18" of their edge.

Objectives

The Japanese are advancing towards Port Moresby. The Australians attempt to stop them.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points, highest scoring player wins.



Japanese troops transporting dismantled mountain guns by hand. Eventually, a battery of eight guns was active in the battle.



The 39th Battalion retreating after the Battle of Isurava.

SCENARIO 5 – Battle of Ioribaiwa Sept 14-16, 1942

On the 14th of September the Australians decided to go on the offensive. They established a line across the Kokoda Track with the remnants of the AIF 2/14th and 2/16th Infantry Battalions, now just forming two composite companies, at Ioribaiwa Ridge, the last one before Port Moresby, and waited for reinforcements. To their right was posted the 3rd MIB. Several minor skirmishes occurred over the 12th and 13th. The 25th AIF brigade reinforcements arrived, and the 2/25th AIF battalion moved to a position on the low ground south of the defensive line. The 25th's two other battalions, the 2/31st and the 2/33rd prepared to launch an assault to the right of the 3rd Battalion. Then an artillery barrage opened up and the Australians suffered casualties. The attack was ordered to halt.

Two Japanese infantry battalions of the 144th Regiment had pursued the Australians from Efogi Creek under the command of Colonel Masao Kusunose. The main Japanese force had remained there awaiting orders to advance. Just as the Australian 2/31st and 2/33rd Battalions came abreast of the defensive line half the 3/144th Battalion attacked, supported by artillery. The other half of the 3/144th remained in reserve. The Japanese took casualties, but they pushed the Australians back, though they continued to hold. Meanwhile, the 2/144th Battalion attempted to flank to the west and ran into the Australian 2/31st Battalion.

The next day, the other half of the Japanese 3/144th battalion probed along the right of the Australian line until they found a gap between the 3rd MIB and the 2/33rd AIF Battalion. They came upon a section of Militia that had forgotten to post a sentry while working to expand their entrenchments. From that position the Japanese were able to fire down on the Australians from the east but were halted by a 2/25th counterattack which failed to dislodge them, and they dug in there, caught between two Australian battalions. From the extreme right the 2/33rd AIF attempted to attack the Japanese on the high ground from behind but couldn't find them in the thick vegetation. On the Australian left, the opposing forces several attempts to flank each other but all maneuvers were countered.

By the 16th the fighting had reached a stalemate. For the first time in the campaign the Australians had held their ground. Nevertheless, General Eather had decided he was beaten. He consulted with his superior, General Porter, and received permission to fall back from General Arthur Allen, who stipulated there could be no retreat from Imita Ridge, the last one between the Japanese and Port Moresby. It must be held "to the death." From the 16th to the 17th the Australians fell back. Now they were within support range of their 25 pounders.

The maneuver turned out to be unnecessary, however, because Kusunose had realized he was outnumbered and without reserves. Because of the diligence of the Allied air forces, they were down to about 6oz of rice a day, if that. As the Japanese withdrew the Allies found that many of the Japanese had died of malnutrition. There was evidence of them eating wood, grass, and roots, etc., and there was also evidence of cannibalism.

Scenario

This scenario is an attacker-defender scenario. It represents the Australian defense of the Ioribaiwa Ridge from the advancing Japanese. The players may focus on the Australian defense or may go on the offense, in either case, the forces have equal points.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p3). The rifle sections in this platoon may be taken from Militia and AIF infantry sections. They may include an air observer, but no artillery units, or transport vehicles.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p27).

Terrain

The game is played across the short width of the board. Place a path across the center of the 4' width. The terrain is sloping light jungle. The Australian side is the top of the ridge. Movement uphill is rough ground.

Special Rules

Terrain Special Rules: Dense Terrain, Dug-in, Forest and Jungle.

Australian Special Rules: Limited Artillery Support, Never Give Up, The Track is your Lifeline.

Japanese Special Rules: Artillery in the Kokoda Campaign, Banzai!, Death Before Dishonor, Jungle Bombardment, Show Your Loyalty.

Setup

The Japanese are setup within 12" of their friendly board edge. The Australians may be setup dug-in within 12" of their edge.

Objectives

The Japanese are advancing towards Port Moresby. The Australians attempt to delay them.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points; highest scoring player wins.

SCENARIO 6 – Commando Raid late September, early October 1942

The 2/6 Independent Commando Company arrived in Port Moresby in early August. They were diverted from their going to Wau to the Kokoda Track instead. Attached to the 7th Division they arrived at Mount Eirama as divisional reserve on August 28, 1942. As the situation continued to deteriorate they were ordered to the Goldie River Valley to block any Japanese attempt to flank the Australians. They performed long-distance patrols between September 6 to October 12, also covering the Yodda Valley, trails around Esau Creek, and the Brown River, and the Engineer Road. At other times they were employed along with regular units.

