

Milne Bay Campaign

New Guinea 1942

(August 25th to September 5th)

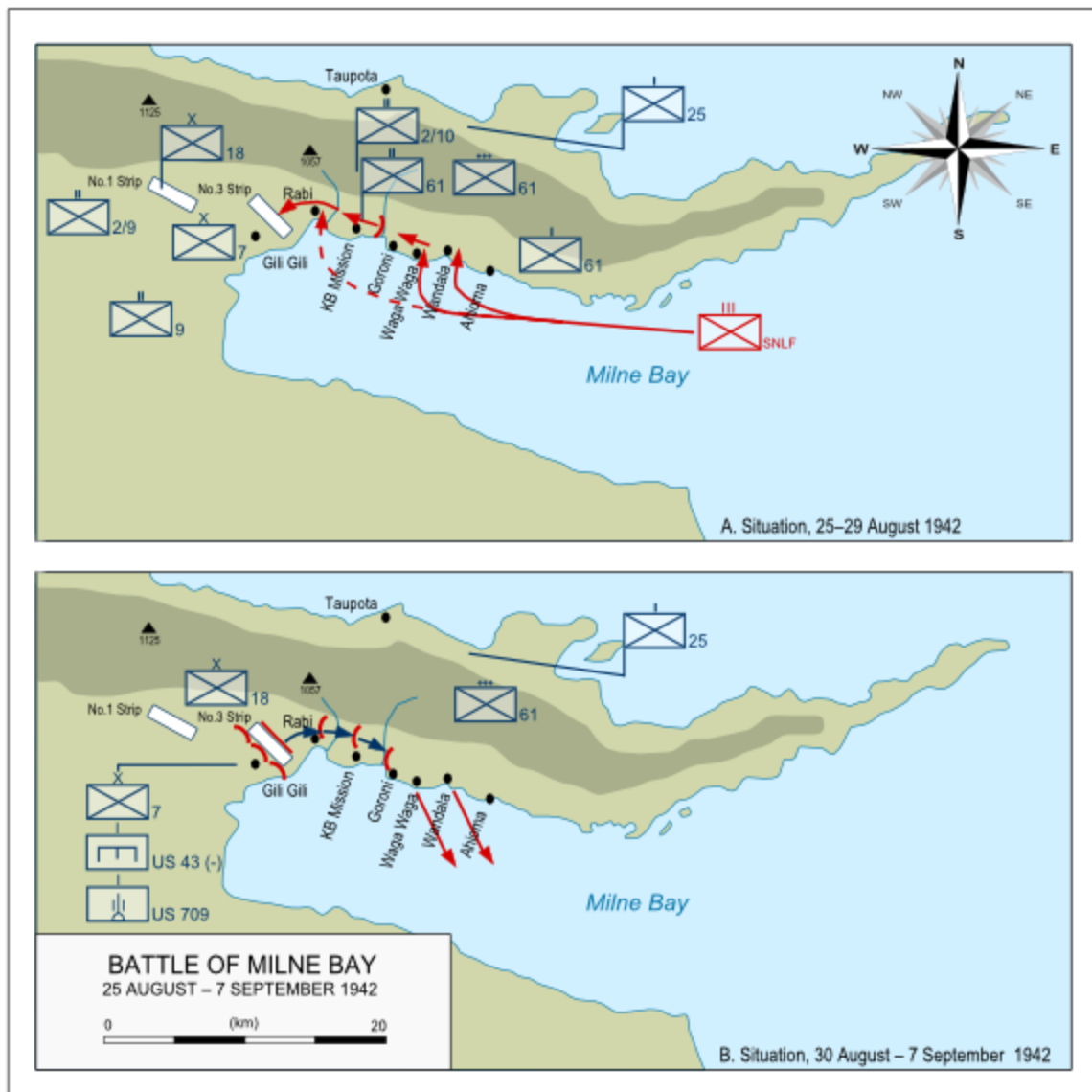
A Bolt Action Game Supplement



A Kittyhawk comes in to land at No. 1 Airstrip, guarded by a Bofors 40mm anti-aircraft gun of the 2/9th Light Anti-Aircraft Battery.

