

World War II Wargames Rules  
**BOLT ACTION**  
SECOND EDITION



**CAMPAIGN**  
**THE INVASION OF AUSTRALIA**

# THE INVASION OF AUSTRALIA

By Adam Stone

## WHAT IS THIS BOOK?

While the majority of the *Bolt Action* Campaign books concentrate on various historical campaigns the release of the Operation Sea Lion Campaign book opened the possibility of further what if campaigns. Following the sweeping through South-East Asia by the Japanese forces, the fall of Hong Kong, Malaya, Singapore and through to, the then, Dutch East Indies, New Guinea and the Solomon Islands in 1942 there was a very real concern that Australia itself could potentially be invaded. While in retrospect an invasion was very unlikely the scare was very real at the time and any landing of Japanese troops on the Australian mainland could potentially have had many political and military strategic implications. Japan had no serious designs on Australia in 1942. The fear of invasion and the actual threat were two very different things. If one is to consider that a threat is composed of capability and intent to do a thing then in the case of Japan they had no real intent and the capability to invade Australia was dubious. However, if a large-scale raid, along the lines of the Allied raid on Dieppe in August 1942, is considered then that would have certainly been an interesting scenario for the civilian population, the military and the Australian Government.

This campaign book offers the gamer an opportunity to explore the possibilities of such a raid and introduces some unique Australian vehicles and units which existed but did not see operational service outside the mainland. While the units, equipment and deployment of the forces and personnel are broadly true, the maxim of never letting the truth stand in the way of a good story has been followed!

The lists and rules named in this supplement are developed for this campaign.

## Timeline of 1942

15 February	Fall of Singapore
19 February	Bombing of Darwin
3 March	Air attack on Broome
18 April	General Macarthur appointed Supreme Commander of Allied Forces in the Southwest Pacific Area
4 May	Battle of Coral Sea commences
31 May	Attack on Sydney Harbour
4-7 June	Battle of Midway
July	General Macarthur's GHQ moved to Brisbane
28 July	Battle of Kokoda commences
7 August	Invasion of Guadalcanal
19 August	Raid on Dieppe

Ultimately Australia suffered a large number of air attacks from February 1942 through to November 1943 including some 64 raids on Darwin Northern Territory. The Japanese also attacked Wyndham (twice on 3rd and 23rd March 1942), Horn Island (seven times on 14th and 18th March, 11th April, 11th May, 7th June, 30th July and 1st August 1942), Derby (20th March 1942), Katherine (22nd March 1942), Townsville (three times between 26th and 29th July 1942) and Mossman (31st July 1942).

## CAMPAIGN BACKGROUND

Discussions at Japanese Imperial General Headquarters prior to the surrender of Singapore had rejected an Invasion of Australia due to concerns of the potential length and vulnerability of the lines of communication. However, Captain Sadatoshi Tomioko, Chief of the Operations Section of the Imperial Japanese Navy Imperial Staff, conceived a plan for a large raid on the Australian mainland to attempt to put the Australian and American forces on the back foot and to have a chance at relieving the pressure on the Japanese forces in the Solomons and New Guinea.

With a long time interest in martial arts generally, Tomioko had become fascinated with boxing during his posting as Naval Attache in France in the early 1930s. Considering that the Japanese army were 'leading with their chin' and were conducting a number of jabs with the left, Captain Tomioko proposed a large raid with a hard right hook to destabilise the Allies and hopefully put them off balance. With tensions between the Army and Navy Headquarters, and the army demanding all support from the Imperial Japanese Naval forces, the Navy command was more disposed to the possibility for an independent action and considered that a limited raid under sole Navy command could be a worthwhile proposition. Accordingly Captain Tomioko was given approval by Admiral Osami Nagano, Chief of the Imperial Japanese Navy Imperial Staff, to develop a proposal.

With reports from returned Pearl Divers from Broome and the patrol report from the submarine I27, from the 8th Submarine Squadron based in Penang, Captain Tomioko identified Perth Western Australia and a primary target with Geraldton and Exmouth Gulf as secondary operations.

Perth in 1942, the capital of Western Australia, had a population of under 225, 000 and is considered the most isolated city in the world. Following the gold rush in the latter part of the 19th century and drought from 1935 to 1940 which affected the wheatbelt crops, Perth had suffered during the depression years and was slow in developing its economy. The main source of income was the export of flour from the ports of Geraldton and Fremantle and the capturing of those ports would have serious repercussions.

Following the successful invasion of Wake Island in December 1941, Captain Tomioka selected a task force led by the 6th Cruiser Squadron heavy cruisers *Aoba* (青葉) (flagship - Rear Admiral Aritomo Gotō), *Kinagusa* (衣笠), *Kako* (加古) and *Furutaka* (古鷹). These ships would be supported by the Light Carrier *Zuiho* (瑞鳳), The 8th Heavy Cruiser Squadron *Tone* (利根) and *Chikuma* (筑摩) (Rear Admiral Chūichi Hara), the Escort Carrier *Un'yō* (雲鷹), the light Cruisers *Yubari* (夕張), *Tenryū* (天龍) and six *Fubuki class destroyers* (吹雪型駆逐艦). The landing forces were all selected from the Imperial Navy's Special Landing Naval Forces with supporting tanks loaded in 8 transport ships.



*IJN Aoba Class Cruiser*

The Japanese plan was an audacious one and called for attacks on Geraldton and Fremantle. Staging from Java, Captain Tomioko proposed that the task force proceed south and launch simultaneous attacks on Geraldton, Rottneest and Fremantle. In addition a diversionary air raid on Darwin and the mining of the port of Albany by the submarine I27 was also proposed.

With the main focus of the allies on the eastern seaboard the Japanese Navy Imperial Staff reviewed the plan and saw in it the chance for the Imperial Japanese Navy to poke the arrogant and demanding army in the eye and achieve an independent success and assessed that if an invasion was undertaken it would have a major impact on the Americans ability to use Australia as a strategic springboard for a counter offensive. Such an attack, it was assessed, would not just hamper the American operations but it would be a major blow to the morale of the Australian population and potentially weaken their resolve to fight in the war. Although an invasion proper of Australia had been assessed as impractical, the prospect of an opportunity to hit back at Australia after the loss of the Battle of Milne Bay was deemed an acceptable risk by the Japanese Imperial Headquarters and approved. Under the guise of an independant raid the headquarters gave approval for the plan and named the assault on Geraldton as Operation Audacious Moon and the attack on Rottneest and Fremantle as Operation Auspicious Moon. The date of the operations we set on 24th September following the night of a full moon. With approval for the mission and imposing the operational security measures required for the operation, the Japanese quietly embarked enhanced armoured forces to cater for the expected distances to be covered in Australia as well as the likelihood of heavy armoured units.



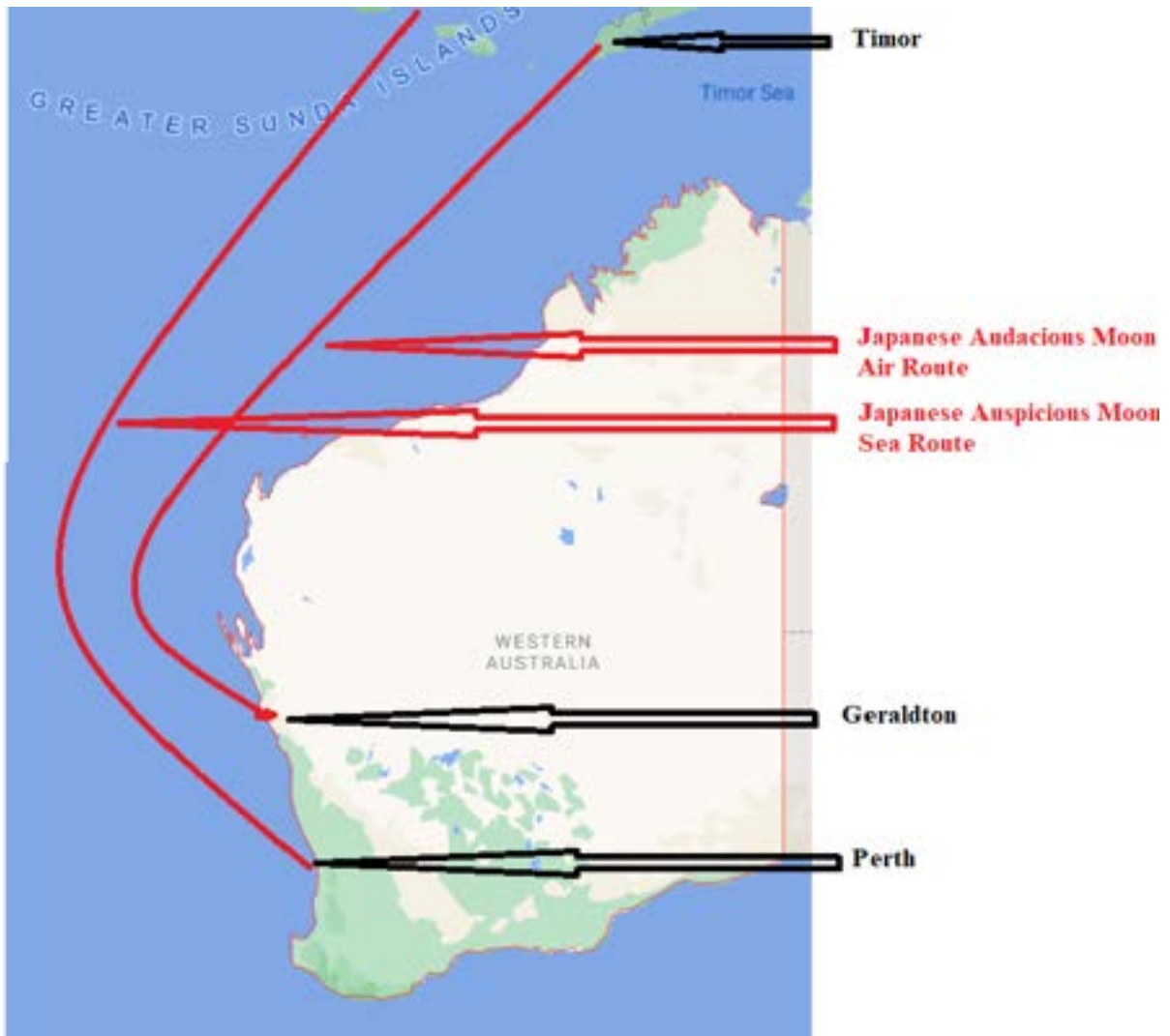
*IJN Zuiho*

The Japanese order of battle for the Special Naval Landing Party contingent comprised of the following units:

The 1st Yokosuka SNLF and 3rd Yokosuka SNLF were parachute trained battalions, and were currently at Kupang in West Timor following the attack in February 1942 and awaiting a return to Japan after being informed of their disbandment as paratroops and reversion to a standard SNLF unit. Both units were less than pleased to receive the news they were to lose their status and the prospect of the attack lifted morale immeasurably.

The 4th Yokosuka SNLF battalion was stationed at their base in Yokosuka. The four battalions of the 1st and 2nd Kure SNLF were currently based in East Timor and awaiting disbandment and redistribution to other Japanese units. The 1st Mazuru SNLF battalion was recalled from Hainan in China and disembarked at Yokosuka awaiting further orders. Prior to departure the 1st Maizuru also acquired, after some crafty machinations by Captain Tomioko, a handful of the Type 92 Heavy Armoured Car tankettes from the Japanese Army who were less than impressed with them and happy to get them off their hands. These vehicles were to be used as reconnaissance and liaison units for the attack by the 55th Guard Unit who just happened to also be based at Yokosuka. The 55th Guard Unit was a unit equipped with armour and for this operation they were to deploy 18 Ha Go tanks, 6 Type 97 Shinhoto Chi-Ha medium tanks, 4 Type 2 Gun tank Ho-I support tanks, 6 Type 92 Jyu-Sokosha tankettes and 12 amphibious Type 2 Ka-Mi tanks.





*Japanese transport ship*

Unbeknownst to the Japanese the potential of a landing on the Australian mainland was very much in the minds of the Australian Government and populace. The seemingly unstoppable runaway success of the Japanese was the cause of much distress and indeed it was this concern that led the withdrawal of Australian forces from the mediteranean theatre by Prime Minister John Curtin, much to the chagrin of the British Prime Minister Winston Churchill. Following the air raids on Darwin, Broome, Derby and Wyndham the Australian government authorised the formation of III Corp responsible for the defence of Western Australia. III Corp

was to be under the command of Lieutenant General Gordon Bennett, who had previously commanded the 8th Division in Malaya and in Singapore.