Scenario

This is a ‘what-if?’ scenario. Elements of an Australian Commando Independent Company make a raid on Japanese supply mule train.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p22). The rifle sections in this platoon must be taken from Independent Company Commando Section (p23). They may not include Inexperienced units, Forward Observers, artillery units, or transport vehicles. The reserves must be outflanking PIB.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p27). They must have a mule squad including 3-4 mule teams. Forward Deployment is not allowed because they are following the trail. Any excess figures in the unit may fight, but the muleteers cannot as they are too busy with the mules. If a mule is killed, they may join the fighting. Their reserves may also be outflanking.

Each side may choose up to 600 points for their main force with another 400 points in reserve.

Terrain

The terrain is light jungle (soft cover -1) over the entire board except on the road, which is running down the center of the long length of the board.

Special Rules

Terrain Special Rules: Dug-in, Forest and Jungle, Roads.

Australian Special Rules: Limited Artillery Support, Never Give Up.

Japanese Special Rules: Banzai!, Death Before Dishonor, Mule Team.

Setup

The Japanese are setup first in march column along the Kokoda Trail, figures 2-3 abreast, mules 1-2 abreast, with the head of the column 24” from the Japanese edge of the board.

The Australians may start the game using the Hidden Setup at least 16” from any Japanese unit.

Objectives

The Japanese must get supplies to the forward units. The Australians attempt to stop them.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points; highest scoring player wins. Two additional points are awarded to the Japanese player for each mule that makes it off the opposite end of the board. Conversely, one point is awarded to the Australian player for each mule killed.



Members of the 2/6 Independent Commando Company patrol near Wanigela in October 1942.

SCENARIO 7 – Battle of Templeton’s Crossing October 22-28, 1942

Templeton’s Crossing was named for Captain Sam Templeton who commanded Company B, 39th Battalion, the first company to defend the Kokoda Trail. The crossing is located in the Eora Creek Valley where the original trail crossed Eora Creek. It was named by Bert Kienzle of ANGAU. The Advancing Australians were led by D Company, 3rd Battalion, who first contacted the Japanese entrenchments on Imita Ridge east of Eora Creek. Major General Arthur Allen, commander of the 7th Division, had to moderate his advance because of supply difficulties but was pressured Generals Blamey and MacArthur to move quickly to catch what they perceived to be a fleeing enemy. However, in reality, the Japanese had fallen back to four previously prepared defensive positions, defended by the “Stanley Detachment”, the 2/144th Regiment. The first two positions were located just north of Kagi on the main Myola trail, the third overlooked Templeton’s Crossing and the fourth was at Eora Village. The Australians reached Templeton’s Crossing on October 16th where they were subjected to artillery fire. D Company, 3rd Battalion reached them first and deployed to attack in the morning. The other two battalions deployed to their rear.

On October 23rd they crossed the first bridge across Eora Creek at Templeton’s Crossing when a cloud cleared the moon. By dawn they were pinned down. During the next two days an outflanking maneuver was attempted. Unfortunately, the creek flooded, washing away both bridges. During this time the Chaplain, C.W. Cunningham, continued to help bear wounded across the water, then continued to comfort the wounded without regard for his safety. By the 27th, the Japanese found themselves needing to tighten up their lines and moved slightly back to do so. On the morning of the 28th two companies assaulted the enemy positions on the Japanese right. A Corporal Lester Pett singlehandedly knocked out four machinegun posts. This was the first time the Australians had seen the Japanese run, dropping their weapons, and scrambling through the brush. Some of the dead were wearing Australian wristwatches. Seventy-nine Australians were lost in this battle. General Blamey relieved General Allen of Command the day before the breakthrough. He was replaced by General Vasey.

Scenario

The Australians are attempting to push the Japanese further down the Kokoda Trail. The Japanese are hoping to hold their position.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p3). They may not include forward observers, artillery units, or transport vehicles.

The Japanese must be taken from the **South Seas Detachment Reinforced Platoon** selector (p7). They may not include forward observers or transport vehicles.

Terrain

The terrain is light jungle over the entire board except on the path, which runs across the center of the short width of the board. A mountain creek (deep ford) is placed along the center of the long length of the board.

Special Rules

Terrain Special Rules: Dug-in, Forest and Jungle, Jungle Bridges, Rivers and Streams.

Australian Special Rules: Limited Artillery Support, Exhaustion, Never Give Up.

