

Kokoda Scenario 2 Overview

This second scenario of the Kokoda campaign simulates the first clash between the advancing Japanese forces and the Australian forces who were sent to delay them.

After the action at Gorari, Captain Templeton set his company in defensive positions near the village of Oivi, and prepared to make a final stand to keep the Japanese from Kokoda and its vital airstrip. On the morning of July 26th he received some encouraging news in the appearance of half a platoon from 'D' company that had been flown into Kokoda. The other half, he is told, should arrive shortly.

Lt. Col Owen and Captain Templeton have been constantly told that the airstrip at Kokoda is vital, because of its ability to provide reinforcements and resupply for the coming campaign, and that they are to hold it at all costs. They are promised reinforcements will be flown in, if they hold the airstrip. What they are not told is that the available aircraft that are capable of landing at the small airstrip can only carry half a platoon of men each flight.

After the arrival of the 1st half platoon from 'D' company, the Japanese attacked. Led by the 5th Sasebo, the attack was ferocious. The SNLF troops showed no thought for their safety and attacked mercilessly at the center of the Australian defenses. As the Australians tried to resist this determined attack, the other units of Lieutenant Colonel Tsukamoto's assault force, 1st Btn/144th Regt., worked its way around the flanks, and started breaking through some of the Australians defenses.

Around 5pm, with his forces in desperate shape Captain Sam Templeton made a desperate attempt to find the 2nd half platoon from 'D' company and guide them through to his defensive positions. It was too late, though. As he headed out of the defensive perimeter into the jungle a machine gun burst ripped through the air, and Captain Templeton was never heard from again.

With night falling, and the Japanese tightening the noose around the small Australian forces, Major Watson, an Australian officer in charge of the Papuan Infantry Brigade (PIB), and now in charge of 'B' company as well, looked for a way out. Lance Corporal Sanopa of the PIB knew a way to escape through a creek near the village. They ended up in the village of Deniki, south of Kokoda to avoid the Japanese that were massing along the trail for the attack on Kokoda.

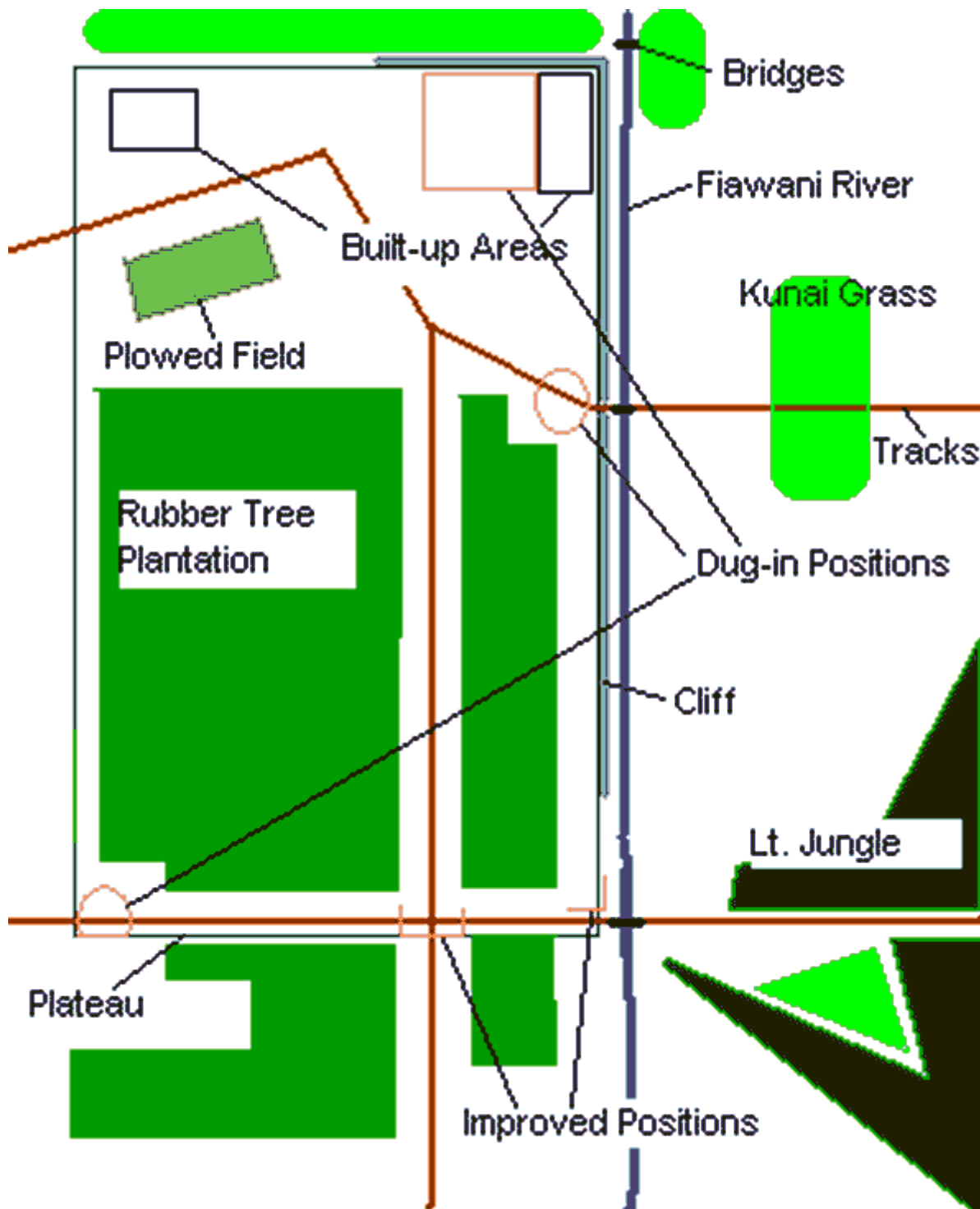
In Kokoda Lt. Col. Owen was anxiously awaiting word from Oivi, when the 2nd half platoon from 'D' company returned from the trail leading to Oivi reporting that they couldn't get through to Capt. Templeton. Eventually, a small number of survivors from Oivi that were cut off from Maj. Watson arrived, informing Lt. Col. Owen that the rest of 'B' company and the PIB were probably lost.