Prior to the formation of III Corp the Western Command, comprised four battalions of the 13th Citizen Military Forces Brigade, the 10th Light Horse Regiment and the 25th Light Horse (Machine Gun) Regiment and three garrison battalions. Two garrison battalions, the 5th and 10th, also provided coastal defence around Fremantle with a third garrison battalion, the 19th, used for coastal defence of Geraldton. While on paper the headquarters in the east had assumed more complete forces, the true state of the order of battle on the ground was different with many units in transit. At the time of the invasion the available Australian forces in Western Australia were deployed as follows:



*The Japanese Landings at Rottnest island, Leighton Beach and Fremantle Harbour*

## AUSTRALIAN ARMY DISPOSITIONS

<b>Headquarters III Corp</b> (Lieutenant General Gordon Bennett, CB, CMG, DSO, VD)	Guildford
<b>1st Armoured Division</b> (Major-General Horace C.H. Robertson, CBE, DSO)	Guildford
Elements 2/11 Armoured Car Regiment	Guildford
Elements 2/10 Armoured Regiment	Guildford
Elements 2/7th Armoured Regiment	Mullewa
<b>3rd Motor Brigade</b> (Brigadier Kenneth McKenzie)	Mullewa
• 4th Motor Regiment (Formerly 4th Light Horse Regiment)	
• 26th Motor Regiment (Formerly 26th Light Horse (MG) Regiment)	
• 101st Motor Regiment (Formerly the 1st Armoured Car Wimmera Regiment)	
• 109th Australian Anti Tank Regiment	
<b>2nd Division</b> (Major General H.W. Lloyd CB, CMG, CVO, DSO)	
<b>5th Brigade</b> (Brigadier F.P.H Fentrell VD)	Mundaring
• 44 Battalion (West Australian Rifle Regiment)	
• 54 Battalion (Lachlan -Macquarie Regiment)	
• 56 Battalion (Riverina Regiment)	
<b>8th Brigade</b> (Brigadier Claude Cameron)	Guildford
• 4 Battalion (Australian Rifles Regiment)	
• 30 Battalion (NSW Scottish Regiment)	
• 35 Battalion (Newcastle's Own Regiment)	

**13th Infantry Brigade Group** (Brigadier Eric G.H. McKenzie D.S.O., M.C) Dandaragan

- 11 Battalion (City of Perth Regiment)
- 16 Battalion (Cameron Highland Regiment of Western Australia)
- 28 Battalion (Swan Regiment)

**2nd Brigade 4th Division** (Brigadier George Langly) Guildford

- 5th Battalion (Victorian Scottish Regiment)
- 6th Battalion (Royal Melbourne Regiment)
- 14/32th Battalion (Footscray and Prahan Regiment)

5th Garrison Battalion	Rottnest
10th Garrison Battalion	Swanbourne
Two Rottnest Details Companies	Rottnest
10th Light Horse	Gingin
25th Light Horse (Machine Gun)	Geraldton
7th Volunteer Defence Company	Geraldton
D Company 19th Garrison Battalion	Geraldton
No 4 Service Flying Training School RAAF (Anson)	Mooyoonooka
Aerodrome Defence Squadron RAAF	Mooyoonooka
85 Squadron RAAF (Boomerang)	RAAF Station Pearce
14 Squadron RAAF (Hudson)	RAAF Station Pearce
25 Squadron RAAF (Wirraway and Buffalo)	RAAF Station Pearce
77 Squadron RAAF (Kittyhawks)	RAAF Station Pearce
197 Coastal Artillery Company (AA) United States	Fremantle
Seven Light Anti Aircraft Troops	Fremantle
Five Heavy Anti Aircraft Troops	Fremantle
Z Special Unit (Special Boat School)	Garden Island
Special Independent Company	Point Walter



*City of Perth map circa 1952*





*2/10th Armoured Regiment exercising in Western Australia with its full complement of Grant tanks.*

#### **THE AUSTRALIAN COMMANDER**

**Lieutenant General Henry Gordon Bennett, CB, CMG, DSO, VD**



Lieutenant General Gordon Bennett, recently promoted on assuming command of III Corp, was a veteran officer having served at Gallipoli and on the Western Front in the First World War and finishing as a Brigadier General. In 1940 General Bennett was given command of the Volunteer Defence Forces and in February 1941 was given command of the Australian 8th Division based in Malaya. With the Japanese running through Malaya and taking the fortress of Singapore, General Bennett controversially handed over command of the 8th Division to Brigadier Cecil Callaghan deeming that it was better for him to escape rather than surrender. With such a cloud hanging over his head, General Bennett was determined to take the attack to the Japanese and ordered offensive operations wherever they could be made.

**THE JAPANESE COMMANDER**  
**Rear Admiral Arimoto Gotō**



Admiral Gotō was a very experienced naval officer, having commanded six destroyers, three cruises and two battleships and was promoted to Rear Admiral on 15 November 1939. On 10 September 1941 he was placed in command of Cruiser Division 6 (CruDiv6) and soon after, On 23 December 1941, CruDiv6 supported the second assault on Wake Island. It was on this operation in which Japanese troops were able to capture the island after the intense Battle of Wake Island. In May 1942, from CruDiv6, Gotō commanded an element of the "Main Body Support Force," providing cover, along with the light aircraft carrier *Shōhō*, for the Operation Mo offensive, including landings on Tulagi and an attempted assault on Port Moresby, New Guinea that resulted in the Battle of the Coral Sea. With such recent and relevant experience, Rear Admiral Gotō was considered by the Imperial Japanese Navy High Command to be an ideal task force commander for the raid on Western Australia.

**OPERATION AUDACIOUS MOON - AMPHIBIOUS ASSAULT GERALDTON**

The assault on Geraldton consisted of two distinct components which were to be extremely audacious in their concept and execution. The seaborne phase consisted of the battalion of Yokosuka Navy Guard Unit (Special Naval Landing Force) Battalion supported by a squadron of Ka-Mi Amphibious tanks. With the Heavy Cruisers Tone and Chikumi, the light cruiser Yubari and two destroyers providing Naval Gunfire Support, the two Australian 4" emplacements were quickly overwhelmed leaving the Australian defenders with little support.



## **OPERATION AUDACIOUS MOON - AIR ASSAULT GERALDTON**

The second phase of the Audacious Moon assault was given the codeword Cherry Blossom and contained the most audacious part of the operation. Staging out of an airfield outside Kupang in Timor, the 3rd Yokosuka Special Naval Landing Force paratroop battalion boarded their Shōwa/Nakajima L2D Navy 0 Type Transport, Allied designation Tabby, and made the 1400 mile journey to conduct a parachute assault on the airfield at Mooyoonooka. While the lessons of the German airborne operations in Crete were recognised, the Japanese planners assessed that they would achieve both strategic and operational surprise by such an attack which would be enhanced by the use of the Tabbys. The Tabby was a lend lease copy of the America Douglas DC-3 used by the allies and the arrival of which could potentially cause confusion buying precious time. With an operational range of 1900 miles, the aircraft would drop the battalion and circle off the coast until the paratroops had secured the airfield whereupon they would land.

### **JAPANESE UNITS**

#### **SPECIAL NAVAL LANDING FORCE PARATROOPER SQUAD**

**Cost:** 65pts (Veteran)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:** May add up to 7 men with rifles at +13pts (Veteran).

- The NCO and up to two men can have submachine guns instead of rifles at +3pts each.
- One man may take a Light Machine Gun for +20 points with another man becoming a loader.
- The squad can be given anti-tank grenades for +2pts per man.

**Special Rules:**

- Stubborn
- Tank Hunters (if anti-tank grenades taken)

#### **SPECIAL NAVAL LANDING FORCE PARATROOPER REINFORCED PLATOON**

1 First Lieutenant

2 SNLF Paratrooper Squads

##### **Headquarters**

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Artillery)

##### **Infantry**

0-4 SNLF Paratrooper Squads.

0-1 MMG Teams

0-1 Mortar Team

0-1 Flamethrower

0-1 Sniper

0-1 Anti Tank Rifle

##### **Artillery**

0-1 Type 94/Type 1 37mm

0-1 Type 92 70mm infantry gun

**Armoured Car**

0-1 Type 95 Kurogane

**Transport and Tows**

0-4 Type 95 Kurogane

0-4 Kokusai KU-8 Glider

**SPECIAL NAVAL LANDING FORCE REINFORCED PLATOON**

1 Second Lieutenant

2 SNLF Squads

**Headquarters**

0-1 First Lieutenant

0-1 Medic

0-1 Forward Observer (Artillery)

**Infantry**

0-4 SNLF Infantry Squads. A maximum of 1 SNLF Grenadier Squads

0-2 MMG Teams

0-1 Mortar Team

0-1 Flamethrower

0-1 Sniper

0-1 Anti Tank Rifle

**Artillery**

0-1 Type 94/Type 1 37mm

0-1 Type 92 70mm infantry gun

0-1 Type 41 75mm Mountain Gun

0-1 Type 91 105mm Howitzer

**Armoured Car**

0-1 Type 95 Kurogane

0-1 Type 92 Heavy Armoured Car

**Transport and Tows**

0-4 Type 95 Kurogane

0-4 Daihatsu Landing Barge

0-2 Light Trucks

0-2 General Purpose Trucks

**Tanks**

0-2 Type 2 Ka Mi Light Amphibious Tank

0-2 Type 95 Ha Go Light Tank

0-1 Type 2 Ho I Medium Tank

0-1 Type 97 Shinhoto Medium Tank



## DAIHATSU LANDING CRAFT



The Daihatsu-class Landing Craft was a landing craft of the Imperial Japanese Army, originally developed in 1924, further refined and adopted to the Imperial Japanese Navy service. The landing craft had a capacity of one Type 95 Ha-Go tank or 70 men or 10 tons cargo with a speed of around 8 knots. Around 6000 were constructed.

**Cost:** 80 pts (Inexperienced), 100pts (Regular), 120 pts (Veteran)

**Weapons:** Pintle mounted LMG

**Damage Value:** 7+ (Armoured Car)

**Options:**

- Add a pintle-mounted LMG for +5 pts. May replace LMG with a MMG for +15pts.
- Add a Medium Mortar for +65 Points (Veteran)
- Add a Light Automatic Cannon (Type 98 20mm AA Gun) for +54pts (Veteran)

**Special Rules:**

- Slow
- Open-topped
- Waterborne: May only move in areas of deep or shallow water, being treated as a tracked vehicle for speed and turning ability
- Support Weapon Barge: If the barge takes the option for a Medium Mortar and a Light Automatic Cannon it will lose its transport ability as it acts as a floating fire support platform.

## SWAN RIVER PATROL

After the landings at Fremantle the Japanese forces continued to utilise its landing barges with patrol forces up and down the Swan River. These patrols were used to deny access to the Australians crossing the river as well as to launch raids on either river bank as well as to transport stores and reinforcements as required. With the option to support troop movement with a weapons support barge, or to land a light tank, these patrols had sufficient firepower and manoeuvrability to disrupt the Australian defensive operations.

1 Second Lieutenant

2 SNLF Squads

2 Daihatsu Landing Craft

### **Headquarters**

0-1 First Lieutenant

0-1 Medic

0-1 Forward Observer (Artillery)

### **Infantry**

0-2 SNLF Infantry Squads. A maximum of 1 SNLF Grenadier Squads

0-1 MMG Teams

### **Anti-Aircraft Gun**

0-1 Type 98 20mm AA Gun

### **Artillery**

0-1 Type 94/Type 1 37mm

0-1 Type 92 70mm infantry gun

### **Transport and Tows**

0-2 Daihatsu Landing Barge

### **Tanks**

0-1 Type 95 Ha Go Light Tank

### **Movement in Water**

#### **Deep Water**

Deep Water is impassable terrain to all units except those that have the Waterborne or Amphibious rules, or any other rule allowing movement in water (i.e. boats and amphibious vehicles, usually). We assume that infantry laden with all of their kit they need to carry in combat cannot swim and keep their kit operational.

In addition, the following extra rules apply:

- If a vehicle with the Waterborne or Amphibious rule is immobilized while in Deep Water, it will automatically drift D6" forward every time it receives an order.
- Units in Deep Water suffer an additional -1 to hit when firing their onboard weapons because of the waves rocking the boat. Players may agree to ignore this rule if the Deep Water in question is exceptionally still (placid lake, very slow moving river).
- If a transported unit does not have the Waterborne or Amphibious rule and is forced to dismount in Deep Water, it can try to reach an area of Shallow Water with his move to dismount. If it cannot reach the Shallow Water, it is destroyed.

#### **Shallow Water**

Shallow water is treated as rough ground, with a few extra rules:

- Only Infantry and Waterborne or Amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in Shallow Water, it can try to reach an area of solid ground with his move to dismount. If it cannot reach the solid ground, it is destroyed.
- While infantry are moving in water, they can do nothing else (e.g. an infantry unit may not fire weapons while in water).

- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water.
- When an infantry unit finally moves out of the shallow water, they immediately get an additional pin marker to represent the difficulty of regrouping after moving in water.
- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.

### **IMPERIAL JAPANESE NAVY SHIP'S COMPANY REINFORCED PLATOON**

While the Landing Forces troops conducted the frontline fighting it was apparent that as they advanced further than anticipated, they would need access to re-supply. With the potential of infiltration and ambushing by the Australians, troops would be needed to protect these lines of communication. Accordingly each warship provided members of their ship's company to fulfill this task. These crew - comprising logistic, engineering and seaman ratings - turned the various cars and trucks left by fleeing civilians into use.

### **IMPERIAL JAPANESE NAVY SHIP'S COMPANY SQUAD**

**Cost:** 35pts (Inexperienced) 50pts (Regular)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:** May add up to 10 additional ratings at +7pts each (Inexperienced) or +10pts each (Regular). One man may take a LMG for +20 points with another man becoming a loader.

1 Second Lieutenant

2 Ship's Co Squads

#### **Headquarters**

0-1 Medic

#### **Infantry**

0-2 Ship's Co Squads

0-2 Medium Machine

#### **Transport and Tows**

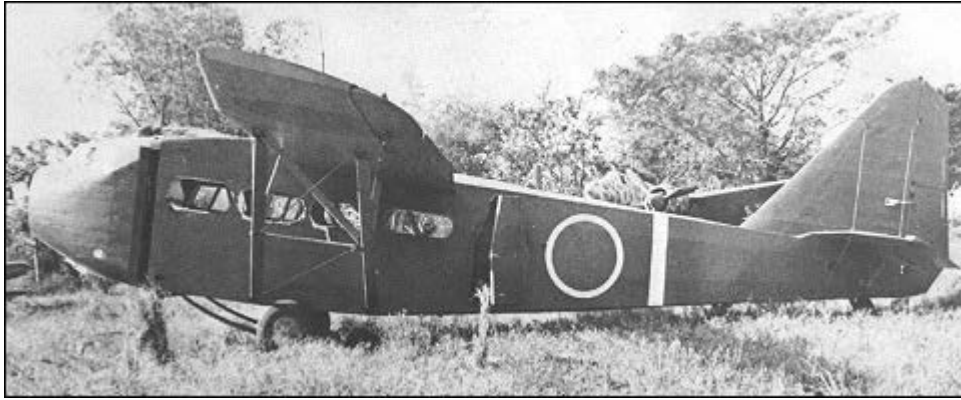
0-3 Car

0-3 Light Truck

0-1 Daihatsu Landing Barge

### **Kokusai KU-8**

The Ku-8 'Goose' was derived from the Kokusai Ki-59 'Theresa' light transport plane with its engines removed. The glider had the capacity for 20 fully equipped men plus 2 crew and could also carry a mountain howitzer. Primarily designed for use by the Imperial Japanese Army the Imperial Japanese Navy acquired a small number to supplement its own airborne forces. Total built around 700.



