

## **The Battle of Brigade Hill (Efogi - New Guinea)**

**8<sup>th</sup> September 1942**

*A Rapid Fire 2 scenario V1.0 (22/5/10)*

**By Brad Smith and Mark Piper**

### **Background**

For several days Australian units had been conducting a leapfrog withdrawal from Isurava. The Japanese South Seas Detachment spearheaded by the 144<sup>th</sup> Regiment attacked the depleted Australian 21<sup>st</sup> Brigade dug in south of Efogi along Mission Ridge and Brigade Hill in an effort to clear the way to Port Moresby.

### **The Wargame Scenario**

The game is played on a 6' x 5' table. Jungle is treated as dense woods but to aid play, troops move in jungle at a maximum of 4". Troops moving from a lower to a higher elevation move at 3". Buildings start as ruins. The game is 6 moves long. Due to the thickness of the canopy, light mortars may not fire when moving in jungle.

Points are awarded for eliminating enemy forces (by destruction, rout, surrender or capture) as follows: gun - 4 points; infantry - 1 point. To win, the Allies must inflict 50 casualty points and have a minimum of 10 figures north of the line A-B. To win, the Japanese must inflict 75 casualty points and have a minimum of 10 figures south of the line C-D. If both sides achieve their objective, or neither side does, it is a draw.

### **Sources**

"The Path of Infinite Sorrow - The Japanese on the Kokoda Track", Craig Collie and Hajime Marutani.

"Blood and Iron", Lex McAuley.

"Kokoda - Illustrated Edition", Peter Fitzsimons.

"Australia in the War of 1939-45 (Army) SW Pacific Area - First Year Kokoda to Wau, Dudley McCarthy.

"Kokoda", Paul Ham.

"Field Guide to the Kokoda Track", Bill James.

<http://www.rapid-fire.uk.com/japanesevgchart.pdf>

<http://www.rapid-fire.uk.com/britishvgchart.pdf>

<http://www.rapid-fire.uk.com/britishaircraft.pdf>

## **Australian order of battle**

All troops are regular (elite for close assault only)

**21<sup>st</sup> Australian Infantry Brigade HQ\*** (Brigadier Arnold Potts)  
CO + 4 figures

\*Highest level HQ for all Australian forces for morale purpose

**2/27<sup>th</sup> Australian Infantry Battalion** (Lt Colonel Cooper)  
test @ 20 figures

**HQ** CO + 3 figures, 2" mortar      **A Company** 8 figures

**B company** 8 figures      **C Company** 8 figures

**Support Company**  
6 figures, 3" mortar, Vickers MMG

**2/16<sup>th</sup> Australian Infantry Battalion** (Lt Colonel Caro)  
test @ 17 figures

**HQ** CO + 3 figures, 2" mortar      **A Company** 6 figures

**B company** 6 figures      **C Company** 6 figures

**Support Company**  
6 figures, 3" mortar, Vickers MMG

**2/14<sup>th</sup> Australian Infantry Battalion** (Lt Colonel Rhoden)  
test @ 13 figures

**HQ** CO + 3 figures, 2" mortar      **A Company** 4 figures

**B company** 4 figures      **C Company** 4 figures

**Support Company**  
6 figures, 3" mortar, Vickers MMG

**Air Support**      P40 Kittyhawk (6 x HMG / 2 x medium bombs)

## Australian Deployment and Arrivals

Australian forces start on table and dug in (not prepared defences) as per the scenario map. The Allies move second but start on reserve fire. No smoke is available. Any figure from a company can observe for its battalion's mortars.

The Australians were fighting a delaying action and there was some confusion as to when units were to withdraw. To simulate this, commencing from turn 1, a D6 is rolled for each company sized element (other than Brigade HQ) not subject to a morale test or which has passed a morale test in its morale stage. On a roll of 1, an order to withdraw is received for that company and it must retire to the south (in its first movement stage) in that turn, ignoring terrain penalties. The same die roll procedure applies in each subsequent turn. If a retreat takes a company off table, it is removed from play but does not count as casualties.

At the start of each turn, a D6 is rolled for air support. On a 5 or 6, a Kittyhawk appears. Aircraft can only attempt to target enemy forces not in jungle. They see a target on a D6 roll of anything but a 1.



Japanese troops close in on the Australian positions  
Terrain and figures from the collections of Brad Smith & Ian fainges

## Japanese Order of Battle

Elite, except for firing

### 144<sup>th</sup> Regimental HQ\* (Colonel Kusunose Masao)

CO\* + 4 figures

\*Highest level HQ for all Japanese forces for morale purposes

### 3 x independent sniper teams

### I Battalion, 144<sup>th</sup> Infantry Regiment

Test @ 20 figures

HQ

1<sup>st</sup> Company 10 figures, light mortar

CO + 4 figures

2<sup>nd</sup> Company 10 figures, light mortar

3<sup>rd</sup> Company 10 figures, light mortar

#### 4<sup>th</sup> Company

9 figures, 2 x Juki Model 92 MMG, 70mm type 90 infantry gun#, mule

# move and deploy as per MGs

### II Battalion, 144<sup>th</sup> Infantry Regiment

Test @ 20 figures

HQ

1<sup>st</sup> Company 10 figures, light mortar

CO + 4 figures

6<sup>th</sup> Company 10 figures, light mortar

7<sup>th</sup> Company 10 figures, light mortar

#### 8<sup>th</sup> Company

9 figures, 2 x Juki Model 92 MMG, 70mm type 90 infantry gun#, mule

# move and deploy as per MGs

### III Battalion, 144<sup>th</sup> Infantry Regiment

Test @ 20 figures

HQ

9<sup>th</sup> Company 10 figures, light mortar

CO + 4 figures

10<sup>th</sup> Company 10 figures, light mortar

11<sup>th</sup> Company 10 figures, light mortar

#### 12<sup>th</sup> Company

9 figures, 2 x Juki Model 92 MMG, 70mm type 90 infantry gun#, mule

# move and deploy as per MGs

### 1<sup>st</sup> Battery, 55<sup>th</sup> Mountain Regiment (off board)

75mm Type 94 Mountain Gun, OP team

## Japanese Deployment and Arrivals

Japanese forces start on table as per the map. The Japanese move first. No smoke is available. Battalion guns move and deploy as per MGs. Pack animals only become casualties if a throw for HE effect destroys the weapon being carried i.e. cannot be targeted by small arms.

The rifle companies and HQ of each infantry battalion may collectively carry out a **"banzai charge"** once during the game. A unit conducting a banzai charge moves 9" in the open (or 6" in disruptive terrain) and receives an additional +1 to any close assault roll in the relevant turn. The unit counts as in the open if fired at in reserved fire.

Snipers and dedicated OPs are treated in a similar way. Where snipers or dedicate OPs are forced to move (enemy element within 3" at the start of the friendly turn), they cannot fire in that turn. Snipers have a range of 24". They must nominate a specific, single figure target. Field of fire to the target is not blocked by other figures in the same element. To hit, throw a D6 and the score needed is 4, 5 or 6 (5 or 6 if target is crawling or in soft cover, 6 if in hard cover).



Japanese troops close in on the Australian positions  
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