There was no chance of holding Kokoda, now. Lt. Col. Owen ordered a withdrawal to the village of Deniki to await the arrival of 'C' company, which had started an overland march of the Kokoda Trail from Port Moresby. At Deniki he was relieved to find the majority of troops at Oivi had escaped, and as the day wore on more survivors arrived giving information that the Japanese had not yet moved into Kokoda.

Owen decided to go back to Kokoda, and by noon on the 27th of July had his men in their defensive positions. After radioing Port Moresby that he intended to defend Kokoda and needed reinforcements, two American transports arrived overhead later in the afternoon carrying the rest of 'D' company. As they circled the field the pilots decided against landing for fear of being caught on the ground by the Japanese, and headed back to Port Moresby. The Australians at Kokoda had been abandoned.

On the evening of the 28th, the Japanese started preparing to attack Kokoda. Mortar bombardments lasted through the night, and early in the morning of the 29th of July the attack commenced.

Scenario Map



General Map/Terrain Notes

- The board is 6' north to south, and 5'6" east to west. North is the top of the map.
 - Plateau: The Rubber plantation and built up areas on the West side of the rivier are on an elevated plateau as indicated on the map. Only units on the edge of the plateau can see or be seen from below.
 - Fiawani Creek: Unfordable. Bridges cannot be destroyed.
 - Cliff: Impassable terrain except at the center bridge
 - Improved Positions: Breach to cross/assault.
 - Dug in positions: Breach to cross/assault.
- The center dug in position defends the bridge. Only one unit may assault at a time up the cliff and into

the dug-in position. Up to 3 Australian defenders may occupy the edge of this position facing the river. One (the center unit if 3 are present, otherwise one may be placed directly opposite the bridge to defend it) must be designated to receive any close combat attacks coming across the bridge.

- Built up sectors: Soft cover; dense terrain; 2-3 sectors
- Lt jungle: Soft cover; dense terrain; troops $\frac{3}{4}$ move; tracked vehicles $\frac{1}{2}$ move; wheeled vehicles $\frac{1}{2}$ move with bog down check
- Rubber Tree Plantation (Orchard): Soft cover; sparse terrain; troops full move; vehicles $\frac{1}{2}$ move.
- Kunai grass: no cover; dense terrain; $\frac{3}{4}$ move all; level 1 terrain (i.e. cannot be seen over). Exception; on north edge-sighting distance measured from edge of grass in, as if plateau was at edge.
- Tracks/Paths: no road bonus, but negate terrain effects.

Game Length

The Game lasts 12 turns.

The Japanese move first.

Victory

Victory points are accrued for inflicting casualties, taking and holding various geographic positions, and some miscellaneous conditions.