**Cost:** 40 pts (Veteran)

**Damage Value:** 6+ (Softskin)

**Transport:** 20 men plus 2 pilots

**Special Rules:**

- Glider

### **GLIDER**

After drawing an order die the Japanese Player places it on the table with the Advance uppermost to indicate the chosen landing site and direction in which the glider will land and rolls a D6. The Glider lands on a 2+ but it lands on the following turn if a 1 is rolled.

Roll 2D6 and add the result to get the distance the glider moves forward from its order die. A Veteran Pilot rolls 3D6 with the player selecting which die to discard.

The Glider is destroyed if it runs into a solid structure such as a building, wall, anti-glider obstacle or vehicle. In general the glider uses the normal transport rules as in the Bolt Action 2nd Edition rulebook (p114)

The pilots become infantrymen equipped with pistols after the glider has landed. Their costs are included in the costs of the glider and they have the same troop quality as their passengers.

Gliders are not affected by anti-aircraft guns as the rules cover only the final landing approach where they are too low and inconspicuous to be attacked.



## Type 2 Gun tank Ho-I



The Type 2 Gun tank Ho-I Support Tank was a derivative of the Type 97 Chi-Ha medium tanks of the Imperial Japanese Army. Similar in concept to early variant of the German Panzer IV, it was designed as a self-propelled howitzer to provide the close-in fire support for standard Japanese medium tanks with additional firepower against enemy anti-tank fortifications. The Type 2 Ho-I gun tank was intended to be part of a fire support company in each of the tank regiments. A total of 31 tanks were built.

**Cost:** 105pts (Regular), 130pts (Veteran)

**Weapons:** One turret mounted Medium Howitzer and one hull-mounted MMG

**Damage Value:** 8+ (Medium Tank)

## Type 92 Heavy Armoured Car



The Type 92 Heavy Armoured Car (Jyū-sōkōsha), was a Japanese tankette loosely based on the British Carden-Lloyd tankettes. The Type 92 was designed for scouting and infantry support and although considered unsuccessful by the army, the Imperial Japanese Navy absconded with 6 of these vehicles with the view to using them to reconnoitre for the armoured units in and around Perth. 167 were built

**Cost:** 90pts (Regular), 108pts (Veteran)

**Weapons:** One turret mounted MMG and 1 forward facing hull mounted HMG

**Damage Value:** 7+ (Armoured Car)

**Special Rules:** Recce

## AUSTRALIAN UNITS

The Australian Military Forces at this time was composed of a number of disparate organisations each of which maintained their own unit structures. In some respects it could be considered that the Australian Army was not one homogenous force but rather four separate entities which performed different tasks. These were:

1. **Second Australian Imperial Force (2nd AIF)** - who volunteered for overseas service,
2. **Militia** - who were units of conscripts but not able to be used for overseas service (under the provisions of the *Defence Act 1903* and until the *Defence (Citizen Military Forces) Act* of February 1943). During this time, the Militia units had aspersions cast upon them by the men of the AIF units, with militiamen sometimes being labelled as 'chocolate soldiers' - due to the belief that they would melt away the first time they were required for action - or as 'koalas' relating to the fact that at the time koalas were protected under law and it was illegal for them to be shot or exported,
3. **Volunteer Defence Corp (VDC)** - The VDC were to augment the local defences of the state to man coastal observation posts, roadblocks and Anti Aircraft Defences. VDC were also responsible for the defence of key installations, and training for full scale guerrilla warfare if the Japanese invaded.
4. **Garrison Battalions** - which were units of over-age and medically restricted soldiers formed for guard duties in Australia. They were mostly older men aged between 48 and 55 who were veterans of previous conflicts primarily in the Great War. These Garrison Battalions would be further classified according to their role which included Close Defence, Internal Security, Internment and Prisoner of War Guards,

## AUSTRALIAN NATIONAL SPECIAL RULES

Unless otherwise stated the Australians do not get the British National rules, nor choose a National Characteristic as in the Armies of Great Britain book, but instead get the following special rules.

### Aggressive Patrolling

The Australian Infantry has always sought to dominate no-man's land. Even in defensive positions such as Tobruk, the Diggers would mount constant nightly raids and patrols, like their forefathers in the trenches of World War 1.

*The Australian player automatically wins the roll-off for who places their 'forward deploying'(i.e. Snipers, observers, spotters) unit. In addition, no enemy forward deploying units may be set up within 18" of an Australian unit already deployed. Also Australian infantry spot hidden enemies at a range of 18" rather than 12".*

### Never Give Up

The Australian fighting men of World War II had an immense reputation to live up to, due to their courage displayed by his ANZAC forefathers in World War I. Mixed in with this was the Australian character: the gallows humour displayed at times and the grim pride taken in being a complete and utter nuisance to the enemy, even if the battle was lost. From the early days of the AIF in North Africa through to Kokoda and the last engagements in Bougainville, the Aussie fighting man had a reputation for never giving up fighting to the last, even if all seemed hopeless.

*When defending in an assault Australian infantry and artillery units count as having the fanatic special rule.*

## **Hard Men**

Australian soldiers have always had a deserved reputation as tough fighters and this in part is due to their living in the harsh Australian environment. Western Australia has its fair share of rough and ready men from the gold mines, farming and rural communities and all playing a tough brand of sport particularly football. These men band together and while in peacetime they are the bane of the authorities they provide the basis of a tough core of fighting men in conflict.

*Any infantry platoon may have the tough fighter rule for one of its rifle sections.*

## **AUSTRALIAN CAMPAIGN SPECIAL RULES**

In addition to the National Special Rules choose one of the campaign characteristics for your Australian forces.

### **Fighting Withdrawal**

Defending Australia from the ferocious Japanese attacks, and with the experiences learnt in New Guinea, the Australian troops were well versed in delaying the enemy with skillfully executed ambushes, fighting to the last moment before pulling out to the next position.

*Australian AIF and Militia units may Advance and then flip their dice onto Ambush. Note that the Advance move must be directly toward their own table edge.*

### **Home Ground Advantage**

Operating on their ground the Australian forces were very familiar with the terrain and knew their way around even without the use of maps.

*All Infantry units have the Behind Enemy Lines rules as per the Armies of Great Britain.*

### **Barbed Wire**

Barbed wire is intended to impede the passage of infantry. For game purposes they should be modelled on 8" strips long and 1" wide. When destroyed they are removed from the table.

**Cost:** 10 pts per strip

**Special Rules:** Impassable to wheeled vehicles and artillery. A linear obstacle to infantry, (see Bolt Action 2nd Edition p46), and destroyed by the passage of a tracked vehicle. During a preparatory bombardment, roll a D6 for each strip and on a 6 it is destroyed.

### **Dug In Rules**

Where indicated in the scenario, units can be Dug In at the start of the game (for scenarios where it is not specifically mentioned use as a rule of thumb - a unit that can use Hidden Set Up is allowed to be Dug In). These units must be deployed on the tabletop at the start of the scenario and may be subject to the Hidden Set Up rules as well. Dug In units are still placed on the table in the usual way, and must be marked in some fashion to show they are hidden - any distinct token or marker will do.

A Dig In unit counts as 'Down' when shot at, even if it's not Down (additional -1 to be hit and the number of hits from HE is halved, rounding down). If the unit does go Down while Dug In, the benefits of being Down are doubled (i.e. -2 to be hit and only one-quarter damage from HE). Being Dug In offers no additional protection or benefit from enemy assaults (although tank assaults are an exception, see below).

Units count as Dug In until they are ordered to Advance or Run. If possible, mark the location of the vacated foxholes, gun pits and trenches so that they can be re-occupied or captured by the enemy later.

### **Dug In Versus Preparatory Bombardment**

In scenarios which use the preparatory bombardment rules, (see page 118 of the Bolt Action 2nd Edition rulebook), being Dug In doesn't modify the effects of the bombardment. It's assumed that units are already taking cover as best they can from the bombardment and that in the event of a direct hit being Dug In won't offer any additional protection from a heavy calibre shell, bomb or rocket.

### **Dug In Versus Tank Assault**

A foxhole or trench would give protection for a few moments, but if a tank actually stopped on it and twisted its tracks a few times the hole would collapse with messy results for the unfortunate occupant. Models from Dug In units automatically pass their morale check and are not moved aside when assaulted by a tank as they simply duck down in their entrenchment and allow the tank to pass overhead. However, if a tank ends its assault movement on top of any Dug In models, those models are removed as casualties and the unit must take the normal check for tank assault as normal.

### **Sustained Fire**

Due to the .303 Rifle and Machine gun output of the Small Arms Ammunition Factory No.6, located in [Welshpool](#), the Australians were able to supply their machine guns with plenty of ammunition in order for the Medium Machine Gun teams to employ sustained fire. Every MMG selected will cause D2 pins. This does not apply to vehicle mounted MMGs.

### **UNIQUE FLORA AND FAUNA**

Australia is well known for its unique flora and fauna from its Kangaroo Paw plants to its deadly snakes. While a number of vehicles have been provided and sought under the lend lease agreements, the Australians started to develop their own vehicles in order to become self-sufficient if the equipment from Great Britain and the United States was not so forthcoming. With its limited experience in mass manufacture of military vehicles the Australians developed unique vehicles for the defence on their mainland.

### **AUSTRALIAN 1st ARMoured DIVISION**



The Australian 1st Armoured Division was raised in 1941 as part of the 2nd AIF. Intended to be deployed to North Africa in late 1941, it was retained in Australia following the outbreak of the Pacific War. The Division's armoured regiments subsequently began re-equipping with M3 Grant medium tanks and M3 Stuart light tanks in April and May 1942. On paper, each Armoured Regiment was to comprise of 10 Scout Cars (Dingo), 46 Cruiser tanks (M3 Grant) and six support tanks while the motor regiment was to be established with 14 Scout Cars and 44 Universal Carriers (LP2/2A). In practice this organisation was not achieved and the



Division fought with what it had. Although the decision was made to primarily equip the Regiments with the M3 Grant tank, a handful of the Australian designed and built Sentinel tanks were transported to Western Australia to participate in an upcoming anti-invasion exercise.



*Major General Sir Horace Clement Hugh Robertson*

*During the First World War, Robertson served with the 10th Light Horse in the Gallipoli Campaign, including the disastrous Battle of the Nek, where much of his regiment was wiped out. He later participated in the Sinai and Palestine Campaign, where he captured a Turkish Army general, and was awarded the Distinguished Service Order. The 1st Armoured Division had a key role in the defence of Australia as a mobile reserve, but it was only partly trained and equipped, representing another major challenge to Robertson as a trainer of troops.*

### **2/7th Armoured Regiment**



The 2/7th Armoured Regiment was formed as part of the Second Australian Imperial Force on 9 October 1941 at Greta, New South Wales. In June 1942 the regiment was re-equipped with M3 Grant tanks and following this, in August, the 2/7th Regiment moved to Edgeroi, New South Wales, where they participated in large-scale armoured exercises. In October and November 'A' Squadron was re-equipped with M3 Stuart light tanks.

### **2/10th Armoured Regiment**



Formed in Western Australia in July 1941 as part of the 2nd Armoured Brigade of the 1st Armoured Division. Initial training was at Puckapunyal in Victoria after which they were equipped with M3 Stuart and M3 Grant tanks. They carried out concentrated training in the Narrabri NSW area in Mid 1942 before relocating to Western Australia to replace the 2/6th Armoured Regiment that had gone to New Guinea.

## 2/11th Armoured Car Regiment



The 2/11th Armoured Car Regiment was formed in Cowra, New South Wales during August 1941 as part of the 1st Armoured Division. The Regiment was gradually brought up to full strength and was expanded to four 'sabre' squadrons following the outbreak of the Pacific War. For the first 11 months of its existence the Regiment was equipped with a small number of obsolete Australian-built armoured cars which were suitable only for training purposes. In July 1942 these vehicles were replaced with more modern Australian designed vehicles such as the Rover light armoured car and Dingo scout car.

## SENTINEL AC1



The Sentinel tank was designed and built in Australia as a response to the inability to obtain tanks from Britain or the United States and the threat of Japanese invasion. With a cruiser style design the Sentinel was unique in that it had a fully cast hull and turret. Although the issuing of these tanks to the armoured units was not required due to the arrival of the Grant tanks, 1st Armoured Division acquired a squadron for use as training vehicles and to represent opposition forces in exercises. A total of 67 tanks were produced.

**Cost:** 144 pts (Inexperienced), 180pts (Regular), 216pts (Veteran)

**Weapons:** One turret mounted light anti-tank gun, One co-axial MMG, One hull-mounted MMG

**Damage Value:** 9+ (Medium Tank)

## M3 GRANT



Alongside the Matilda II, the M3 Grant was to become the mainstay of the Australian armored forces during the war although it was not deployed outside the Australian mainland.

**Cost:** 182 pts (Inexperienced), 230pts (Regular), 276pts (Veteran)

**Weapons:** One hull-mounted medium anti-tank gun covering front and right arcs, one turret mounted light anti-tank gun with co-axial MMG.

**Damage Value:** 9+ (Medium Tank)

## M3 STUART



**Cost:** 92 pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

**Weapons:** One turret mounted light anti-tank gun with co-axial MMG and one forward facing hull mounted MMG

**Damage Value:** 8+ (Light Tank)

**Special Rules:** Vulnerable: Because of the riveted construction, all shots to the side and rear of the vehicle get an additional +1 penetration modifier (i.e. in total +2 for side hits and +3 for rear hits)

## ANTI TANK GUN CARRIER



Designed and built by the Metropolitan Gas Company of Fitzroy, Vic, in 1942 the Anti-tank gun carrier was intended for use in the North African campaign but this ended before they were deployed. Based on the British Universal Carrier the LP2 was a heavily modified and lengthened carrier with a fully traversable QF 2 pounder anti-tank gun mounted on a platform at the rear and the engine moved to the front left of the vehicle. A total of 200 vehicles were produced.

