

“Divine Warriors from the Sky”

The Japanese Airborne Assault on Air Landing Ground P1

Palembang, South Sumatra, Dutch East Indies
14th February 1942



A Scenario For ‘Battlefront: WWII’ By R Mark Davies

‘A large force of enemy aircraft appeared and after lightly bombing the aerodrome, paratroops were dropped at two places around the aerodrome and at Pladjoe, about four miles down the river where the refinery was situated. The number of paratroops dropped at Pladjoe numbered approximately 300, those at P1 350. At this time all serviceable Hurricanes were away escorting the bombing force which had proceeded to attack the enemy transports in the Banka Straits... All available armed personnel were immediately rushed up to P1 to engage the paratroops. Owing to the shortage of smallarms a large number of personnel on the airfield were unarmed, and during the course of the day the majority of these were successfully evacuated through the paratroops to Palembang.’ – Air Commodore Stanley P Vincent RAF, Air Officer Commanding 226 Group

‘All but two hours before I had taken off from a busy airfield, now it was dead, deserted. All was, apart from the lack of people, exactly as I had left it – the unserviceable Hurricanes, the petrol bowsers, the odd bits and pieces, all the paraphernalia of an active fighter base remained. Everything except the men who used it... A man suddenly came racing from the cover of the jungle, shrouding the airfield’s edge. ‘Micky’ Nash.

“What the hell are you doing landing here? Didn’t you get the gen on your R/T?”

“Duff. What’s up?”

“Paratroops! You can’t walk out. You can’t drive out. Hundreds of the buggers. You must have passed their aeroplanes.”

“But they were Lockheeds... I’m damn sure they were... Jesus Christ on a bicycle – we passed right over them! But they had British markings... I’m sure they did... The trailing flaps... They were Lockheeds. We all saw them. You couldn’t miss seeing them...”

In fact, these aircraft were probably Kawasaki Ki-56s which have trailing flaps and much resemble Lockheeds... From the jungle we heard rifle fire. I forgot the Lockheeds...’ – Sergeant Pilot Terrence Kelly RAF, 258 Squadron

Scenario Overview

By the second week of February 1942 the situation was looking very grim for the Allies in the Far East. Hong Kong had fallen, Malaya had fallen, Borneo had fallen, Singapore was about to fall, the Royal Navy’s relief force had been sunk, the Chinese and British armies in Burma were in full retreat, the Americans and Filipinos were making their last stand in Bataan and the Dutch East Indies were falling like ninepins to the Japanese onslaught.

In Sumatra, the few British, Australian and Dutch forces present watched the situation with increasing nervousness, knowing that one day soon the Japanese were going to come for them. RAF and RAAF aircraft based near the Sumatran town of Palembang, continued to carry the fight to the Japanese, attacking Japanese naval forces and bombing targets in support of the beleaguered garrison of Singapore. Their main airbase was situated in the modern

airfield that had been built to service the Dutch oil industry at Palembang town and was designated 'Air Landing Ground P1'. The secondary airfield was established at a large jungle clearing, with no permanent infrastructure and with all aircraft hidden in camouflaged jungle hides. This was designated 'P2'. The Japanese of course, had a great deal of intelligence on P1, but they had no idea as to the existence of P2.



The two airfields and the oil refineries at Palembang were defended by two Heavy Anti-Aircraft Batteries and a Light Anti-Aircraft Battery from the Royal Artillery and a small force of armed RAF personnel, though the majority of RAF personnel were unarmed. There was also a reasonably large force of Dutch East Indies (KNIL) troops, comprising a full battalion of Dutch regulars, two companies of Indonesian troops, two 75mm artillery batteries, an anti-aircraft battery and a section of armoured cars. The KNIL infantry were well-equipped with trucks mounting anti-aircraft machine guns. However, despite their theoretical strength, Dutch civilians and KNIL alike seemed to be gripped by a defeatism and despondency that is recorded in many accounts. One Dutch officer even told the senior RAF officer at Palembang that he had received a portent of doom and that Japanese Paratroopers would drop on 14th February, which was of course, defeatist nonsense...