- Improved Positions: 10 pts
- Dug in Position by airstrip: Aussies: 5pts per turn after turn 3. Japanese: 5 pts per turn consecutively held until the end of the game.
- Central Dug in Position: 15 pts
- North dug in/Built up Position: 15 pts
- Built up Area by airstrip: 10 pts
- Per Enemy stand knocked out: 3 pts

Australian points are subtracted from the Japanese points and the total is used to determine victory as follows:

Victory Conditions:

-31 or less Major Australian Victory

-16 to -30 Minor Australian Victory

-15 to +15 Draw

16 to 30 Minor Japanese Victory

31+ Major Japanese Victory

Scenario Notes

This scenario is the second in a series on the Kokoda Trail campaign in New Guinea. The Japanese have all of their advance forces in place for this scenario, and it should be apparent that the Australians will not be able to change history and retain the airfield. The Australian players should be advised of this before the game starts, so they do not feel they are doing something wrong, or that the scenario is unfair (actually, it is unfair, but there are point objectives in place that can even up the outcome of the game).

Note in the OOBs that both sides have reduced companies caused by casualties and disease. This scenario is taken in the context of a campaign, and I have based some of the losses on the outcome of the previous scenario, especially for the Japanese.

The Australians, I have bolstered some to keep the scenario interesting. 'B' company is at least one stand

stronger than it should be, and 'D' company has a full platoon (3 stands) added. I found through test play that they just didn't have enough stands to cover everywhere, and broke too quickly to make the game interesting, but I'm taking into consideration the PIB which are not represented by a card in BF, nor can I find any decent miniatures for them. If I had them, I would add at least four to six PIB stands, and take off this extra platoon of 'D' company, and a stand of 'B' company.

The Japanese have 6 Maneuver Elements, 5 infantry companies, and the battalion support element. There are only 4 avenues of attack, however, 3 across the river at the bridges and 1 flanking. As a suggestion, I would allow only 5 Japanese players, and give the player with the infantry company that has no avenue of attack the battalion ME as well, so that he can have a hand in the fighting with the 70mm mortars and the infantry guns. With four or less Japanese, I'd eliminate the last infantry company all together, and attach the FO's for the mortars to infantry companies as well as the battalion guns, eliminating the need for a separate battalion ME as well.

The actual battle started at 02:30 with a thick mist or fog covering the plateau. I ended up playing the scenario as if it took place in the day with no mist or fog. The reduction in sighting distance I felt would have hindered the Australians too much in a game where they are already at a tremendous disadvantage.



Briefing for Lt. Col. Owen Commanding 39th Australian Militia Battalion

Situation

Enemy forces - At least a battalion-sized force has taken position to the east of the plateau, and has likely crossed the Fiawani river to the south, and will be attacking from that direction as well. They have mortar, heavy machine gun, and infantry gun supports.

Friendly forces - 'B' and part of 'D' Company comprise the defensive forces for the Australians. 'C' company is hiking up the trail and should arrive in a few days. The rest of 'D' company and 'A' company are at Port Moresby awaiting air transport to Kokoda. Elements of the Papuan Infantry Battalion (PIB) (natives) have provided the above information on the Japanese, but have "gone to bush" upon initial contact with the enemy.

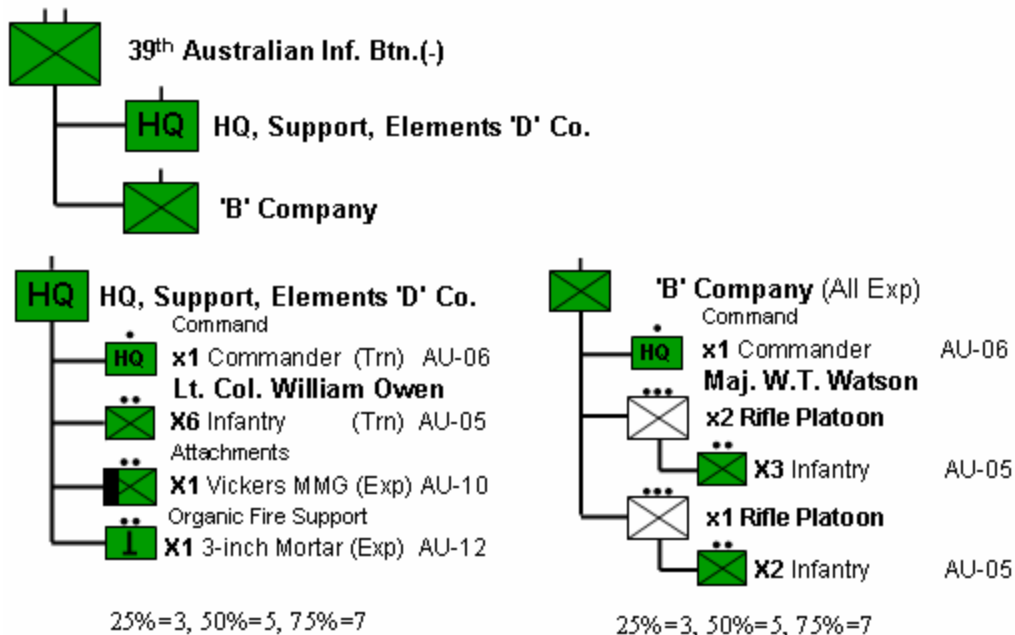
Attachments - (1) 3in Mortar providing organic support, and (1) MMG have been attached.