**Cost:** 80 pts (Inexperienced), 100pts (Regular), 120pts (Veteran)

**Weapons:** One light anti-tank gun

**Damage Value:** 7+ (Armoured Car)

## 3" MORTAR CARRIER



A design based on the 2 Pounder Carrier with a 3" mortar mounted in place of the 2 pounder. Designed to enable the mortar to have 360 degree traverse and to be fired either from the vehicle, or dismounted. 400 were produced.



### AUSTRALIAN LOCAL PATTERN CARRIER (LP2/LP2A)

The LP2 was an Australian produced universal carrier manufactured using available local parts and adjusted to meet local conditions. There were no significant variations in the performance between the British and Australian models. Over 4700 LP2/LP2A carriers were produced.

Cost: 44pts (Inexperienced), 55pts (Regular), 67pts (Veteran)

Weapons: None

Damage Value: 7+ (Armoured Carrier)

Transport: 5 men

Tow: Light anti tank gun

Options:

- Add forward facing hull-mounted LMG for +5pts
- Add forward facing hull-mounted MMG for +15pts
- Add a pintle mounted LMG for +10pts

Special Rules:

- Open topped
- Turn on the spot: The LP2/LP2A can turn on the spot enabling it to a full speed run rate 'reverse', finishing the move facing in the direction of travel. This rule does not apply if towing.

### ROVER LIGHT ARMoured CAR



The Rover, known colloquially as the Mobile Slit Trench, was an Australian design based on the hull of the Ford 3-ton Canadian Military Pattern truck chassis, either F60L or the shorter F60S and not deployed outside Australia. The armoured bodies were produced by Ruskin Motor Bodies of Melbourne. Principle service was 1942 to 1945. The vehicles were used by the 2/11 Armoured Car Regiment as part of the 1st Armoured Corp. A total of 238 cars were built.



**Cost:** 46 pts (Inexperienced), 60pts (Regular), 72 pts (Veteran)

**Weapons:** Hull-mounted LMG

**Damage Value:** 7+ (Armoured Car)

**Options:**

- Add a pintle-mounted LMG for +10 pts
- Replace hull-mounted LMG with MMG for +5 pts

**Special Rules:**

- Open-topped
- Recce

## DINGO SCOUT CAR



Not to be confused with the British Daimler Dingo, the Australian scout car was based on a modified Ford commercial 30-cwt truck with a 134.5 inch wheelbase, mixed with a 4×4 wheel drive kit from Marmon-Herrington and covered with Victorian Railways ABP3 armored plates. Mass production was launched in early 1942 and ended in 1943. 12 cars served with the 2/11 Armoured Car Regiment. A total of 245 cars were built.

**Cost:** 48 pts (Inexperienced), 65pts (Regular), 78 pts (Veteran)

**Weapons:** Hull-mounted LMG

**Damage Value:** 7+ Light Tank (Armoured Car)

**Special Rules:**

- Open-topped
- Recce
- Scouting Ahead: A Dingo Scout Car are allowed to make an Advance move after both sides have finished setting up, but before the first turn of the game. This movement will be after deployment of Observers and Snipers.

## AUSTRALIAN 2nd AND 4th MILITIA DIVISIONS



### MILITIA REINFORCED PLATOON

#### INFANTRY

- 1 First or Second Lieutenant
- 2 Militia Rifle Sections

#### Headquarters

- 0-1 Captain
- 0-1 Major
- 0-1 Medic
- 0-1 Forward Artillery Observer

#### Infantry

- 0-4 Militia Sections
- 0-2 MMG Teams
- 0-1 Medium Mortar
- 0-1 Anti-Tank Rifle
- 0-1 Sniper

#### ARTILLERY

- 0-1 Light Howitzer
- 0-1 Heavy Anti Aircraft Gun
- 0-1 Light Anti Tank Gun

#### VEHICLES

##### Tanks

- 0-1 M3 Stuart Light Tank
- 0-1 M3 Grant Medium Tank
- 0-1 Sentinel Medium Tank

##### Self Propelled Guns

- 0-1 2pdr Attack Carrier
- 0-1 3" Mortar Carrier

##### Armoured Cars

- 0-1 Dingo Scout Car
- 0-1 Rover Light Armoured Car
- 0-1 LPA2 Recce Carrier

##### Transports and Tows

0-2 Car  
0-6 General Purpose Trucks  
0-4 LPA2 Carriers

### **MILITIA RIFLE SECTION**

**Cost:** Inexperienced Infantry 40pts or Regular Infantry 50pts,

**Composition:** 5 men

**Weapons:** Rifles

**Options:** May add up to 5 additional soldiers at +8pts each (Inexperienced) or +10pts (Regular). One man may have an SMG for +3pts. One man may have an LMG for +20pts with another man becoming a loader.

**Special Rules:** Green (if Inexperienced), Hard Men, Never Give Up

### **GARRISON BATTALION REINFORCED PLATOON**

The garrison battalions were units of over-age and medically restricted soldiers formed for guard duties in Australia. Garrison Battalions were part of the Australian Army Reserve with the role of manning fixed defence and vulnerable points. The personnel were Class B men, those between 48 and 55 who had seen war service before September 1939, therefore mostly WW1 veterans.

**Cost:** 40pts (Inexperienced),

**Composition:** 5 men

**Weapons:** Rifles

**Options:** May add up to 5 additional soldiers at +8pts each. One man may have an LMG for +20pts with another man becoming a loader.

**Special Rules:** Green, Hard Men, Never Give Up



*Note the repurposed WWI German MG08/15*

### **INFANTRY**

1 First or Second Lieutenant

2 Garrison Sections

### **Headquarters**

0-1 Captain

0-1 Major

0-1 Medic

## **Infantry**

0-4 Garrison Sections

0-2 MMG Teams

0-1 Medium Mortar (Stokes Mortar)

0-2 AA LMG Teams

## **ARTILLERY (0-2)**

0-1 Light Anti Tank Gun (2pdr)

0-1 Light Howitzer (18pdr)

0-1 Anti-Aircraft Gun (40mm Bofors)

0-1 Anti-Aircraft Gun (QF 3.7" AA)

## **VEHICLES**

### **Transports**

0-2 Car

0-6 General Purpose Trucks

### **3.7 INCH QF AA GUN**



The main Commonwealth heavy anti-aircraft gun throughout the war it was generally deployed to protect fixed or rear echelon installations and this was also the case with the Australian Army. Considered too heavy and unmaneuverable to make an effective anti-tank gun it would nevertheless have more than ample firepower to overcome the lighter Japanese tanks.

**Cost:** 80pts (Inexperienced), 100pts (Regular)

**Composition:** 6 men

**Weapons:** 1 Heavy anti-tank gun

#### **Special Rules:**

- Team Weapon.
- Fixed
- FlaK
- Improved Role. The 3.7" gun is not really designed to engage ground targets. Each time it shoots it gains one pin marker upon itself to represent both mechanical strain on the gun and on the crew.

- Sweat Saves Blood - A phrase coined by Captain Nicholson of the Buckland Hill 3.7" battery, he admonished his men repeatedly that effort digging in for protection would save blood spilled later in combat and this soon became the motto of the Western Australian based Anti Aircraft Batteries. Due to these efforts the guns crew will have an entrenched gun position and are always considered to be in heavy cover.

## VOLUNTEER DEFENCE CORP SECTION



The raising of the Volunteers Defence Corp (VDC) was to augment the local defences of the state by providing static defence of localities and the protection of the vulnerable points. It was comparable to the British Home Guard, paramilitary in nature, run by the government and the Returned Services League and composed of volunteers. In short the mission of the VDC was to Deny, Delay and Protect and the sort of operations they conducted was the construction of road blocks, demolition of bridges and piers, protection of bases and industrial sites and guerilla warfare. Many VDC Veterans retained their uniforms, or part thereof, from their active service days in the First World War and as such the VDC took on a rather motley appearance.

**Cost:** 35pts (Inexperienced)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:** May add up to 5 additional soldiers at +7pts each. One man may take a Lewis LMG for +20 points with another man becoming a loader. The entire section may take Molotov Cocktails for +2pts per model

**Special Rules:**

- Home Ground Advantage. Hard Men



- Diggers. For each full 10 man section, MMG, Mortar or artillery piece taken a defensive position of heavy cover, such as a sandbagged wall, of up to 6" in length may be taken.
- Hardened Resolve. While many of the VDC were veterans of the First World War and tough soldiers in their day, they were not as sprightly or as vigorous as in their youth but they retained the esprit de corp of the 1st AIF. All VDC units add +1 to their leadership.
- Tank Hunters if Molotov Cocktails taken.

### **SHARPSHOOTER TEAM**

These sharpshooters were formed from a select group of men who were well known rabbit shooters and trappers. Born in the Depression era, these men were valuable assets to the local communities as they would supplement the people's diets with rabbit meat and would also use the sale of the pelts to supplement their meagre wages. Utilised by the VDC units as an asset to supplement the rations of the men, the VDC command also saw the value of these men with their enhanced fieldcraft skills and ability to shoot accurately. Nicknamed the 'Rabbiters' or 'Boogeymen' - on account of their faintly ridiculous look wearing hessian bags as makeshift 'gilly' suits - the Sharpshooters would perform valuable service in the coming event.

**Cost:** 28pts (Regular)

**Composition:** 1 NCO and 1 man

**Weapons:** Rifles

**Options:** May add up to 2 additional soldiers at +14 pts each.

**Special Rules:**

- Home Ground Advantage. Hard Men.
- Sharpshooters - these men will gain a +1 to hit enemy targets.
- Hidden Set Up - On deployment this unit may be Hidden and be placed on Ambush
- Setting Up Observers and Snipers

### **VOLUNTEER DEFENCE CORP REINFORCED PLATOON**

#### **INFANTRY**

1 First or Second Lieutenant

2 VDC Sections

#### **Headquarters**

0-1 Captain

0-1 Major

0-1 Medic

#### **Infantry**

0-4 VDC Sections

0-1 Sharpshooter Team

0-2 MMG Teams

0-1 Medium Mortar (Stokes Mortar)

0-2 AA LMG Teams

0-1 Sniper

#### **ARTILLERY (0-2)**

0-1 Light Anti Tank Gun (2pdr)

0-1 Light Howitzer (18pdr)

0-2 Anti-Aircraft Gun (40mm Bofors)



AUSTRALIAN WAR MEMORIAL

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*Volunteer Defence Corp*

### **RAAF AERODROME DEFENCE SQUADRON**

Established under the Aerodrome Defence Scheme in 1929, the Aerodrome Defence Squadrons were formed to provide local defence for aerodromes. They performed both anti aircraft and ground security roles and the units were trained in ground patrolling, scouting and hand-to-hand combat. The Aerodrome Defence Section at Mooyoonooka, some 10 miles east of Geraldton manned the anti aircraft battery, the static defence positions and contained a mobile reaction force element.

### **RAAF AERODROME DEFENCE SQUADRON REINFORCED PLATOON**

#### **INFANTRY**

- 1 Flying or Pilot Officer (As per 1st or Second Lieutenant rules respectively)
- 2 Aerodrome Defence Sections

#### **Headquarters**

- 0-1 Flight Lieutenant
- 0-1 Medic

#### **Infantry**

- 0-4 Aerodrome Defence Sections
- 0-2 Aircrewmen and Base Support Section
- 0-2 MMG Teams
- 0-2 AA LMG Teams

## **ARTILLERY**

### **Anti-Aircraft Artillery**

0-2 Light anti aircraft guns

## **VEHICLES**

### **Armoured Car**

0-1 Dingo Scout Car

### **Transports**

0-2 Car

0-6 General Purpose Trucks

## **INFANTRY**

### **Headquarters**

Flight Lieutenant - as per Captain rules in *Armies of Great Britain* p.20

### **RAAF Aerodrome Defence Section**

**Cost:** 40pts (Inexperienced) 50 Points (Regular)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:**

- Green if Inexperienced
- May add up to 5 additional airmen with rifles at +8pts each (Inexperienced) or +10pts each (Regular).
- Up to 1 man may be given a light machine gun for +20 points. Another airmen acts as loader.

**Special Rules:**

- Diggers. For each section or artillery piece taken a defensive position of heavy cover, such as a sandbagged wall or trench, of up to 6" in length may be taken if the scenario does not include trenches or emplaced positions.
- Never Give Up .

### **RAAF Aircrewmembers and Support Staff Section**

While not normally used for ground defence operations all ground staff had received basic weapon training and formed ad hoc squads to join in the defence on the base.

**Cost:** 35pts (Inexperienced)

**Composition:** 1 NCO and 4 men

**Weapons:** Pistols

**Options:**

- May add up to 5 additional airman for +6 pts each
- Up to 5 airman may be armed with rifles in lieu of pistols for +1 point

## Anti Aircraft LMG



**Cost:** 33pts (Inexperienced), 40pts (Regular)

**Composition:** 2 men

**Weapon:** LMG

**Special Rules:**

- Green if Inexperienced
- Pintle mounted
- Diggers. For each AA LMG a heavy cover emplacement may be taken even if the scenario does not include trenches or emplaced positions.

## RAAF ANTI AIRCRAFT ARTILLERY

**40mm Bofors gun** (As per *Armies of Great Britain* p.35)

**Special Rules:**

- Sweat Saves Blood. As per the 3.7" INCH QF AA gun rules.

## Royal Australian Navy Watch

The sailors of the Royal Australian Navy were organised into watches and divisions whether ashore or at sea. Hence a sailor could be in Red, White or Blue Watch of the Port or Starboard Division - these will operate no differently to the regular Platoons or Squads. During the time of the invasion the sailors would be in their Summer, white, uniforms.

**Cost:** 35pts (Inexperienced) 50 pts (Regular)

**Composition:** 1 NCO and 4 Ratings

**Weapons:** Rifles

**Options:** May add up to 5 additional Ratings at +7 points (Inexperienced) or +10pts each (Regular). The Petty Officer (NCO) and one other man may have a SMG for +3 pts each. The squad may also add a Lewis LMG for +20pts with one man becoming the loader.