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A map of the Milne Bay area showing Japanese movement and Allied dispositions. The Japanese landed at Waga Waga and Wanadala. The Australian command center is located near Gili Gili; airstrip #1 is northwest of the HQ. Airstrip #2 is even further west (off map) and airstrip #3 is located just to the east.

Milne Bay

The Australians were commanded by Major General C. A. Clowes. His force consisted of two brigades of infantry and various support groups: two squadrons of RAAF Fighters (the 75th and 76th flying P-40 Kittyhawks), a detachment of RAAF Hudson Bombers, and a platoon of the US 101st Coast Artillery Battalion. Company E of the 46th Engineers of the US Army Corps of Engineers arrived on the Dutch KPM ship *Bontekoe* with airbase construction equipment.

The Australian units included the inexperienced 7th Australian Militia Infantry Brigade (MIB), including the 9th, 25th, and 61st battalions under the command of Brigadier John Field, and Brigadier George Wooten's experienced 18th Infantry Brigade that had served in the Middle East and at the siege of Tobruk, consisting of the 2/9th, 2/10th and 2/12th Infantry Battalions with their 9th Battery of the 2/5th Field Regiment, and the 9th Light Anti-Aircraft Battery. U. S. units included the 709th Anti-Aircraft Battery, the 96th Separate Engineer Battalion and Company E of the 46th Engineers. There were other small support units and Papuan laborers. In total, there were 7,459 Australian and 1,365 US Army personnel at Milne Bay, of whom about 4,500 were infantry. In addition, there were also about 600 RAAF personnel.

Work on the first airfield, which became known as #1 Airstrip, had commenced on June 8th, with Papuan workers under the supervision of Australian New Guinea Administrative Unit (ANGAU) while the US 96th Engineer Separate Battalion began clearing the area near Gili Gili for the other two airfields, #2 and #3. Company E of the US 46th Engineers began working on finishing Airstrip #1 on June 30. Meanwhile, Clowes had assigned the 7th MIB to guard key points and kept the 18th Brigade in reserve.

Judging that the airstrip would create problems for them the Japanese high command decided to make an amphibious assault to capture it. They sent a task force under the codename 'Operation RE', including two light cruisers, *Tenryū* and *Tatsuta*, as well as three destroyers, *Urakaze*, *Tanikaze* and *Hamakaze*, in concert with the transports, *Nankai Maru* and *Kinai Maru*, and the submarine chasers *CH-22* and *CH-24*. Unfortunately for them, Japanese Intelligence had determined that only two or three companies defended the airstrips, so they only selected about 1250 troops to make the assault. On the 23rd and 24th of August Japanese planes bombed and strafed the airfields. Allied planes spotted the Task Force on the 25th as it approached its target. They bombed and strafed the ships with little result.

At 11:30 PM on the 25th of August, the Task Force landed 1174 *Kaigun Rikusentai* (Special Naval Landing Forces) troops designated Hayashi Force at Waga and Wandala, a little more than 6 miles east of the nearest airstrip. The landing force was supported by two Type 95 Ha-go light tanks. At the time of the landing the Australian main force was deployed near Gili Gili. Two companies of the 61st Battalion were near the landing zone, one at KB Mission and one at Ahioma. The company at Ahioma had been ordered to return to Gili-Gili by water and two of the three platoons were on their way in two ketches. They ran into the landings at Wanadala. In the melee one ketch sank and the other returned to Ahioma. Some of the troops of the sunken ketch were lost and others made it to shore. They rejoined their battalion several days later. D Company, 61st Militia Battalion was caught near the landing zone. A small skirmish occurred, and they fell back to KB Mission. The Japanese had landed in the worst place imaginable. The mountains there came down to the north shore of the bay making a narrow corridor with only a few hundred yards to maneuver in. Their objectives, the airfields and the wharf, were on the west side of the bay, six miles away.

