

Layac Junction

6th January, 1942

(Phillipines)

A Rapid Fire 2 scenario V1.4 (10/7/09)

By Brad Smith

Background

As part of the American plan for holding on in the Phillipines, Allied forces under General Macarthur began a withdrawal into the Bataan Peninsula. Delaying actions would be fought to buy time for the main line of resistance to be consolidated further south. One such action was fought near Layac Junction by a blocking force including the 31st US Infantry Regiment supported by the Phillipine Scouts artillery.



Allied forces deployed at the beginning of the scenario
(all models & terrain from collection of Brad Smith)

The Wargame Scenario

The game is played on an 8' x 6' table. Jungle is treated as dense woods (page 39 - rule 5.6). Elevations affect movement. Buildings are treated as wooden and start intact (provide soft cover and are destroyed after two casualties worth of HE damage - page 65 - rule 8.89). The Culo river is a linear obstacle but is fordable by infantry only. The bridge had been blown several days before the battle. Japanese engineers may construct a pontoon bridge to allow vehicles to cross in four moves (page 84 - rules 12.25 & 12.25). The game is 8 moves long.

Points are awarded for eliminating enemy forces (by destruction, rout, surrender or capture) as follows:

Type	Points
Aircraft	10
Tank	6
Gun,SPM	4
Truck, jeep, car	2
Infantry	1

Sources

The Fall of the Phillipines - Louis Morton (US Army in WWII series)

Bataan: Our Last Ditch - John W. Whitman

Allied Order of Battle - all regular elements 31st US Infantry Regiment & Philippines Scouts [on-board]

31st US Infantry Regiment

31st US Infantry Regimental HQ \$

HQ	CO + 2 figures, car
AT Company	3 figures, 37mm ATG, White Scout Car
MG Platoon	3 figures, .50 cal (HMG), light truck
\$ higher level HQ	

1st Battalion, 31st US Infantry Regiment (test @ 20 casualties)

HQ	CO + 4 figures, jeep
3 x rifle companies	each 10 figures
HW Company	9 figures, 2 x MMG, 81mm mortar*, light truck
*6 points on table 4	

2nd & 3rd Battalions, 31st US Infantry Regiment as per 1st Battalion

1st Battalion, 88th Philippines Scouts Artillery Regiment

8 figures, 2 x 75mm field guns**, 2 x medium trucks, OP team

** M1917 guns were 18 pdrs re-bored for 75mm ammunition. 10 points on table 4.

1st Battalion, 23rd Philippines Scouts Artillery Regiment

As per 1st Battalion, 88th Philippines Scouts Artillery Regiment

plus 4 figures, 2.95" mountain gun (75mm), mule

Company, 26th Philippines Scouts Cavalry Regiment (reconnaissance for observation)

8 figures, White Scout Car (VMG)

Company, 194th Tank Battalion

3 x M3 tanks (37mm)

Provisional SPM (Self Propelled Mount) Group

2 x 75mm M3 GMC half-track equipped with French 75mm gun (10 points table 4)

Allied scenario rules

Allied forces start on table as per the scenario map. Infantry and artillery start dug-in with weapons deployed (but not in prepared defences). The Allies move first.

Mechanised units laboured under restrictive rules of engagement that severely limited their usefulness. No Allied tanks or SPMs may move north of the line A-B. Tanks must withdraw off table in their next turn after any Japanese combat elements cross the line C-D.

Japanese Order of Battle - infantry elite except for firing, tanks regular elements of "Imai Detachment"

[on-board]

1st Formosa Infantry Regiment

Regimental HQ *

HQ	CO + 3 figures, car
Mortar Company	6 figures, 2 x 81mm mortar, light truck, OP team on foot
Engineer Company	8 figures, pontoons, medium truck
* attached sniper team	

1st Battalion, 1st Formosa Infantry Regiment test @ 20 casualties

HQ	CO + 5 figures, ATR
4 x companies	each 12 figures, light mortar
HW Company	9 figures, 2 x MMG, 70mm gun & mule#
# move and deploy as per MGs	

2nd & 3rd Battalions, 1st Formosa Infantry Regiment as per 1st Battalion

48th Mountain Artillery Regiment

2 x battalions	each 8 figures, 2 x 75mm mountain howitzer (10 points table 4), horse tow or light truck, OP team on foot
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[off-board artillery]

1 st Field Artillery Regiment	2 x 150mm howitzer (12 points table 5), OP team, car AOP aircraft
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[air support]

Nakajima Oscar (2 x HMG) OR
Aichi Val (2 x light bomb, 1 x medium bomb)

[reinforcements - turn 4]

Elements, 7 th Tank Regiment	2 x type 89 (57mm) tanks, Type 95 (37mm) tank
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Japanese scenario rules

All elements start on table except 7th Tank Regiment which arrives at point E on turn 4. Forces start without weapons deployed. Battalion guns move and deploy as 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 fire. The Japanese move second.

The rifle companies and HQ of each infantry battalion may collectively carry out a "Banzai" charge once during the game. A uni 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 are treated similarly to OP teams. Where snipers are forces to move, they cannot fire in that turn. Snipers have a range of 24". They must nominate a specific, single figure target (on foot or in a soft skin vehicle) before firing. Firing to the target is not blocked other figures in the same element. To hit, throw a D6 and the score needed is a 4, 5 or 6 (5 or 6 if the target is crawling or in soft cover, 6 if in hard cover). Snipers are not included in, and are unaffected by, morale and suppression tests.

At the start of each turn, a D6 is rolled for air support. On a 5, an Oscar appears or on a 6, a Val appears that turn. Aircraft can attempt to target Allied forces not in jungle or intact buildings. At the start of each turn, a D6 is also rolled for an AOP aircraft. On a 3,4,5 or 6 and AOP appears that turn, spotting for the 150mm artillery battalion. AOP aircraft cannot be shot down or driven off.

Historical notes.

Allied artillery consisted mainly of British M1917 guns. These were similar to the British 18pdr of WWI vintage but re-bored for 75mm ammunition. In addition to vehicles acquired locally, many trucks were of Canadian and British make as equipment intended for destinations such as Hong Kong were diverted to the Philippines after Japanese conquests. Due to logistics failures, US 81mm mortars were forced to use unreliable Stokes 75mm rounds that has a high "dud" rate.



Japanese forces around Layac Junction move forward to the bridgehead across the Culo River



Japanese armour and infantry moving through Layac Junction before crossing the bridge