**Special Rules:** Never Give Up and Hard Men



### **SPECIAL INDEPENDANT COMPANY AND Z SPECIAL FORCE SECTIONS**

These two units were highly secretive specialised units and therefore highly trained. Z Special Force, who was later to fomed for it raids on Singapore in the MV Krait, were trained to conduct covert operations with parties inserted by parachute or submarine to provide intelligence and conduct guerrilla warfare while the Special Independent Company - also known as the 3 Corps Guerilla Warfare Group - was trained to conduct long range patrols, and similarly conduct demolitions of airfield and harbour facilities and look for evidence of Japanese landing parties and to prepare for Guerilla warfare.

*Demolitions and Booby Traps. Experts in demolitions and booby traps the Z Special Force Sections is able to set traps for the invading Japanese forces. At the start of the game the Australian player takes three round card counters or similar markers up to 20mm in diameter and places them anywhere on the table outside the other player's deployment zone. These bombs, booby traps, or mines they lay may have possibly been planted before the game. The actual explosive device - if present at all - is not necessarily exactly where the marker is placed, but is somewhere nearby. The first enemy unit that moves within 6" of any counter must immediately roll a dice. On a score of 1,2 or 3 the counter is revealed to be a phoney and is removed from the table without further effect. On a score of 4 or 5 nothing happens, but the next enemy unit to move within 6" must test again. On a score of 6 the bomb explodes and hits the unit - this has the same stats as an explosive shell with a HE value of*



*3D6, D3 pin and +4 penetration. Once it has gone off, the bomb marker is removed. Bombs only affect the unit that triggers them and not other units nearby. Bombs never affect Z Special Force Units no matter how close.*

**Cost:** 70pts (Veteran)

**Composition:** 1 NCO and 4 Men

**Weapons:** Rifles

**Options:**

- Add up to 5 additional men with rifles at +14pts each
- The NCO can have a submachine gun instead of a rifle for +3pts
- Any man can have a submachine gun instead of a rifle for +3pts
- Up to 1 man can have a light machine gun for +20pts
- May take Demolitions and Booby traps for +20pts

**Special Rules:**

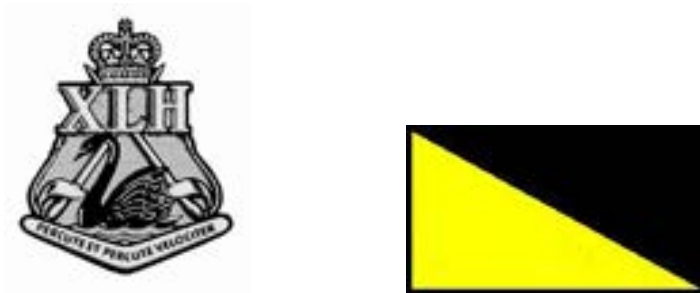
- Tough Fighters
- Home Ground Advantage
- Demolitions and Booby Traps (0-1 in army)





*Moving through the scrub*

#### **THE 10th LIGHT HORSE REGIMENT (MILITIA)**



The 10th Light Horse Regiment (West Australian Mounted Infantry) traces its origins to the West Australian mounted volunteer units in the late 19th century becoming the 10th Light Horse Regiment in 1901 and in 1903. The West Australians served with particular distinction at Gallipoli and throughout the campaigns in Sinai, Palestine, Jordan and Syria. In the long advance which was to eventually terminate with the fall of Damascus, 10th Light Horse had the honour of leading the Australian Mounted Division. The Regiment accepted the formal surrender of Damascus on 1st October, 1918. Becoming a Citizen Military Force unit between the wars the 10th Light Horse became a reconnaissance battalion for the defence of Western Australia and was the last unit to still have mounted horsemen. Equipped with Australian LP2 Australian built Universal Carriers the 10th Light Horse conducted patrols of the coastal areas and as such was one of the first units to deal with the Japanese invasion at Geraldton. Living up to their motto 'Percute et Percute Velocitor' -

Strike and Strike Swiftly - the regiment aggressively counter attacked the invading forces. All Light Horse units are rated as Green.



### **LIGHT HORSE SECTION**

**Cost:** 40pts (Inexperienced)

**Composition:** 1 NCO and 4 men

**Weapons:** Rifles

**Options:** May add up to 5 additional soldiers at +8pts each. A Light Horsemen may be mounted for +2pts. One man may take a LMG for +20pts with another man becoming a loader.

**Special Rules:**

- Home Ground Advantage. Hard Men, Aggressive Patrolling
- Green
- Cavalry see p89 of Bolt Action 2nd Edition Rules



*General Bennet inspecting the 10th Light Horse Regiment*

## AUSTRALIAN LIGHT HORSE REINFORCED PLATOON

1 Command Vehicle: 1 Bren (Universal) Carrier

2 Vehicles: Bren (Universal) Carrier

Plus

0-4 Bren (Universal) Carrier

0-3 Cavalry Sections

0-4 Light Horse Sections

0-1 Anti-Tank Rifle

0-1 Mortar

0-1 MMG

0-2 Recce Carrier

0-2 MMG Carrier

0-2 Anti-tank gun carrier

0-2 3" mortar carrier

0-4 Trucks



### Kangaroo Feathers

Originating from the Queensland mounted troops, the tradition of wearing an emu plume became synonymous with the light horse and inseparable from its legend. Appreciating a practical joke, when asked about their plumes, First AIF light horsemen pulled many legs by replying that they were, in fact, "kangaroo feathers".

## AMERICAN UNITS

### ANTI AIRCRAFT HEAVY MACHINE GUN TEAM



E Battery of the 2nd Battalion of the 197th Coast Artillery (AA) New Hampshire National Guard Regiment arrived in Fremantle on 23 March 1942 and manned a number of defensive positions (50 Calibre machine guns) along Victoria Quay. While the bulk of the regiment deployed to Townsville elements were in Fremantle at the time of the attack.

**Cost:** 70 pts (Regular)

**Composition:** 4 men

**Weapons:** 1 Heavy Machine Gun

**Options:** May add up to 5 additional soldiers with 1903 Springfield rifle at +10pts (Regular) each

**Special Rules:**

- Team Weapon
- Pintle Mount
- Defensive Positions. For each AA HMG a heavy cover emplacement maybe taken if the scenario does not include trenches or emplaced positions.

### ANTI AIRCRAFT RIFLE SQUAD

E Battery of the 2nd Battalion of the 197th Coast Artillery (AA) New Hampshire National Guard Regiment arrived in Fremantle on 23 March 1942 and manned a number of defensive positions (50 Calibre machine guns) along Victoria Quay. The Rifle squads were used to re-supply the AA HMGs and for other administrative duties. With the M1Garand rifle not issued to the ships these troops do not have the United States Fire and Maneuver rule.

**Cost:** 42pts (Inexperienced ) 60 pts (Regular)

**Composition:** 1 NCO and 5 men

**Weapons:** M1903 Springfield Rifles

**Options:** May add up to 6 additional soldiers at +7 (Inexperienced) or +10pts each (Regular)





AUSTRALIAN WAR MEMORIAL

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*The USS Pelias was a Griffon Class Submarine Tender, a support vessel for the United States Submarines based out of Fremantle. This ship provided food, fuel, torpedoes and other sundries for the submarines as well as relief crew. With the attack on Fremantle some of these crew members, rather than proceeding inland, decided to join the local defences to defend the harbour and grabbed whatever small arms they could from the ship's small arms locker.*

#### **AMERICAN NAVY SQUAD**

**Cost:** 60 pts (Regular)

**Composition:** 1 NCO and 5 men

**Weapons:** M1 Rifles and Carbines

**Options:** May add up to 6 additional sailors at +10pts each. May have 0-3 SMGs for +3 pts each

**Special Rules:** The Fire and Manoeuvre (As per p20 from *Armies of the United States*) applies to men with Rifles.



AUSTRALIAN WAR MEMORIAL

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*Chief Petty Officer Claude Choules was a British born veteran who joined the Royal Navy at the age of 14, witnessed the scuttling of the German Fleet at Scapa Flow and transferred to the Royal Australian Navy in 1926 after a period as an instructor at Flinders Naval Depot in Victoria. At the time of the invasion CPO Choules was acting as the Torpedo Officer and Chief Demolitions Officer at HMAS Leeuwin, the naval depot in Fremantle.*





*Fort Arthur Fremantle*

## **SCENARIOS**

### **AUDACIOUS MOON OPERATIONS**

#### **Scenario 1 Audacious Moon - Codeword Spring Tide**

##### **Introduction**

The seaborne phase of the Japanese assault at Geraldton consisted of the Yokosuka Navy Guard Unit (Special Naval Landing Force) Battalion supported by Ka-Mi Amphibious tanks. With the Heavy Cruisers Tone and Chikumi, the light cruiser Yubari and two destroyers providing Naval Gunfire Support, the two Australian 4" emplacements were quickly overwhelmed leaving the Australian defenders with little support. The Japanese plan is to overwhelm the Australian coastal defences and open a beachhead in order to support the airborne assault.

##### **Forces**

Australian forces must be selected from the Garrison Battalion Reinforced platoon or the Volunteer Defence Corp Reinforced Platoon. The Japanese forces must be selected from the Special Naval Landing Force Reinforced Platoon list. Note only amphibious tanks and landing barges may move onto the table; everything else must be transported.

##### **Set Up**

One long side table is land and is the Australian player's table edge. The other side is the sea. The strip of sea running along the table edge should be at least 6" deep. A strip of beach, also at least 6" deep, and should separate the sea from the land. The Japanese player is the attacker and the Australian player is the defender.

The Australian player sets up half of their units in their deployment zone (up to 18" from their table edge) except for on the beach or sea. The Australian player may set up barbed wire and trenches. These units may use the hidden set up rules. The remainder of the Australian forces are left in reserve.

Japanese units are not set up on the table at the start of the game and the player must nominate at least half of his forces as the first wave. This may be their entire army if they choose. Any units not held in reserve must be held in reserve.

### Objective

The Japanese player must get as many units as possible in the Australian sector or off the Australian table edge. The Australian must try and stop him.

### Preparatory Bombardment.

The Japanese player rolls 1D6 and on a 2+ a preparatory naval bombardment strikes the Australian defenders.

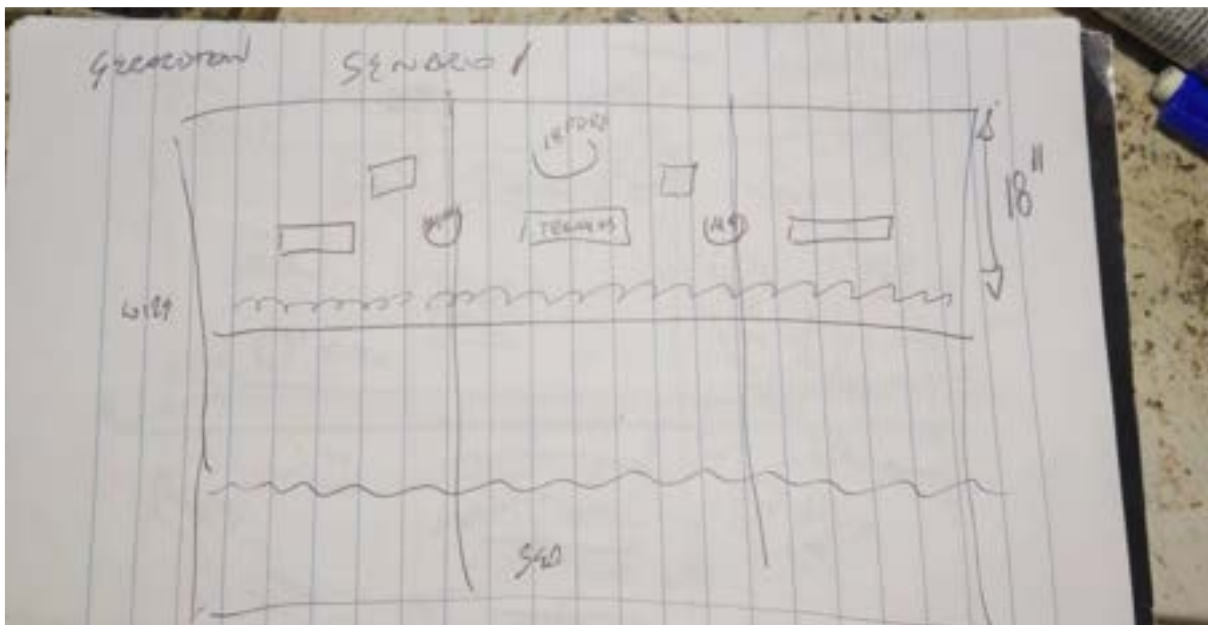
### Game Duration

The game will last for 6 turns. On completion of the 6th turn roll 1D6 and on a 4+ a seventh turn will ensue.

### Victory!

At the end of the game calculate who has won by adding up the victory points as follows. If one side has 2 or more victory points over the other then they are the clear winner. If the difference is 0 or 1 victory points the result is a draw.

The Japanese player gains 1 victory point for every Australian unit destroyed, 2 points for every unit in the Australian deployment zone and 3 points for every unit who exits off the Australian table edge when the game ends.







### **Scenario 2 Audacious Moon - Codeword Koyo (紅葉)**

Airdrop on airfield at Mooyoonooka Airfield 16km to the east of Geraldton staging out of Timor.