Mission

The battalion elements are to hold Kokoda and it's vital airstrip and await reinforcements.

Execution

You are to occupy the defensive positions on the plateau that overlook the airstrip and the approaches to Kokoda, and repel the enemy's assault. Your forces are listed below.



Setup and Scenario Rules

- The Game lasts 12 turns, the Japanese move first.
- See the Scenario Overview for terrain rules and victory conditions
- The Australians can deploy anywhere on the plateau. Since the Japanese have designated entry points, the Australians deploy first.
- The mortar may start emplaced.
- The Mortar can only fire shelling or random shelling missions, no smoke. Use the British Call For Fire Table.



Briefing for Lieutenant Colonel Tsukamoto Commanding Yokoyama Advance Force - 1st Battalion, 144th Infantry Regiment & 5th Sasebo SNLF

Situation

Having dispersed the forces at Gorari (scenario 1), you have moved along the Kokoda trail and are preparing to assault across Fiawani river, in order to capture the plateau at Kokoda with its important airfield.

Enemy forces - Enemy forces are expected to be light, approximately (1) company with no supporting units.

Friendly forces - 1st Btn., 144th Inf. Regt. Consisting of (4) Infantry companies, (1) Mortar company providing organic support, (1) Infantry Gun platoon, and (1) MG company (the MG company has been attached to the individual companies), along with Sasebo No. 5 SNLF.

Mission

To occupy the plateau overlooking the airstrip, and eliminate all enemy forces in the area.

Execution

All units are in position and ready to attack.

4th Company will attack across the bridge at the far north, and capture the built up areas of Kokoda. A Forward Observer for (1) mortar platoon will be attached.

5th Sasebo will attack across the center bridge, take the center defenses, then move north to secure the built up areas of Kokoda.

1st Company will support 5th Sasebo, deploying south of them, and following them over the bridge. After reaching the plateau, 1st Company will cross the plateau cutting off any retreating units from the south. They will then move south to assist 2nd & 3rd Companies. A Forward Observer for (1) mortar platoon will be attached.

3rd Company will cross at the southern most bridge. Secure the improved positions of the enemy and assist 2nd Company in taking the final defensive position if needed. From there, 3rd Company is to move south, clearing the rubber tree plantation of enemy, and finally assist with the securing of the built up areas of Kokoda if needed.

2nd Company has crossed at a bridge further down the Fiawani River, and will attack from the south.



Setup and Scenario Rules

- The game lasts 12 turns. The Japanese move first.
- See the Scenario Overview for terrain rules and victory conditions
- The Japanese begin with their forces deployed as per their operation order for all but Company No. 2. These companies can deploy 6" unto the board from the east edge.
- The Battalion Commander will be placed in the center of the units, near the 5th Sasebo.
- The two mortar platoons can start anywhere on the east edge, and can start emplaced if desired.
- Each mortar may fire 1 round of smoke per section (i.e. 4 templates total).
- Only Forward Observers and the Battalion Commander may call for indirect fire. See the [Japanese Artillery Tutorial](#) for the call-for-fire table.
- On Turn 2, the Japanese 2nd Company enters from south. One (1) move action only and their first move must be centered on the road. Consider them to be lined up off the map in column.
- On Turn 5 Japanese Infantry Guns arrive along the center track along the east edge.
- Though the 70mm Infantry Guns could fire indirect fire, Japanese doctrine, and actual practice were to use them as a direct fire weapon only. This scenario is designed with this in mind; therefore the infantry guns can only fire at units in their LOS, much like the 50mm Grenade Dischargers.
- See the [Japanese Artillery Tutorial](#) for the knee mortar rules