On the morning of 14th February, all the serviceable aircraft stationed at Palembang were out on missions. The Hurricanes of 258 Squadron RAF were escorting a force of Blenheim light bombers, who were on their way to attack a Japanese convoy that had been spotted in the Banka Strait. They had just departed P1 and were passing through cloud, when they spotted a large force of Lockheed Hudsons heading in the opposite direction. This was by no means unusual; RAF and RAAF Hudsons were also operating out of P1 & P2. However, what they had spotted was not a formation of Hudsons... It was in fact the Imperial Japanese Army's Raiding Flying Regiment, commanded by one Major Niihara, which operated Kawasaki Ki-56 and Ki-57 transports. The Ki-56 design was, like the Hudson, based on the Lockheed Electra and in the air looked almost identical...

Fortune had smiled on the Japanese and the RAF Hurricanes passed by without giving them a second glance. The Raiding Flying Regiment were now only minutes away from dropping paratroops on to P1 and the refineries at Palembang...

Scenario Length

The scenario lasts for 25 turns and the Japanese have the first turn.

Briefing for Wing Commander Harold Maguire RAF, Commanding RAF-KNIL Defence Forces at Air Landing Ground P1

Situation

The situation is grim. You had only just received word this morning that Singapore seems set to fall, when suddenly the air-raid sirens started to wail and bombs started to impact the airfield. Running outside, you were thunderstruck to see parachutes blossoming as paratroops – hundreds of them – started descending all around the airfield. You immediately gave orders that all pilots are to be informed that the P1 is under attack and are to be instructed to land at the alternative jungle airstrip, designated P2.

The Royal Artillery ack-ack guns have opened up on the Jap aircraft and the Squadron Defence Sections are rushing to their positions along with some native Indonesian troops. You've no idea where the resident Dutch battalion is today, but you can only hope that Lt Col Voegesang and his men will rush to your aid if they haven't already got enough problems of their own.

Your first priority must be to defend P1 and get it open for air operations once again. However, you also have a responsibility to your unarmed personnel (particularly those who will be of use at P2) and you must get them, as well as any essential vehicles and equipment, out of here as soon as humanly possible.

Air Landing Ground P1 – Palembang, Sumatra, Dutch East Indies, 1942



Mission

You are to defend P1 against the airborne assault, with the intention of keeping the airfield open for air operations.

Execution

Friendly Forces

Your forces are detailed in the Order of Battle below. You are reliably informed that Lt Col Voegesang is assembling a mobile column that will strike north from Palembang as soon as possible.

Enemy Forces

Reports are coming in thick and fast, with reports of anywhere between 200 and 1,000 paratroops landing to the west, east and south of the airfield, with yet more landing south of the river, around the oil refineries at Pladjoe. At present the Japanese have not attacked P2, so it would appear that they have not yet discovered its existence.

Deployment

Your anti-aircraft guns are deployed in the locations shown on the map, in Improved Positions. The remainder of your forces are deployed within the area circled on the map.

Royal Artillery Antiaircraft command and transport elements may be deployed with the guns or within the main Allied deployment area. Their transport vehicles may not be dug in or in improved positions.

Infantry may be dug-in, but not on the runways or in the buildings.

The six 15cwt Trucks listed under 'Attachments' in the order of battle are being loaded up with essential personnel, documents and equipment and may not be moved until the convoy is ready to move off (see below).

Allied Air Support

Roll a D10 in the Air Support Phase of each Allied turn from Turn 2 onwards. On a roll of '0', a Hurricane Mk II (card 14A-26) will make a single strafing run on any Spotted or Suspected targets.