#### **Commander Toyoaki Horiuchi**



*Commander Toyoaki Horiuchi commanded the 1st Yokosuka Special Naval Landing Force which had completed its re-organisation after the Battle of Manado on the Minahasa Peninsula on the northern part of Celebes Island. A keen gymnast, he was known for the development of navy gymnastics allowing the alertness and flexibility of sailors in closed areas of warships, Commander Toyoaki was considered an ideal commander for the air assault component of the operation.*



## **Introduction**

The airborne phase of the Japanese assault consisted of the battalion of SNLF paratroopers supported by aircraft from the Heavy Cruisers Tone and Chikumi. The Japanese plan is to overwhelm the Australian airfield in order to provide a staging post along the lines of communication to Timor to support the main assault in Fremantle. The Japanese operation consisted of both a glider born Coup de Main and a parachute drop to quickly overwhelm the Australian defences in order to prevent them destroying the airfield facilities. A further imperative for speed for the Japanese forces is that due to the length of the flights from Timor the air transports have a very limited time to loiter before they will be compelled to land. Although the lessons from the air landing at Crete were still being absorbed by the Japanese Navy headquarters, the planners firmly believed that the impact of such an incredibly audacious operation would seriously destabilise the Australians due to its improbability and ensuing surprise.

## **Forces**

Australian forces must be selected from the RAAF Aerodrome Defence Squadron Reinforced Platoon Airfield or the Volunteer Defence Corp Reinforced Platoon. The Japanese forces must be selected from the SNLF Paratroop Reinforced Platoon list.

## **RAAF STATION MOOYOONOOKA 1942**



*RAAF Station Mooyoonooka with Geraldton on the horizon.*

## Set Up

The Australian player must deploy all of their units within the deployment zone - all units must be at least 8" from the table edges. The Japanese player can arrive at any point on the table edge or via the airfield if employing a glider born Coup de Main. The Japanese player is the attacker and the Australian player is the defender.

Japanese units are not set up on the table at the start of the game and the player must nominate at least half of his forces as the first wave. This may be their entire army if they choose. Any units not held in reserve must be held in reserve.



## Combat Jump Rules

Units that choose to, or have to deploy through Combat Jump are left in Reserve (even in scenarios that do not allow this). When the unit is allocated an order dice, instead of entering the table from the player's table edge, they use the combat jump procedure below.

1. The landing and roll distance: the player controlling the unit performing the combat drop places the Order die for the unit on the table with the directional arrow pointing to indicate where the unit is attempting to land and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45° clockwise or anti-clockwise. The player then rolls two dice. The sum of these in inches is the distance the order marker is moved.
2. When the final position of the marker has been established, place the first model of the unit in base contact with the Order Dice marker, touching the side of the dice opposite the one the arrow is pointing at (in other words 'behind the dice'). Then place all other models in the unit in a 'stick' of models 1" apart and in a straight line behind the initial model. Any models landing in impassable terrain are removed as casualties.
3. Once all the models have been placed, the unit immediately suffers one pin marker. The unit's Order die is turned to the Rally face and the unit's turn is over (without actually

executing a Rally order – this simply represents the airborne troops spending time regrouping). Enemy units in Ambush can now fire against the unit as normal if they wish to. In addition, all enemy units that are not in Ambush and have flak weapons with a Pen value of +2 or less can fire these weapons for free against the unit (just as if they were in Ambush) – this does not require an Order but can be done only once per turn.

4. From the next turn the unit can fight as normal.

### **Glider Landing rules**

Units that choose to, or have to deploy through Glider Landing are left in Reserve (even in scenarios that do not allow this). When a unit transported in a glider becomes available, instead of entering the table from the player's table edge, use the Glider Landing procedure below.

1. The landing and roll distance: the player controlling the glider places a marker on the table with a directional arrow to indicate where the glider touches down and the direction in which it is travelling. The opponent gets to change the direction of the arrow by up to 45° clockwise or anti-clockwise. The player then rolls two dice. The sum of these in inches is the distance the glider moves before stopping. Move the marker or glider model accordingly.

2. Breaking parachute: after observing the glider's roll distance, the player can choose to deploy a braking chute. Roll a die. The number in inches is the reduction in roll distance. However, the use of a braking parachute adds +1 to the landing impact die roll.

3. Placing the glider: when the final position of the marker has been established, place the glider model (if you have one) with the nose on the marker and the tail pointing back towards the direction of entry. The glider counts as a soft-skinned transport vehicle that cannot move. If you don't have a glider model, use a 12"-long, 3"-wide rectangular marker, or alternatively you can simply place the models lying down in an equivalent area on the table and/or mark them with a token that identifies them as 'inside the glider'.

4. Activating units in the glider: After the glider has landed, all units inside it have their order dice taken out of the bag, assigned to them and turned to Down for the turn. All units are assumed to be in the glider, extricating themselves from the fuselage, counting as units embarked onto a soft-skinned transport.

From the following turn, each time you intend to give an order to a unit in the glider, first roll a die for that unit to see if it exits safely. Add any modifiers and apply the result from the landing impact table. At the start of each following turn roll again for any units still in the glider (same modifiers apply).

5. Exiting sections leave the glider as if dismounting from a transport vehicle.

### **Landing Impact Table**

Die Roll Result

1 to 4 Section exits safely

5-6 Section is stunned and does not exit glider this turn

7+ Section is stunned and does not exit glider this turn; one man is badly injured, remove from the game (controlling player's choice)

Striking a solid object such as a building, telegraph pole or gun pit: +1

### Preparatory Bombardment

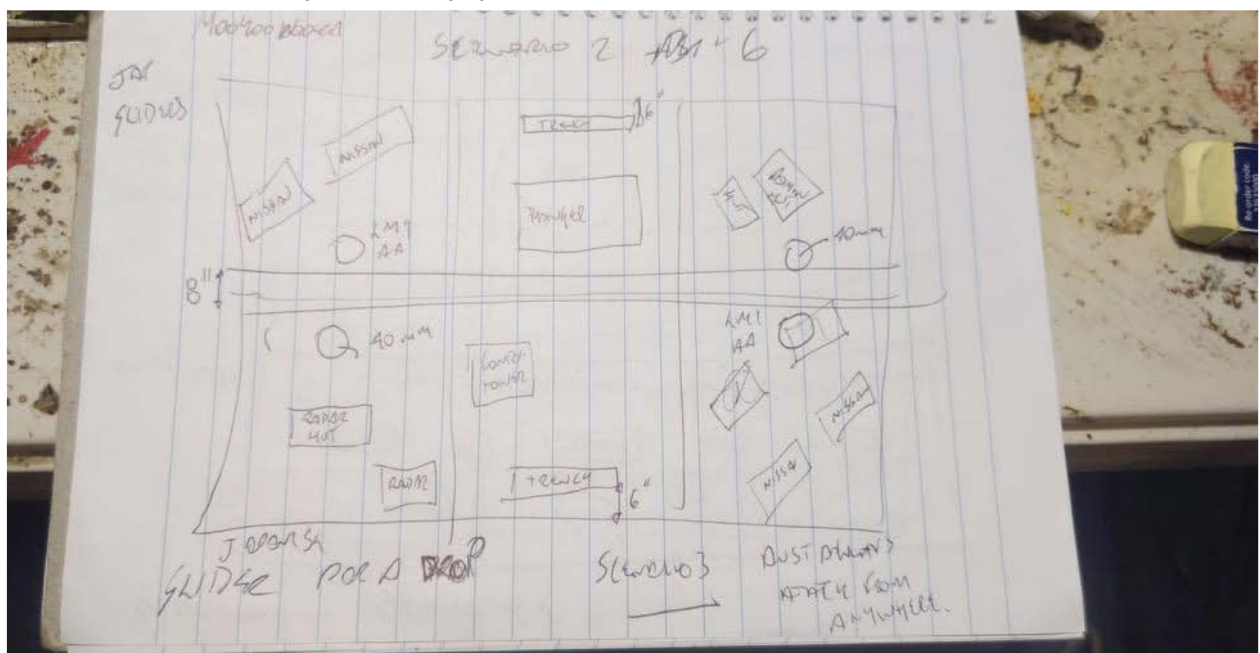
The Japanese player rolls 1D6 and on a 2+ a preparatory bombardment strikes the Australian defenders as per page 131 of the *Bolt Action 2nd Edition* main rule book.

### Game Duration

The game will last for 6 turns.

### Victory!

There are three main objectives for the Japanese are the Control Tower, the Administration building and the Fuel Farm. If two of these objectives are held it is a minor victory and if all three then a major victory. The Australian objectives are to stop the Japanese from achieving this. To hold an objective there must be one model from one of your infantry units (or transports including one such unit) within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.



### Shōwa/ Nakajima L2D Navy 0 Type Transport

The L2D2 'Tabby' was the Japanese license-built version of the DC-3 and was the most numerous of the Japanese air transport types with 487 built. The Japanese planners deliberately chose this aircraft for the operations as there was the potential that the Australian defenders would mistake the aircraft as an allied aircraft and thereby gain precious time for the attacking force. In addition the aircraft had an operating range of some 3000km which would be needed for the air lift from Timor.



## AUSPICIOUS MOON OPERATIONS

### **Auspicious Moon - Codeword Momiji (紅葉)**

#### **Battle of Gage Roads**

The Auspicious Moon part of the attack was given the codeword *Tsunami* and consisted of the concurrent assault on Rottneest and Fremantle. This attack was to become known as the Battle of Gage Roads. Launching an air attack from the carriers on Rottneest to attack the Oliver Hill Battery, two 9.2" guns, and the Bickley Hill Battery, two 6" gun, the Heavy Cruisers *Aoba*, *Kinagusa*, *Kako* and *Furutaka* supported by the light cruisers and destroyers entered Gage Roads and sooned rained down a deluge of heavy fire on every battery that opened fire on them.

The Royal Australian Air Force scrambled 14 Squadron with their Hudson bombers and escorted these with the Boomerang fighters of 85 Squadron and the Wirraway and Buffalo fighters of 25 Squadron from RAAF Station Pearce. In a brave and valiant attack these squadrons were decimated with the combined anti aircraft fire of the ships and by the A6M Zero fighters from the carrier *Zuiho* which outclassed the Australian aircraft.

With the air attack beaten off and the shore batteries suppressed the Japanese warships closed the coast and provided closer inshore support for the amphibious assault of the landing craft and amphibious attacks. The Australian 6" guns at Fort Arthur did not have the firing arcs for effective defence of the beaches to their north and plans had been made to move the battery. However, the Japanese attack pre-empted the move of the guns to the proposed Leighton Battery on Buckland Hill. As the Japanese closed on Fremantle Harbour they spotted Fort Arthur and neutralised the battery without a shot being fired in return.

During this attack the USN submarine USS Skipjack (SS-184), commanded by Commander James W. Coe, returned from a patrol and relished the target-rich opportunity that the Japanese invading force presented, particularly after sighting the four heavy cruisers. Making a deliberate attack, Commander Coe fired all 8 torpedoes from his forward and aft



tubes and made 7 hits. However all torpedoes were of the Mk 14 type with its faulty Mk 6 exploder and not one of the torpedoes exploded. Screaming with impudent rage and having exhausted his torpedoes Commander Coe evaded the pursuing Japanese destroyers and sailed to Albany only to be sunk entering harbour by one of the mines laid by the Japanese submarine I27.

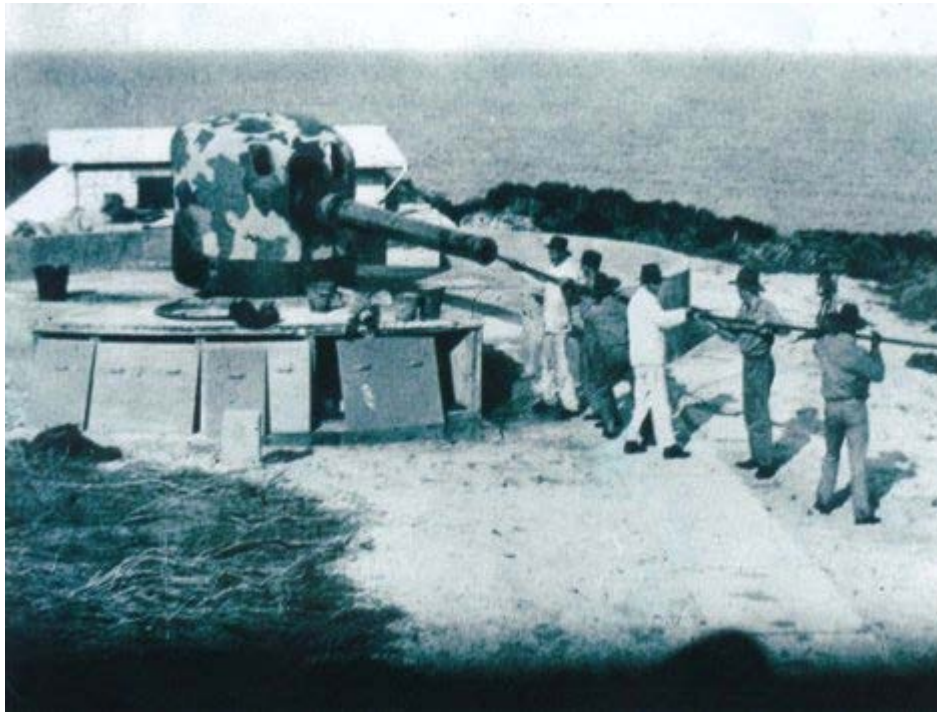
### **Scenario 3 Amphibious Assault Rottnest**



*Thompson Bay Rottneest*

#### **Introduction**

With the coastal defence batteries at Rottneest presenting a significant part of the overall coastal defences the Japanese Commander determined that the island should be neutralised and accordingly allocated an amphibious force to render the coastal batteries and garrison out of action. With the best landing site Thompson Bay the assault would be conducted by one battalion supported by Ka Mi tanks and the Heavy Cruiser *Furutaka*.



*6" gun at Bickley Battery being cleaned. an early image as none of the associated facilities, barbed wire, greenery, camouflage, etc. are in place.*



*Rottneest Island with red arrow the Japanese landing, X marking Oliver Hill Battery and Y the Bickley Battery*

### **Forces**

Australian forces must be selected from the Garrison Battalion Reinforced platoon. The Japanese forces must be selected from the Special Naval Landing Force Reinforced Platoon list. Note only amphibious tanks and landing barges may move onto the table, everything else must be transported.