Allied Milne Bay Armies

Australian National Special Rules: (choose one only)

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.

Aggressive Patrolling (CNG p78) – An Australian platoon 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".

Never Give Up (CNG p78) – When defending, Australian infantry and artillery units count as having the Fanatics special rule (BAII 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 but they do not lose a pin if successful.

1942 Australian Defense of Milne Bay Reinforced Platoon (CNG p102)

1 Command Team, 1st or 2nd LT

2 Militia or AIF infantry sections

Headquarters:

0-1 Captain or Major

0-1 Forward Observer: Air or Artillery

0-1 Medic Team

0-1 Chaplain

Infantry:

0-4 Infantry Sections: MIB or AIF Sections, maximum of one US Engineer squad.

0-1 Medium Machine Gun Team

0-1 Mortar Team: Light or Medium

0-1 Boys Anti-Tank Rifle Team

0-1 Sniper Team

Artillery:

0-1 Light Artillery: 25pdr Light Howitzer (w/o AT rounds), QF 2pdr AT gun, or 40mm Bofors AA gun

Transport and Tows:

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

Special Rules:

Unit Cohesion – Militia Platoons cannot have veteran units; AIF Platoons cannot have inexperienced units.

New Units:

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, applying the following modifiers: *Inexperienced -1*, *Veteran +1*. On a 4+, the chaplain may remove 1 pin from the selected unit.

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

Militia Infantry Section:

Composition: 5-10 men at 7pts each, Inexperienced, armed with rifles.

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

One man may have a Bren gun for +20pts or a Lewis Gun for +15pts, another man becomes the loader.

Special Rules:

Green.

Lewis Gun – only 3 shots (dice) instead of 4.

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.

The unit may be given AT sticky bombs at +1pt per figure

Special Rules:

Wet Sticky Bombs – are ineffective in this damp weather. The unit does not need to make a tank fear morale roll to assault, but they must attack with a -1 and can only cause minimal damage.

1942 Milne Bay US Reinforced Platoon (no veterans)

1 Command Team, 1st or 2nd LT

2 Inexperienced or Regular infantry squads (Early, Mid-War)

Headquarters:

0-1 Captain or Major

0-1 Forward Observer: Air or Artillery

0-1 Medic Team

Infantry:

0-4 Infantry Squads: Inexperienced or Regular infantry squads (Early, Mid-War), maximum of one Engineer squad.

0-1 Machine Gun Team: medium or heavy

0-1 Mortar Team: Light or Medium

Artillery:

0-1 Light Artillery: 37mm Light Antitank gun, or 40mm Bofors gun

Transport and Tows:

0-1 Transport or Tow (in total) from: Jeep, Dodge ¾ ton truck, 1 ½ ton truck, 2 ½ ton truck

Japanese Army

Japanese National Rules

Ambush Tactics - (AoJ 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).

Assault of Milne Bay Reinforced Platoon (CNG p109)

1 Command Team, 2nd LT

2 Infantry Squads from: SNLF squad

Headquarters:

0-1 1st LT or Captain

0-1 Medic Team

0-1 Forward Observer (Naval Artillery or Air)

Infantry:

0-4 additional Infantry Squads: SNLF Scout team, SNLF squad, a maximum of 1 SNLF Grenadier squad

0-1 Medium Machine Gun team

0-1 Mortar team: light or medium

0-1 Flamethrower team

0-1 Sniper team or Lone Sniper

0-1 Anti-Tank Rifle Team

Artillery:

0-1 gun from: Type 94/Type 1 37mm AT gun, Type 92 70mm Infantry gun

Armored Vehicles:

0-1 Type 95 Ha-Go Tank

Platoon Special Rules:

SNLF Platoon – (CNG p109) no Inexperienced units may be taken.

Limited Tanks – The Japanese only landed two Type 95 Ha-Go tanks for the entire campaign. If a tank becomes destroyed or immobilized in mud it is not available for further scenarios. When both tanks are out the Japanese have none.

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.