Allied Reinforcements

Turn 12 Lt Col Vogelesang's KNIL *Stadswacht* Company will arrive on the Palembang (south) Road, led by the armoured car section and mounted in its trucks. Alternatively, the Allied player may opt to arrive on **Turn 12** but dismounted and with the infantry deployed up to 12 inches from the road.

Allied Evacuation Column

Turn 6 The evacuation column of **x6** RAF 15cwt trucks will be ready to roll south. The trucks may only count as having escaped if they exit the southern edge of the table on the Palembang Road. Wg Cdr Maguire may allocate forces to its protection if he so wishes and these may be transported in the trucks. Note that the 15cwt trucks will not count towards unit strength and will not be counted as losses on Manoeuvre rolls. However, they will count towards VPs.

Briefing for Colonel Seiichi Kume, Commanding IJA 2nd Raiding Regiment

Situation

Your regiment has been given the signal honour of carrying out the Imperial Japanese Army's very first assault by parachute!

However, this is not the first such Japanese operation, as the Special Naval Landing Force already holds that honour, having carried out two tremendously successful parachute operations within the last month. Nevertheless, your Divine Warriors will today drop from the sky to deliver a crushing blow to the Emperor's enemies that will eclipse the achievements of the SNLF paratroops!

Your regiment's objective is three-fold:

1. You are to secure the strategically-vital Dutch oil refineries at Pladjoe, south of Palembang and the Musi River
2. Your main force, under your Second-in-Command Major Komura, is to secure the British-operated airfield north of Palembang town and prevent its use by enemy air forces. Your Second Attack Group (Lt Morisawa's 3rd Company) will drop onto the secured airfield tomorrow.
3. You are to secure a landing site at Palembang for the 38th Infantry Division, the liberators of Hong Kong, who will be sailing by barge up the Musi River tomorrow.

Enemy forces are thought to be weak. Reconnaissance has identified antiaircraft positions close to your DZs, though these will be neutralised by air power before your jump and your paratroopers will surely make short work of any surviving gunners after landing. Your transport force also has ample fighter escort with which to drive off any attempt by enemy fighters to attack you in the air.

Air Landing Ground P1 – Palembang, Sumatra, Dutch East Indies, 1942



Mission

You are to assault the enemy airfield at Palembang, with the intention of closing the airfield to enemy air operations.

Execution

Friendly Forces

Your forces are detailed in the order of battle below. Note that some of the forces listed are optional and may only be used with both players' agreement.

Enemy Forces

Enemy heavy and light antiaircraft gun positions have been identified through reconnaissance and are marked on your map. The garrison is thought to consist of a Dutch company, reinforced by armed air force personnel. Judging by the performance of their comrades in Hong Kong, Burma, Malaya and Borneo, they should not be anything to worry about. The main threat might come from a strong Dutch force based at Palembang, which is known to have good mobility and is supported by artillery and armoured cars.

Air Forces

There are **x7** Transports allocated to Major Komura's 1st Attack Group. **x2** of these transports are allocated to his HQ Group, **x2** to Lt Hirose's 2nd Company and **x3** to Lt Mitsuya's 4th Company. Each may carry a maximum of **x4** Troop units.

Air support is provided by **x6** Type 97 & Type 99 Light Bombers (use card JA-29 for both types), which will each attack with bombs in Turn 1. Any bombers that are not Suppressed, Disordered or Knocked Out during their first attack, may return to conduct strafing attacks in Turn 2. Remember that antiaircraft guns must engage aircraft that are attacking them, so provided your bombers keep the antiaircraft guns busy, your transports should make it through to the drop.

Targets for bombing attacks must be designated before the Allied player places his units on the table. Subsequent strafing attacks may be conducted against any spotted or suspected targets.

There will also be three companies of Type 1 Fighters in support, but these will be busy keeping the British fighters off your back, so will not be available for direct air support.

Your regimental HQ group, along with the 37mm gun section, will crash-land by transport aircraft into a suitable jungle clearing that has been identified to the southeast of the airfield (see Optional Scenario Rules).