Japanese Special Rules: Ambush Tactics, Artillery in the Kokoda Campaign, Banzai!, Death Before Dishonor, Exhaustion, Jungle Bombardment, Show Your Loyalty.

Setup

The Japanese are setup first in defensive emplacements on the east side of Eora Creek up to 12" from their friendly long edge. They may use Forward Deployment.

The Australians may start the game on the west side within 12" of their friendly long edge. They may use Forward Deployment.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points; highest scoring player wins.





Eora Village, August 27, just before the battle in 1942



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A 25-pounder gun of the 14th Field Regiment being pulled through the jungle towards Uberi, on the Kokoda Track, in September 1942.

SCENARIO 8 – Battle of Oivi-Goiari November 5-11,1942

After re-taking Kokoda it was easier for the Allies to get supplies up the trail, greatly increasing the ability to advance on the trail. In contrast, the Japanese were not getting the supplies they needed. The allies were again re-supplied with air drops at Kobara. Brigadier John Lloyd's 16th Brigade (2/1st, 2/2nd, 2/3rd, and 2/4th Battalions) bypassed Brigadier Kenneth Eather's 25th Brigade (2/31st, 2/32nd, and 2/33rd Battalions) and assumed the lead. Together, the two brigades were comprised of about 3700 men. They left the mountains and entered the lower and warmer, more open country. On November 5 the 2/2nd and 2/3rd battalions and the 3rd Militia were stopped by a Japanese strong defensive position held by the remnants of the Japanese 41st Regiment under Colonel Kiyomi Yazawa, and the 144th Regiment commanded by Lieutenant Colonel Tsukamoto Hiroshi, about 2800 men, on the high ground at Oivi. They were led by General Tomitaro Horii and were supported by 15 mountain guns and 30 machineguns as well as snipers in the trees, all with interlocking fields of fire. Their defensive emplacements were camouflaged and strengthened with palm logs. They were determined to hold their ground. The Australians lacked artillery but were supplied with plentiful mortar rounds.

Frontal attacks at Oivi over the next two days made no progress. General Vasey sent the 25th brigade reinforced by the 2/1st Battalion on an outflanking maneuver along a secondary trail. On the 9th the 2/25th and 2/31st battalions were enveloping the Japanese on the north-south trail by way of Kobara and Komondo. The flankers searched for a north-south trail which they didn't locate until the 7th. In response Japanese General Horii sent the 2nd and 3rd Battalions of the 144th Regiment from Gorari to Baribe to block them.

The Japanese realized they were caught in a deadly trap, further convinced by the bombing strafing by US aircraft. Desperate fighting raged throughout the 10th. Horii withdrew the 1/144th from the Oivi strongpoint to protect Gorari. On the 9th the 2/25th and 2/31st battalions fought hand-to-hand at Baribe and the 2/33rd blocked Gorari from the west. The 2/1st, attacking from the east fought with Horii's headquarters. The Japanese defenders at Oivi were running low on ammunition and were weak with lack of food, Horii ordered a withdrawal. During the evening of 11/12 November. They fell back to cross the Kumusi River, however, the 1/144th did not receive the order and had to fight their way out with the Australians at their heels. The Aussies reached the Kumusi at Wairopi on the 13th. They had lost 121 men killed and 225 wounded. The Japanese had been forced to abandon much of their artillery and a great store of ammunition and other supplies. This was the last major engagement on the Kokoda Trail, though pockets of Japanese remained on the west side of the river.

Scenario

The Japanese are holding the line at Oivi. The Australians are attempting to flank and defeat them.

Forces

The Australian force must be chosen from the **1942 Australian Army Reinforced Platoon** selector (p3). They may have two mortars instead of one and can include an air forward observer, but no artillery units, or transport vehicles. They may use outflanking.

The Japanese must be taken from the **Pacific Defenders Reinforced Platoon** selector (p6). They may not have an air or artillery forward observer or transport vehicles. They may include artillery units and use Forward Deployment. No outflanking.

Terrain

The terrain is intermittent jungle over the entire board. The Japanese half of the board slopes up to a ridge 12" from the Japanese friendly edge.

Special Rules

Terrain Special Rules: Dug-in, Forest/Jungle.

Australian Special Rules: Aggressive Patrolling, Limited Artillery Support, Never Give Up.

Japanese Special Rules: Ambush Tactics, Death Before Dishonor, Exhaustion, Show Your Loyalty.

Setup

The Japanese are dug-in within 12" of their edge on the ridge to the east. The Australians start the game on the west side within 12" of their friendly long edge. They may use Forward Deployment.

Game Duration

The conflict will last six game turns.

Victory Conditions

Points are awarded per the Attrition Points. The highest scoring player wins.

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