Japanese New Units:

SNLF Scout Team, 45pts (Veteran)

Composition: 1 NCO and 2 men armed with rifles.

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

Special Rules:

Advance Deployment – Scouts count as Observers/snipers during setup.

Behind Enemy Lines – Scouts ignore the -1 modifier to enter the board when outflanking.

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).

Campaign Special Rules

Attrition Points – In many scenarios, 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, armored car,
- 3 points for a veteran rifle squad, light tank.

Contest for the Skies – (Dave) During this campaign both sides were fighting to gain control of the skies. If two opposing aircraft are about to roll on the Air Strike Chart on the same turn, players

make opposing die rolls; the higher roll makes the attack as normal. The lower roll indicates the plane has been destroyed or chased away, remove the target marker.

Dense Terrain – (BA II p52) is Rough Ground to move into, across, or out of. It blocks LOS except for defenders inside. Soft cover for woods; hard cover for rocky outcroppings.

Dug-in Rules: (CNG p121) Dug-in rules involve emplacements which must be purchased out of a player's force point allotment: Foxholes: 20pts each, Weapon Pits/ Redoubts/Berms: 30pts/ea, Trenches: 25pts per 6" section, Sandbags: 15pts per 3-4" section.

Sunken Works – (Dave) foxholes, trenches, redoubts, and the troops inside do not block LOS; these emplacements are indestructible.

Built-up Works – (Dave) berms and sandbag emplacements 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 or by 8 HE hits.

Cover – 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.

Obstacles – emplacements are impassable for artillery, wheeled, and half-tracked vehicles, obstacles for infantry and tracked vehicles.

Hull Down – dug-in vehicles count as having hard cover. When receiving an "Immobilized" damage result use the "Crew Stunned" result instead.

Hidden – dug-in units use the normal Hidden rules, but they count as Down versus HE. When Hidden set-up no longer applies the unit reverts to the Dug-in rules.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken works) instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Fences – (BA II p57)

Stone and Adobe Yard Walls – are obstacles for infantry and tracked vehicles, impassable for wheeled or half-tracked vehicles. They provide hard cover when intervening in the line of fire, but no penalty for shooters in base contact. A 3-4" section is destroyed on 6 HE hits (before rounding) or when rolled over by a tracked vehicle.

Wood Fences – provide soft cover and are destroyed on 4 HE hits (before rounding). They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks. Remove a 6" section if they are driven through.

Forest and Jungle – provide soft cover. If a unit is firing from within 1-2" of 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).

Heavy Jungle – is rough ground and light mortars cannot be used due to the excessive foliage (shells explode in the canopy).

Hills and Ridges – when moving uphill the slopes of hills and ridges are rough ground (Advance only), or difficult ground (Advance, no shooting, impassable for vehicles). The crest will provide soft cover versus fire at units in contact with it.

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

Mud – if a jungle rain occurred recently vehicles must roll a d6 on the Mud Table before moving: 0 = Buried deep: the unit is immobilized for the rest of the game.

1-2 = Bugged Down: if starting outside a patch of mud the vehicle stops upon entering it; if starting inside the vehicle does not move; -1 modifier to try again next turn.

3-4 = Struggle: vehicles move only 6", hand-moved artillery 2".

5-6 = Fairly Solid Going: normal movement.

DMs: fully tracked +1, half-tracked 0, wheeled/artillery -1, off-road +1.

Rivers and Streams – the entire stream or limited portions deep or shallow fords.

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

Shallow Fords – are Rough Ground (Advance and shoot).

Roads – paved roads provide vehicle x2 movement, dirt roads do not.

Scenario #1 – First Contact August 26, 1942

It had rained heavily for weeks and continued to do so. Mountain streams were swollen torrents, and the soil was made spongy, “a corridor of quagmire.” The single coastal trail that followed the corridor had been washed away in places and the fords were three feet high. The rest of the area was jungle and swamp, a nightmare for any force attempting to maneuver.