If you decide to use the 2nd Attack Group in this scenario, it will be loaded on another **x3** transports. There will be no bomber support for this second lift (see Optional Scenario Rules).

Objectives For Major Kimura's 1st Attack Group

1st Attack Group is to neutralise the airfield's defenders – particularly the antiaircraft guns – as soon as possible after landing. Speed and surprise is the key!

Major Kimura should use a portion of his Eastern Group to establish at least one roadblock on the Palembang Road – both to prevent the enemy escaping from the airfield, but also to provide early warning of any counter-attack coming from the south (and to ambush it if possible).

1st Attack Group is then defend the airfield against a possible counter-attack by Dutch forces – this will most likely take the form of a motorised infantry force, possibly with light armour and light artillery support. The airfield must be held for at least 24 hours. This will allow time for 2nd Attack Group to drop onto the airfield as reinforcements and will also provide a distraction while 38th Division lands from the Musi River.

Terrain Effects

Jungle	Half speed for Troops or Guns. Impassable to Vehicles. Dense Area Concealment. Soft Cover.
Brush	Full speed for Troops or Guns. Half speed for Vehicles. Sparse Area Concealment. Soft Cover.
Track	Treat as Open terrain for movement (use cross-country speed).
Runway	Treat as Metalled Road.
Open Terrain	The open area of the airfield (including the runways) is dead flat, with short-mown grass. +2 to spot units in the airfield area.
Revetments	These are earth banks designed to protect aircraft from bomb fragments. Treat as High Banks – Dense Linear Concealment. Hard Cover. Breach Action for Troops to cross. Impassable to Vehicles or Guns. Troops must be conformed to the banks (i.e. virtually on the crest of them) to see across them, so anything within a revetment and not conformed to the edge (e.g. a parked truck) is totally concealed unless spotted on the open side. Class anything within a revetment as Dug In when fired upon by IDF or aircraft.

Control Tower This single BUS counts is one level higher than the surrounding terrain for spotting purposes.

Optional Game Rules

MG Grazing Fire Rule

- Japanese MG units may use the website playtest MG Grazing Fire Rule:

<http://www.fireandfury.com/extra/mggrazing.shtml>

Special Scenario Rules

Japanese Transport Aircraft

- Each aircraft holds a 'stick' of up to **x4** paratroops and **x6** drop canisters (if the drop canister rule is used – see below).
- All Japanese air power must be deployed in the Air Support Phase of Turn 1. Para-drops and close support aircraft may not be held back for later turns (though surviving bombers may return for strafing attacks in Turn 2).
- The transport aircraft formation must travel in a straight line across the table, with all aircraft travelling in the same direction. They may be engaged by any unit capable of anti aircraft fire that has not been already engaged by ground attack aircraft in that turn.
- Transport aircraft have an Armour value of '0'.
- If any Suppression, Disorder or KO is inflicted on a transport aircraft, the paratroops and drop canisters must roll on the Bail Out table with an additional -1 die modifier (-2 for drop canisters).

Japanese Para Drop Procedure

- Make a 15mm square marker from thin paper for each unit in the Japanese order of battle. On each marker, write the unit type and details of which ME the unit belongs to (a simple ID number linked to the order of battle is the simplest method).
- The Japanese player must place the markers for each 'stick' of paratroops onto a 12-inch ruler or stiff book. Add Drop Canisters if you are using the optional Drop Canister Rule (see below).
- Hold each 'stick' roughly 36 inches above the appropriate DZ and tip over, so that the markers flutter down to the table. The Japanese player and umpire should at this point be wary of Allied players sneezing, opening doors, or declaring that they're 'hot' and switching on electric fans... Umpires should deduce suitable punishments...