### Set Up

The Japanese forces will enter the table from the sea and the Australian forces may set up anywhere from the beach back to their table edge. Up to half of the Japanese forces can be deployed initially; this represents the first wave of troops attempting to land. The remaining units are placed in reserve. Japanese Ka Mi tanks may enter from Reserves from turn 2. No flanking marches can take place.

### Preparatory Bombardment

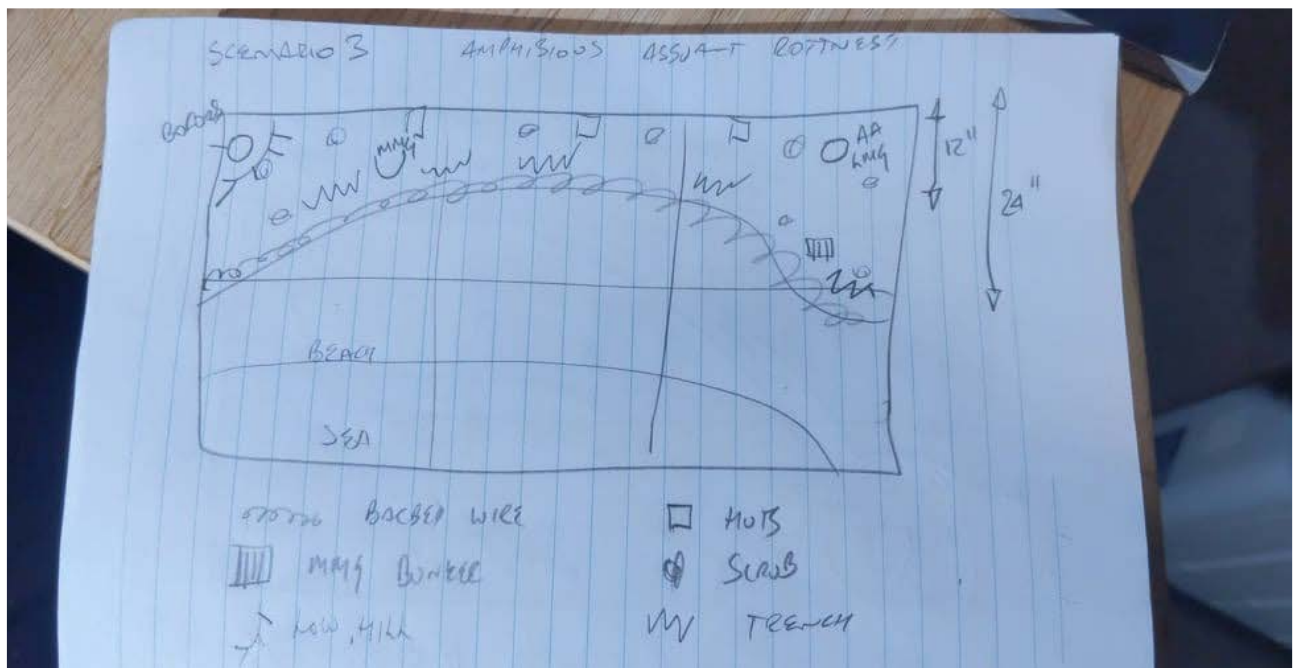
The Japanese player rolls 1D6 and on a 2+ a preparatory naval bombardment strikes the Australian defenders.

### Game Duration

The game will last for 6 turns. On completion of the 6th turn roll 1D6 and on a 4+ a seventh turn will ensue.

### Victory!

In addition to normal Victory Points available for killing a unit, the attacker gains an additional 1 Victory Point if they have infantry units within 3" of the opposite table edge at the end of the game.



## Scenario 4 Rottnest Oliver Hill Battery



### Introduction

The Oliver Hill Battery, in the centre of Rottnest Island, was installed in 1938 and operated two 9.2-inch naval guns which was the largest of the Western Australian coastal defence guns. While the surprise air attack appeared to neutralise the battery, Rear Admiral Gotō needed to ensure that they were put out of action.

### Forces

Australian forces must be selected from the Garrison Battalion Reinforced platoon. The Japanese forces must be selected from the Special Naval Landing Force Reinforced Platoon list. The Australian player may have access to a tunnel network.

### Tunnel Network (+50pts)

As part of the works to construct the Oliver Hill battery the Australians, under the guidance of Captain Frank Hussey of the No.5 Fortress Company, Royal Australian Engineers (RAE) in the late 1930s, constructed a number of tunnels around the battery position. The tunnel network allows the Australian player to secretly write down, before the game begins, where a single opening is on the battlefield. The location of the opening must be stated exactly in inches from both a short and a long table edge. A single infantry unit deployed in reserve may use this tunnel to infiltrate the battlefield. The Australian unit may travel 12" through the tunnel per turn (i.e. if the tunnel opening is 48" from the Australian players table edge, the unit may arrive on the table on Turn 5). The unit must enter the table via an *Advance* or *Run* order, and can charge straight into an assault. Regardless of whether the Australian unit is charging into an assault or not, any enemy within 6" of the secret tunnel entrance who has not been activated that turn may fire on the Australians as they emerge from the tunnel, as if they were on an *Ambush* order. Remove an order die from the bag and place a *Fire* order next to each unit that elects to do this.

### Set Up

The Australian player sets up at least half their force within their deployment zone with the remainder in Reserve. The Japanese player may place up to half of their force in Reserve.



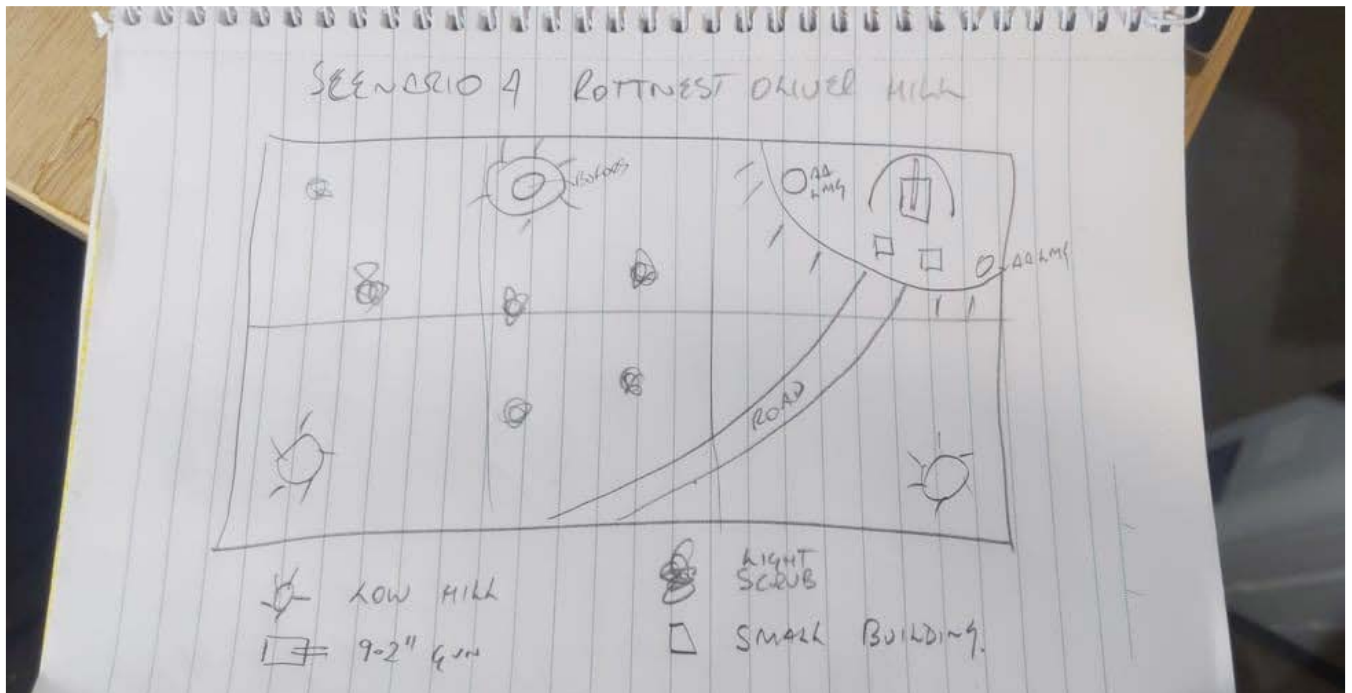


**Game Duration**

The game will last for 6 turns.

**Victory!**

The 9.2" gun position is the key objective and the Japanese player must hold it with an infantry unit, within 3" of it, at the end of the game and there must be no enemy of any type within 3" of it.





## Scenario 5 Amphibious Assault Leighton Beach - Battle of the Red Dingo

### Introduction

The main assault of the Japanese will be conducted on Leighton Beach in North Fremantle. On the southern side of the beach the stand out objective is the Great Southern Roller Flour Mills Limited complex. The giant Red Dingo logo on the silo stood out among the white buildings, provided a good observation post and defensive position for the Australians and made for a natural objective for the Japanese.



### Forces

Australian forces must be selected from the Garrison Battalion Reinforced platoon. The Japanese forces must be selected from the Special Naval Landing Force Reinforced Platoon list. Note only amphibious tanks and landing barges may move onto the table, everything else must be transported.

### Set Up

The Japanese forces will enter the table from the sea and the Australian forces may set up anywhere from the beach back to their table edge. Up to half of the Japanese forces can be deployed initially; this represents the first wave of troops attempting to land. Japanese Ka Mi tanks may enter from Reserves from turn 2. No flanking marches can take place.

### Preparatory Bombardment

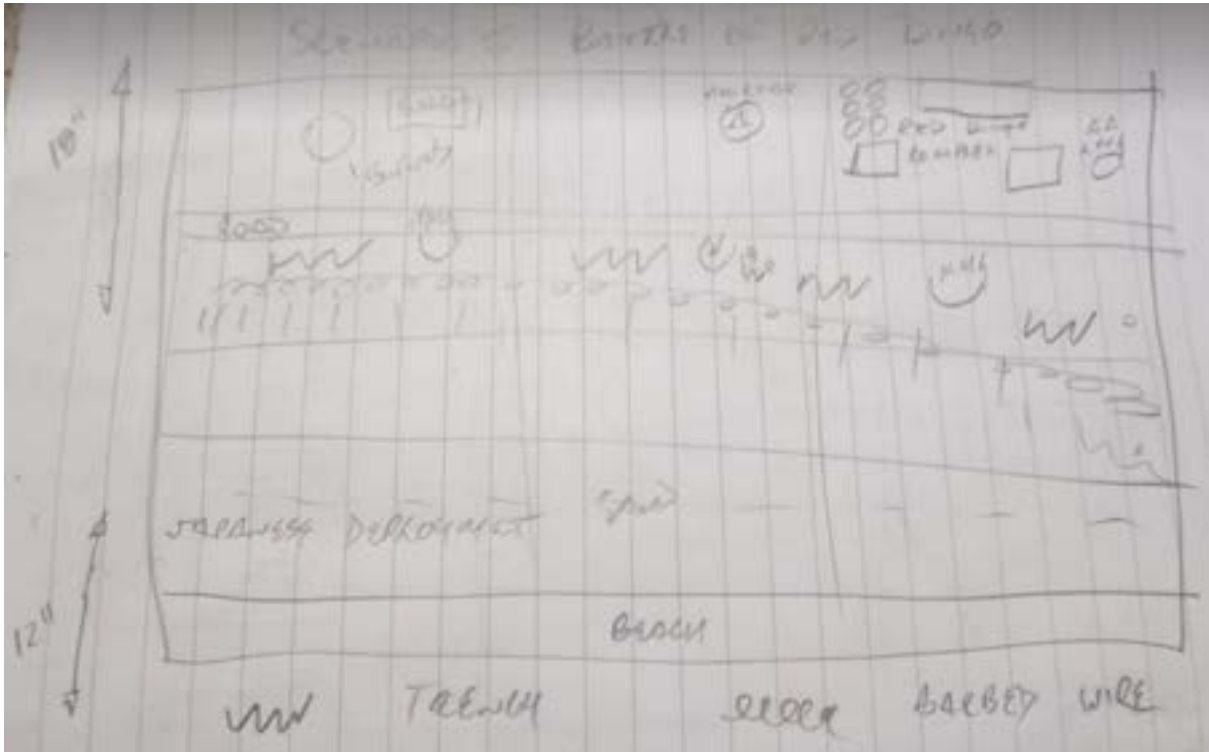
The Japanese player rolls 1D6 and on a 2+ a preparatory naval bombardment strikes the Australian defenders.

### Game Duration

The game will last for 6 turns. On completion of the 6th turn roll 1D6 and on a 4+ a seventh turn will ensue.

### Victory!

In addition to normal Victory Points available, the attacker gains an additional 1 Victory Point if they have infantry units within 3" of the opposite table edge at the end of the game.



**Scenario 6 Fremantle Harbour**



**Introduction**

Requiring a harbour to land the majority of its armour and supplies the Japanese must capture Victoria Quay intact. After the neutralisation of the Arthur Head battery by shore bombardment by the Heavy Cruiser Kaka, a Fubuki class destroyer boldly entered the harbour with a landing party to capture the Quay and the Fremantle Railway station.

## Forces

The Japanese forces must be selected from the Special Naval Landing Force Reinforced Platoon list however they can not take any artillery or vehicle options. The Australian player may take a force composed of Volunteer Defence Corp, Royal Australian Navy and American units.

## Set Up

The Japanese player will deploy in the area marking the wharf and the Australian player will deploy in the area with the railway station. The Australian player may deploy half their force at the start of the game with the remainder being held in Reserve.