At dawn the Japanese moved forward supported by their two light tanks. Militia B Company, 61st battalion, skirmished with them at KB Mission, repelling the attack even though they were lacking in AT weapons. Meanwhile the Allied Air Force attacked the Japanese supply base near the landing area, destroying much of the supplies and many of the personnel as well as some of the landing barges. Throughout the campaign the Allies intermittently gained air superiority.

The Japanese continued to press B Company, so Brigadier John Field sent two platoons of his 25th Battalion forward. The Australians attempted to move up anti-tank guns but were unable to do so over the muddy roads and sent sticky bombs and anti-tank mines instead. At 16:45 pm, with air and artillery support, the two platoons of the 25th launched a minor attack upon the Japanese forward positions which were located about 600 yards to the east of KB Mission. They pushed the Japanese back 200 yards, but weary from the day's fighting, the Australians withdrew to Motieau, just west of the mission.



*RAAF Kittyhawk Squadron at Milne Bay, William Dargie
[Oil on canvas 154 x 275.3 cm AWM ART 27628]*

Opposing Forces

One **Australian Defense of Milne Bay Reinforced Platoon** (p3). All rifle sections are Militia sections (p4), no onboard artillery or vehicles. The sections may carry one Lewis gun each, no Bren guns. The platoon may have an Air Forward Observer (2 air strikes) but no

artillery support. In this scenario all Australian inexperienced units have the Green rule (*BA II* p90), not just the rifle sections.

The Japanese player must use the **Assault of Milne Bay Reinforced Platoon** (p4). They may include one Type 95 Ha-Go Tank, but no other vehicles or onboard artillery. But they may include an Air Forward Observer team (2 air strikes) or a Naval Artillery Forward Observer (1 strike). They may use Forward Deployment.

Outflanking may be used.

Setup

The 6'x4' game board oriented along the 4' side. The terrain consists of Jungle with a dirt road running across the middle of the board (muddy road). Randomly place two 12"x12" patches of rough or dense ground, diagonally, one on each half of the board (one on the Australian half and one on the Japanese half). Both forces are setup within 12" of their friendly board edge. A road runs across the 4' width centered on the 6' length of the board. This is a day scenario.

Special Rules

Terrain Special Rules

Dense Terrain (BA II p52), Forest and Jungle, Mud, Roads.

Australian Special Rules

Contest for the Skies, Green (all inexperienced units), Limited Artillery Support.

Japanese Special Rules

Banzai, Contest for the Skies, Death Before Dishonor, SNLF.

First Turn

The Australians are patrolling along the road with the Japanese advancing from the opposite direction. Both sides set up within 12" of their friendly board edge. Then play proceeds as normal.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points (p5). The player that scores two more points than the opponent wins. Otherwise, the game is a draw. This scenario aptly demonstrates the vast difference between Inexperienced and Veteran troops.

Aftermath

Playing the Campaign: If tied play again. If the Japanese won, play advances to the next scenario (#2). If the Australians won, it reverts to the current scenario (#1) again. If the Japanese lose a second time, they have lost the campaign. Between scenarios units must use the roads, roll once on the Mud Table for each vehicle or artillery unit to determine if the unit can get there (a 5+ makes it).

Scenario #2 – The Battle of KB Mission August 27, 1942

At dawn on August 27 the Japanese sent eight dive bombers with twelve Zero fighter escorts to attack the Allied airfield at Gili Gili. One of the attacking aircraft was shot down, while only a small amount of damage was inflicted on the airfield. General Clowes ordered the 2/10th battalion of 420 men forward to retake the KB Mission and establish a defensive line there, although they could not be reinforced at that position. They passed through the lines of the 25th and 61st battalions who were ordered to fall back to Airstrip #3, leaving the 2/10th on their own. Around 8:00pm the Australians heard massed chanting and cheering, then the Japanese sent two Type 95 Ha-Go tanks with bright headlights into the plantation. They crossed Eakoekonai Creek (shallow ford) and headed for the mission. The men from the 2/10th tried to disable them with sticky bombs, but due to the humid conditions the bombs failed to adhere to the Japanese armor. In the fighting that followed over the course of two and a half hours, the Australians suffered heavy casualties. With the help of indirect fire support from the 2/5th Field Regiment's 25 pounder guns situated near Gili Gili, they repelled four frontal attacks. By midnight the Australian lines were broken, and the Battalion was split in half with the HQ and the left half retreating into the hills and the right half retreating to the Gama River. A renewed assault brought the Japanese all the way to Airstrip #3 which was still under construction. Unfortunately for them their tanks became mired in the mud and couldn't advance. However, the RAAF pushed the Japanese back 1.2 miles by repeated strafing. For the next two days, there was a lull in the fighting. Despite being outnumbered the Japanese were proving to be exceedingly tenacious. The left portion of the battalion was forced to go roundabout and did not make it back to their lines for three days.