- Any markers that drop off the table are considered eliminated and count as losses (or as irretrievable weapons, if the markers represent Drop Canisters).
- Replace all landed paratroop markers with the appropriate troop unit and then roll on the Bail Out Table to see what sort of state the paras survive their landing in: Paratroops landing in Open terrain apply the 'Suppressed Vehicle' modifier, those landing in Brush terrain or onto Built-Up Sectors apply the 'Disordered Vehicle' modifier (place paras adjacent to BUSs if they actually land on top of them) and paras dropping into Jungle apply the 'Knocked Out Vehicle' modifier.
- If you are using the Optional Drop Canister Rule (see below), use the above method, though the canisters are permanently lost if they suffer a Disorder or Knocked Out result. There is no effect if they suffer a 'Suppressed' result.
- Surviving paratroops may be manoeuvred normally in the Manoeuvre Phase.

Japanese Roadblocks

- Japanese forces may establish up to four roadblocks by felling trees across roads. These may be built, using the Improved Positions method described in the rulebook, by any Japanese Troop unit that is in contact with a road or track.
- The roadblock may only be passed by vehicles following a Breach Action and a Bog-Down test. Alternatively, Troops may clear the roadblock using the Improve Position procedure.
- Troops conformed to a roadblock are classed as being in Sparse Edge Concealment and Soft Cover.

Capturing Vehicles & Guns

- If a vehicle or gun is Knocked Out in Close Combat, roll an additional D10. On a roll of '0' the vehicle/gun is captured and may be used by the Japanese.
- In order to use the vehicle/gun, a Troop unit must be within 1 inch of the captured vehicle/gun and must use an action to man it. The Troop unit is therefore exchanged for the vehicle/gun.
- The vehicle/gun may be exchanged back for Troops in any Japanese Manoeuvre Phase.
- Note that guns or vehicles may not be unmanned as a result of Fall Back or Panic. If this happens to an immovable gun or to a vehicle that cannot withdraw due to impassable terrain, the vehicle/gun and its crew will be eliminated.

Unmanning Guns

- Antiaircraft Guns may be exchanged for **x1** Infantry units (card 14A-17) in any Allied Manoeuvre Phase. The crews must take an action to 'dismount'. The guns will be destroyed in situ by their crews and may not be re-manned.
- Note that guns may not be unmanned as a result of Fall Back or Panic. If this happens to an immovable gun, the gun and its crew will be eliminated.

Japanese Drop Canisters (Optional)

- Like German paratroops, the Japanese would drop armed only with pistols, knives and grenades and would need to recover drop canisters in order to fully arm themselves. In the actual battle of Palembang, the Japanese had severe difficulties in finding their drop canisters due to the thick vegetation and consequently had very few heavy weapons operational. If you wish to simulate this, add additional para-drop markers for each Paratroop, Grenade Discharger and MMG unit. These additional markers represent the drop canisters containing the units' weapons (Rifles, Grenade Dischargers or MMGs).
- Each drop canister will be numbered and weapons allocated to each number. However, only the umpire will know which canister contains which weapons (alternatively, the opposing player may hold the master list).
- Commander units are only lightly armed and do not therefore require drop canisters.

- There will also be eight 'Dummy' markers dropped into each DZ. These will again be numbered and the umpire will mix them in with the 'real' canisters. Hunting 'Dummy' canisters simulates the time spent by the Japanese in fruitless searches for their lost canisters.
- For example, Lt Mitsuya's 4th Company will therefore drop with 1x Commander Unit, 9x Lightly-Armed Paratroop Units (see below), 6x Rifle Canisters, 2x Grenade Discharger Canisters, 1x MMG Canister and 8x Dummy Canisters.
- Drop Canisters (and Dummies) will roll on the Paratroop Landing Table: 'Suppress' will have no result, though 'Disorder' and 'Knocked Out' will result in the canister being permanently lost.
- Each (non-Commander) Japanese unit will initially be classed as a Lightly-Armed Paratroop Unit, using the stats found on the Commander card (JA-19). The unit will need to move to the same location as a canister marker and will need to spend an action with the canister to discover what it contains (which will be revealed by the umpire), or if it is simply a dummy. The Japanese unit will then be 'armed' with its weapons from the end of that action and may not change its weapons.
- Allied units may not recover, use or destroy drop canisters.

Japanese Reinforcements (Optional)

- As mentioned in the order of battle, Colonel Kume's headquarters group, along with the 37mm gun section, crash-landed in the jungle rather than parachute in. As a result, Kume's group did not reach P1 until a full 24 hours after the initial landings, so is superfluous to a strictly-historical refight of the scenario. However, if desired, Kume's arrival can be artificially accelerated: From Turn 10 onwards, the Japanese player rolls a D10 at the start of his manoeuvre phase. On a roll of '0', Kume's HQ group will arrive at the south-eastern corner of the table. Modify the chance for success by a cumulative +1 to the die-roll in each successive turn.
- An additional Japanese reinforcement option is Lt Morisawa's 3rd Company, which was dropped onto P1 on 15th February. This can be used as a scenario-balancing option if it is decided that the scenario is too difficult for the Japanese to win. Use the same arrival rules as for Colonel Kume's group, described above.

Victory Conditions

At the end of the Japanese Turn 25 (or when both players concede that the scenario has ended), assess the victory conditions:

	Japanese	Allies
Total	There are no undisordered Allied Gun or Troop units within the airfield perimeter, and the Allies have lost in excess of 50% of their Gun and RAF Truck units*	There are no undisordered Japanese units within the airfield perimeter, and the Allies have successfully withdrawn in excess of 50% of their Gun and RAF Truck units
Major	There are no undisordered Allied Gun or Troop units within the airfield perimeter or the Allies have lost in excess of 50% of their Gun and RAF Truck units*	There are no undisordered Japanese units within the airfield perimeter or the Allies have successfully withdrawn in excess of 50% of their Gun and RAF Truck units*
Minor	The Japanese still maintain an undisordered presence within the airfield perimeter and they still maintain at least one roadblock on the Palembang Road	The Allies still maintain an undisordered presence within the airfield perimeter and there is no Japanese roadblock currently on the Palembang Road

Modelling & Painting

Something that you may have noticed with this scenario is that virtually everything in it is unusual and will not be found in the collections of most WW2 wargamers! However, do not be disheartened! Don't let a lack of suitable models stop you from wargaming, because we certainly don't!

Japanese Paratroops

At present, I am not aware of any Japanese Paratroop models available in 15mm, though in my opinion the differences between regular IJA infantry and paras are so miniscule as to be almost indistinguishable in 15mm, so I am certainly not worried about it and simply use my regular IJA figures. The Type 11 37mm Infantry Gun is an odd beast however, being a 20th Century equivalent of an 18th Century 'Grasshopper Gun' – it had no wheels and was instead carried between four men, who would place it on the ground to fire. This would be a fairly easy subject for scratch-building, or you could simply use a representative 37mm antitank gun or 70mm battalion gun model.

British Troops

British troops in the Far East at this time wore 'Khaki Drill' (KD) tropical uniforms, which could be worn with shorts, long trousers or 'Bombay Bloomers', which could be worn as long trousers or turned up into long shorts. British 8th Army figures can therefore be used without any conversion, as can figures designed for the Italian Campaign (such as the Flames of War 'Italy' British figures) or for 14th Army in Burma (provided they aren't wearing bush hats – Peter Pig produce 14th Army figures for Burma). Indeed, virtually any British figure from NW Europe can also be used, provided they are painted in KD. Note however, that if you wish to be strict about it, RAF personnel would have soft headgear (Service Dress caps for officers and forage caps for junior ranks) in RAF grey-blue, while helmets, webbing and anklets would also probably be RAF grey-blue. Flames of War produce a pack of New Zealand troops in forage caps, long trousers and shirtsleeves, which would be ideal for RAF fighting as infantry in the Far East. Pith Helmets were also worn (particularly by the RAF), so some suitable figures might also be found in various Colonial Wars ranges.