Members of the 61st Battalion, an Australian infantry patrol, at Milne Bay in October 1942. Although taken after the battle, this photograph gives some indication of the conditions that the infantry endured.

Opposing Forces

The Australian player must use the **Australian Defense of Milne Bay Reinforced Platoon** (p3) selector guide. The platoon must include AIF rifle sections with one AT rifle, AT, but no vehicles, or onboard artillery, however they may have an Artillery FO. They may use Forward Deployment.

The Japanese player must use the **Assault of Milne Bay Reinforced Platoon** (p4) selector guide. The SNLF reinforced platoon may include one Type 95 Ha-Go tank, no other vehicles or artillery. They have neither air nor artillery support.

Setup

The 6'x4' board is oriented across the 6' length. Place a dirt road along the 6' length in the center of the board. The terrain consists of jungle with a couple of patches of rough or dense ground. There is a small creek just under 24" from the Japanese friendly edge (east). In the middle of the board touching the Australian edge (west) setup a place approximately 18-20" square cleared and cultivated area with a few native buildings. This is a night scenario.

Special Rules

Terrain Special Rules

Dense Terrain (BA II p52), Dug-in, Fences (if any), Forest and Jungle, Reduced Visibility (BA II p220), Mud, Rivers and Streams (deep fords), Roads.

Australian Special Rules

Limited Artillery Support, Never Give Up.

Japanese Special Rules

Banzai!, Death Before Dishonor, SNLF.

First Turn

The Australians setup within 18-24" from their friendly board edge. The Japanese setup on their side of the creek. Outflanking may not be used.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points (p5). The player that scores two more points than the opponent wins. Otherwise, the game is a draw.

Aftermath

Playing the Campaign: If tied play again. If the Japanese won, play advances to the next scenario (#3). If the Australians won, it reverts to the previous scenario (#2). Between scenarios units must use the roads, roll once on the Mud Table for each vehicle or artillery unit to determine if the unit can get there (a 5+ makes it).

Scenario #3 – Banzai at Stephens Ridge August 31, 1942

On the 29th of August at 20:15 the Japanese landed the SNLF Yano force of 769 men. While this was taking place, the warships shelled Allied positions around Gili Gili. The shelling was not significant, however, and no casualties resulted from it. By 23:30, they had completed their landing and moved to join up with Hayashi force. That day an Australian patrol found two Type 95 Ha-Go light tanks bogged down in the mud and abandoned. Throughout the 30th of August, the following day, the Australians carried out patrolling operations while the Japanese rested in the jungle in preparation for a night attack. The Australians dug-in just behind airstrip #3 with the 61st Battalion on the left and the 25th Battalion on the right. The US 43rd Engineer Regiment was in the center behind them and could reinforce either battalion. The 2/20th Battalion was placed further back in the left rear with the 9th Battalion opposite them.

That night the Japanese began forming up along the track at the eastern end of No. 3 Airstrip by the sea, and at 03:00 on August 31 they launched their attack. Advancing over open ground and illuminated by flares fired by the Australians, the first Japanese attack was repelled by heavy machine gun and mortar fire from 25th and 61st MIBs as well as the 46th Engineer General Service Regiment, and artillery fire from the Australian 2/5th Field Regiment. A further two *banzai* charges were attempted, only to meet the same fate, with heavy Japanese casualties including the Japanese commander, Hayashi.



No. 3 Airstrip with Stephen's Ridge in the foreground

Opposing Forces

One reinforced platoon from the **1942 Australian Defense of Milne Bay Reinforced Platoon** (p3) or the **1942 Milne Bay US Reinforced Platoon Troop Selector** (4). The platoon may have an Artillery Forward Observer but no air support (night attack), no forward deployment. They may be dug-in.

The Japanese player must use the **Assault of Milne Bay Reinforced Platoon** (p4), SNLF units only. They may not use Forward Deployment since they are advancing.

Outflanking may not be used.

Setup

The 6'x4' board is oriented along the 4' width. The Australian setup zone is a ridge within 12" of their friendly side of the board. They are dug-in on the ridge top. The Japanese setup zone is Jungle up to 12" from their friendly board edge. The terrain in between consists of open ground including a runway. A road runs across the short width of the board 6" away from the Australian right edge. This is a Limited Visibility, Flare! battle.

Terrain Special Rules

Dug-in, Reduced Visibility/Flare! (BA II p220), Forest and Jungle, Hills and Ridges, Mud, Roads.

Australian Special Rules

Limited Artillery Support, Never Give Up.

Japanese Special Rules

Banzai!, Death Before Dishonor, Preparatory Bombardment.

First Turn

Before starting, apply a Preparatory Bombardment on the Australian positions. The Japanese are setup in the woods, their setup zone. Play proceeds as normal.

Game Duration

The battle will last six game turns.

Victory Conditions

Players are awarded attrition points (p5). The player who scores two more points than the opponent wins. Otherwise, the game is a draw.

Aftermath

Playing the Campaign: whichever side won, or if the game is tied play advances to the next scenario (#4). Tanks and artillery cannot make it to scenario #4.

Scenario #4 – The End-Run August 31, 1942

After Hayashi's death Commander *Minoru Yano*, took over command. The survivors of the attack reformed in the dead ground around Point Creek. Yano led his men about 200 yards north of the airstrip in an attempt to outflank the Australian positions on Stephen's Ridge. They ran into a platoon of Australians who engaged them with Bren light machine guns. Then they withdrew just before dawn to the sounds of a bugle call. The Japanese survivors were shocked by the heavy firepower the Allied forces had been able to deploy, and the assault force was left in a state of disarray.

Opposing Forces

The Australian player must use the **Australian Defense of Milne Bay Reinforced Platoon** selector guide(p3). The platoon may be dug-in and if so, must pay for emplacements. No onboard artillery or vehicles. The platoon may have an Artillery Forward Observer but no air support.

The Japanese player must use the **Assault of Milne Bay Reinforced Platoon** selector guide (p4). The platoon may not include vehicles of any type or onboard artillery, nor use Forward Deployment.

Outflanking may be used by either side.

Setup

The 6'x4' board is oriented along the short width. The terrain is Jungle with a couple of 12x12 dense terrain or rough ground patches randomly placed. This is a night fight.

Special Rules

Terrain Special Rules

Dug-in, Dense Terrain (BA II p52), Forest and Jungle, Hills and Ridges, Mud, Reduced Visibility/Flare! (BA II p220), Roads.

Australian Special Rules

Aggressive Patrolling, Limited Artillery Support, Never Give Up.

Japanese Special Rules

Banzai!, Death Before Dishonor.

First Turn

The Australians are patrolling their flank and the Japanese are advancing from the opposite direction. Both sides set up within 12" of their friendly board edge.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points (p6). The player that scores two more points than the opponent wins. Otherwise, the game is a draw.

Aftermath

Playing the Campaign: If tied play again. If the Japanese won, they have won the campaign. If the Australians won, play continues to the next scenario (#5). Between scenarios units must use the roads, roll once on the Mud Table for each vehicle or artillery unit to determine if the unit can get there (a 5+ makes it).