Note that in addition to the Dutch East Indies, British/Indian troops in KD uniforms may be used in Hong Kong, Malaya, Singapore, North Africa, Italy, the Middle East, Madagascar and the early part of the Burma Campaign, so can be very useful to have in your collection. However, as mentioned above, there is no need to get 'precious' about it and if you only have 14th Army figures in Jungle Green or simply basic NW Europe British infantry in Battledress, then simply use those.

As for vehicles and guns; British light trucks are available from most manufacturers, while AEC Matador tractors are available from Flames of War. 40mm Bofors Guns are available from most manufacturers and I particularly like the Flames of War model. Nobody yet produces a 3.7-inch Gun, though at the time of writing, one is promised from Flames of War (in the meantime I use German 88s). Eureka Miniatures produce a Lewis AAMG in their Early War USMC range that would be eminently suitable to use as a British weapon, as the crew are wearing the British-style helmet. I must confess that I don't know how British vehicles were painted in the Far East during this period, though I would hazard a guess that Bronze Green (or grey-blue for RAF vehicles) would be likely.

Dutch East Indies (KNIL) Troops

The only range of Dutch or KNIL troops in 15mm is the small range originally produced by True North Productions (TNP), who produced both standard Dutch troops in helmet as well as a pack of KNIL in their distinctive tropical 'bush' hats (both of which are suitable for the KNIL). However, TNP have since been bought out by Old Glory and at the time of writing, the models are listed as 'Unavailable' on their website.

A Marmon-Herrington armoured car model is available from Flames of War and the Bantam Blitzbuggy was virtually identical to the Willys Jeep. However, a model of the correct type of Chevy truck is likely to be impossible to find.

But again, don't be disheartened! Just use whatever you have in your collection. I used my WW2 Germans to represent KNIL in this scenario.

Aircraft

There is absolutely no need to model any aircraft for the game unless you really want to. All air operations can be carried out without the need for models on the table.

Terrain

Jungle terrain does present a challenge for the wargamer; both in the number of trees required and the gameplay issues caused by having lots of trees on the table. For these reasons, it is often easier (and cheaper) simply to define the edges of the terrain areas by using clumps of lichen or similar 'foliage' material. Trees may then be scattered around within these defined areas. The airfield runways can be created from strips of grey card such as artists'

mounting board, though our Battlefront friends Richard & Paddy use anti-slip matting (normally used to surface steps, ramps, etc) to great effect when they modeled the runways of Carpiquet airfield.

Cards Required

You will require the Battlefront: WWII Far East Card Supplement to play this scenario.

Japanese Cards

JA-18	Paratroops
JA-19	Commander
JA-21	Type 92 Heavy Machine Gun
JA-25	Type 89 50mm Grenade Discharger
JA-29	Ki-51 'Sonia' Light Bomber
JA-P11	Type 11 37mm Infantry Gun (found on website prototypes page – see below)

British Cards

14A-10	Jeep
14A-11	15cwt Truck
14A-14	40mm Bofors Antiaircraft Gun
14A-17	Infantry
14A-18	Commander
14A-26	Hurricane II Fighter-Bomber
BR-P13	Light AAMG (found on website prototypes page – see below)
BR-P80	QF 3.7-inch Heavy Antiaircraft Gun (found on website prototypes page – see below)
BR-P81	AEC Matador Heavy Gun Tractor (found on website prototypes page – see below)

KNIL Cards

KNIL-03	Marmon-Herrington Mk III Armoured Car
KNIL-08	Chevy Luchtdociafweergeschut
KNIL-09	Bantam Blitzbuggy
KNIL-14	Infanterie
KNIL-15	Commandant
KNIL-19	M20 Lichte Mitrailleur

The prototype cards may be printed off at <http://www.fireandfury.com/extra/pdftrns/selectforpdf.php>