An Australian patrol moves past Japanese tanks mired in the mud.

Scenario #5 – The Battle of Goroni September 4, 1942

On September 4, the 2/9th battalion moved east along the coast on either side of the coastal track. After about one hour, the advance company struck a Japanese defensive position at Goroni not far from the Japanese supply dump at Wagga Wagga. Goroni is located about a kilometer eastward from KB Mission about mid-way between KB Mission and Ahioma (Wagga Wagga). Throughout the day the Australians worked to outflank the position before launching an attack at 15:15. During this action, one of the 2/9th's Sections was held up by fire from three Japanese machine gun positions. The Section leader, Corporal John French, ordered the other members of the section to take cover before he attacked and destroyed two of the machine guns with grenades. French then attacked the third position with his Thompson submachine gun. The Japanese firing ceased, and the Australian section advanced to find that the machine gunners had been killed and that French had died in front of their position. He was posthumously awarded the Victoria Cross for his "cool courage and disregard of his own personal safety" which "saved members of his section from heavy casualties and was responsible for the successful conclusion of the attack."

Opposing Forces

One **Australian Defense of Milne Bay Reinforced Platoon** selector guide (p3), no onboard artillery or vehicles. They may have a Forward Observer (air or artillery, one strike).

The Japanese player must use the **Assault of Milne Bay Reinforced Platoon** selector guide (p4). They may include a Forward Observer team (air or artillery, one strike). They are dug-in.

Both sides may use Outflanking and Forward Deployment.

Setup

The 6'x4' board is oriented the short way and the game is played across the 4' width. The terrain consists of Jungle. The Japanese rifle squads have dug-in behind defensive works. A supply dump is placed in the center of the board, up to 6" from the Japanese friendly edge. A road crosses the 4' width about 12" from the Australian right edge, Japanese left. Just offboard is the shoreline. This is a day scenario.

Special Rules

Terrain Special Rules

Dug-in, Forest and Jungle, Mud, Roads, Supply Dumps.

Australian Special Rules

Aggressive Patrolling, Limited Artillery Support, Never Give Up.

Japanese Special Rules

Ambush Tactics, Death Before Dishonor.

First Turn

The Australians are advancing eastward, and the Japanese are holding the line as they evacuate their wounded. Both sides set up within 12" of their friendly board edge.

Game Duration

The conflict will last six game turns.

Victory Conditions

Players are awarded attrition points (p5). The Australians also gain 5 points if they control the Japanese supply dump at the end of the game. To control the dump one side must have a unit within 3" with no enemies within 3". The player that scores two more points than the opponent wins; otherwise, the game is a draw.

Aftermath

Playing the Campaign: If the Japanese won, the play reverts to the scenario #2 KB Mission (can be a day or night scenario). If the game is tied or the Australians won, the campaign is over, they have won. The SNLF embarks to reinforce Guadalcanal. Between scenarios units must use the roads, roll once on the Mud Table for each vehicle or artillery unit to determine if the unit can get there (a 5+ makes it).

Campaign's End

By the evening of September 4th, the Japanese force included only 50 effective soldiers; all the other surviving troops were either incapacitated or could only offer token resistance. In addition, the commanders of all the Japanese companies had been killed and only three or four platoon leaders remained.

The Japanese sent warships to help their embattled troops, but on September 5 the Navy was told to 'try to get them out.' All the available Japanese reinforcements were being routed to Guadalcanal. No more would be sent to Milne Bay. The next day, the Japanese called their invasion off. Some 1318 Japanese were rescued by naval vessels; 311 had been killed and 700 were missing. The Allied estimate was 750 Japanese killed at Milne Bay. The Australians had 534 battle casualties. Of these 161 were either killed or missing. As the Japanese retreated the Australians captured their supply dump at Waga Waga. The U.S. forces lost 14 personnel killed and several wounded. The Banzai tactic was used to great effect against inferior forces but against the firepower of the Allies it was a great way to help the enemy. Force starting numbers aside, it might be fairly said that the Japanese defeated themselves.

Sources:

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