## Preparatory Bombardment

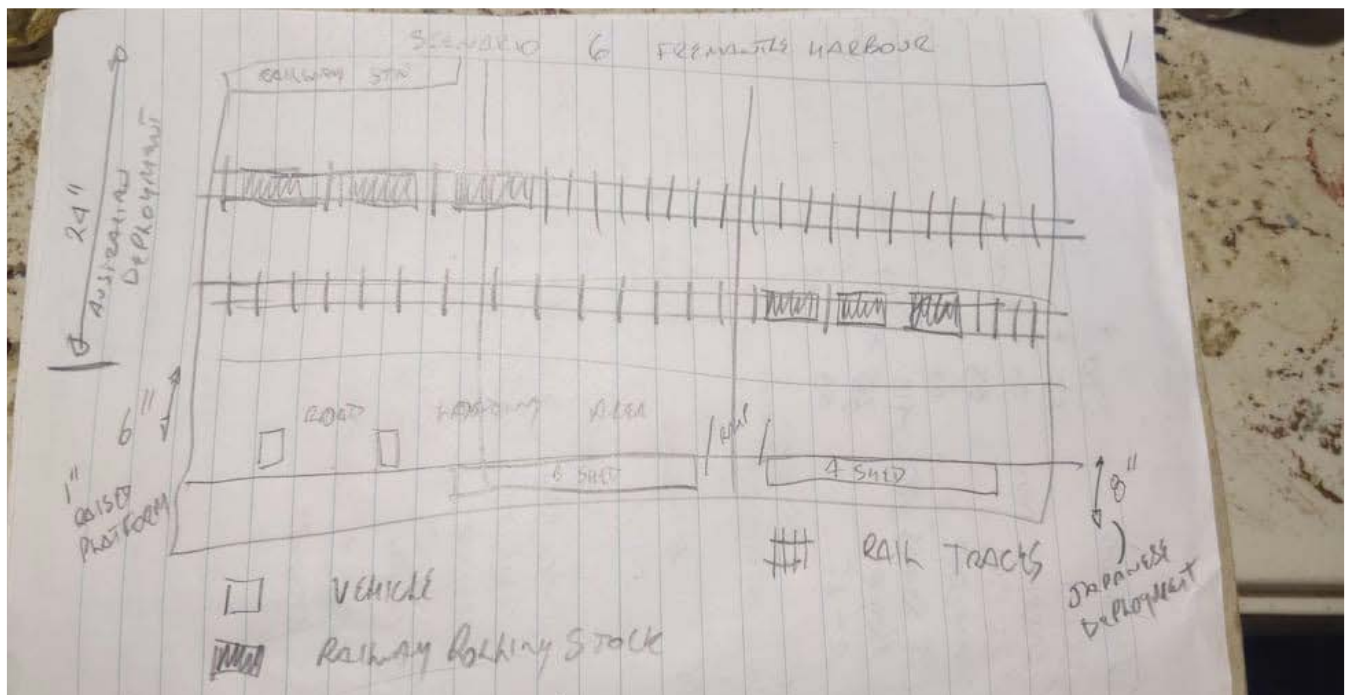
In order to not damage the harbour and rail facilities the Japanese player can not have a preparatory bombard nor artillery or air support.

## Game Duration

The game will last for 6 turns

## Victory!

At the end of the game calculate which side has won by adding up the victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and a draw. Players score 1 victory point for every enemy unit destroyed.





*Victoria Quay A and B Sheds*



*Western Australian Government Railways (WAGR) E class 4-6-2 steam locomotive*

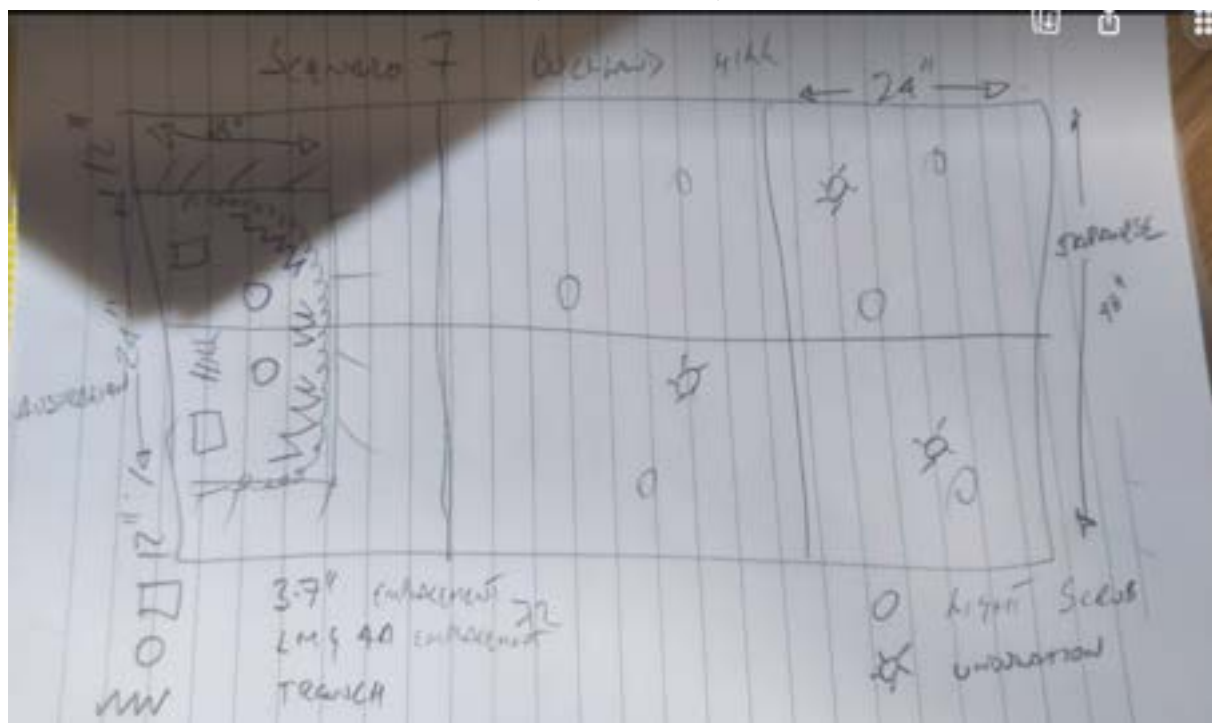
## Scenario 7 Attack on Buckland Hill



Construction at Leighton Battery on Buckland Hill. The Fremantle Harbour North Mole is visible in the background.

### Introduction

Buckland Hill was the site of a heavy anti-aircraft position as part of the protection of Fremantle and Gage Roads. With a battery of QF 3.7-inch AA guns, Buckland Hill had excellent visibility of Leighton Beach and into Gage Roads and quickly became a target of the Japanese Heavy Cruisers. Although the Australian authorities recognised the limitations of the battery at Fort Arthur in Fremantle and had approved plans to relocate the 6" guns to Buckland Hill, the assault by the Japanese precluded the commissioning of what was later to be called Leighton Battery. Facing such overwhelming firepower the Australian defenders hold their fire until the Japanese assault forces near the beach and cause the Japanese to move quickly to capture the position. The position was a key Japanese objective.







*Australian QF 3.7" Heavy Anti Aircraft position Buckland Hill.*

### **Forces**

The Australian forces must have 2 QF 3.7" gun and 2 AA LMG positions and may be supported by units from the Reinforced Militia Platoon.

### **Set Up**

The Australian player is the defender in this scenario and sets up at least half of his units in his set up area. The Japanese player must nominate at least half of his force to be in the first wave. Any units not in the first wave must be held in reserve. Reserves are not allowed to outflank in this scenario.

### **Preparatory Bombardment**

The Japanese player rolls 1D6 and on a 2+ a preparatory naval bombardment strikes the Australian defenders

### **Game Duration**

The game will last for 6 turns

### **Victory!**

The attacker scores 1 victory point for every enemy unit destroyed, 2 points for every unit inside the defenders set up area (even if only partially) and three victory points for each unit that has moved off the enemy table edge before the end of the game. The defender scores 2 victory points for every enemy unit destroyed.

## **Scenario 8 Delaying Fighting to Perth**

### **Introduction**

Upon securing Fremantle Harbour and Leighton Beaches the Japanese forces pushed their way towards Perth through North Fremantle, Cottesloe, Nedlands and Kings Park. Although faced with fleeing civilians and a relentless enemy the hodgepodge of Australian and American forces fought several small scale actions in an effort to delay the enemy in order to allow the civilians time to escape and to hope for reinforcements from III Corp. Although this hope was in vain due to the forces of III Corp being dispersed across the region, and in any

case the fleeing civilians were blocking access routes, these allied forces bravely tried to put up a fight knowing they were going to be pushed back.



### **Forces**

The Australian player is the defender and can make up his forces with a mix of Militia, Volunteer Defence Corp, Royal Australian Navy squads and United States Navy Rifle squads. The Japanese player is the attacker and his force is from the Special Naval Landing Force Reinforced Platoon.

### **Set Up**

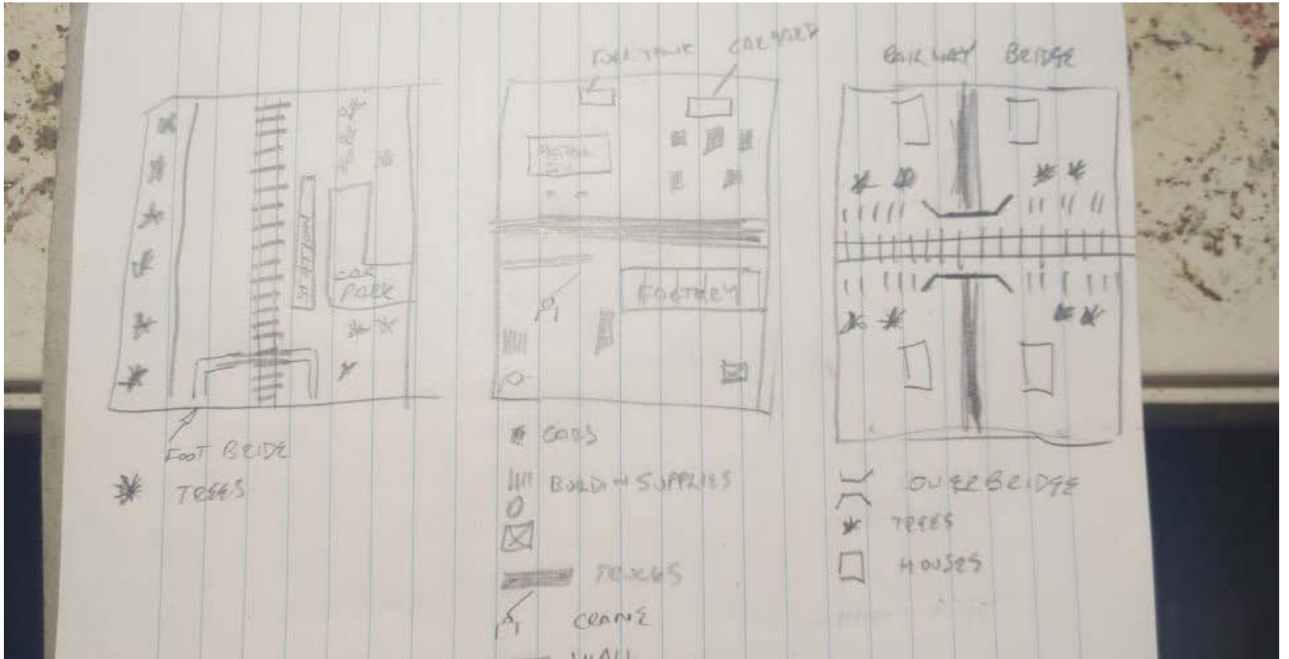
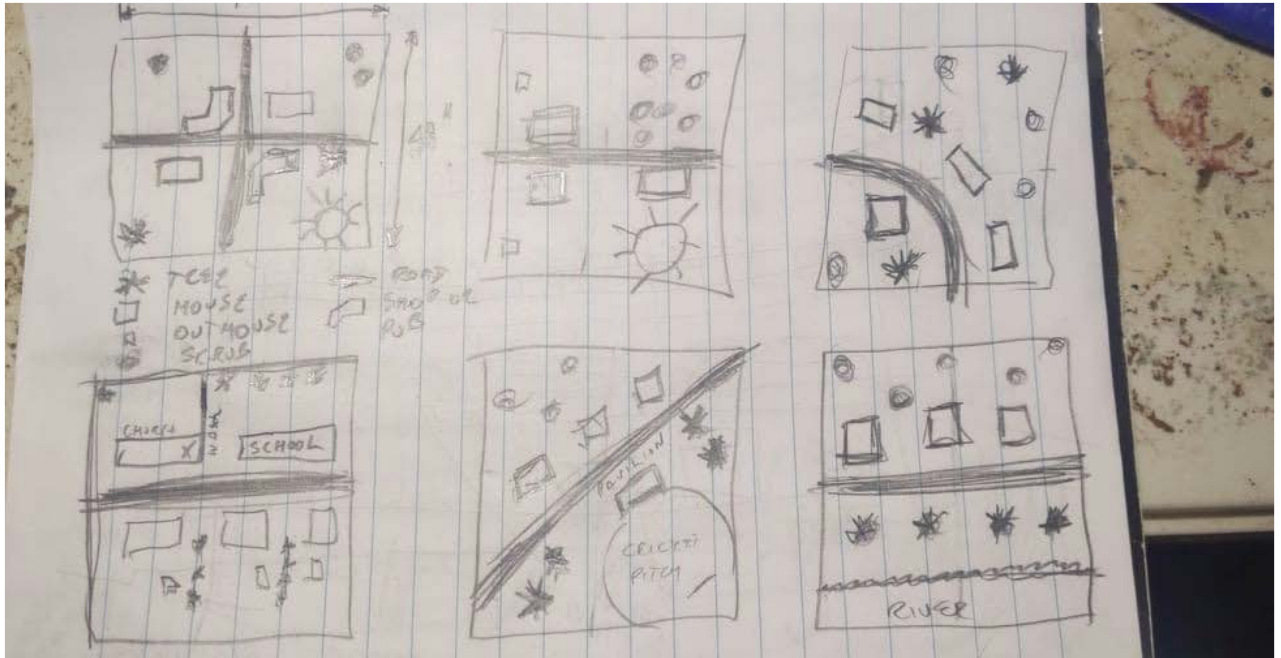
These scenarios can be played as individual battles and are played out on a 4'x 4' table. Due to the small scale of the skirmishes a force of no more than 500 points is recommended for each side. An option is for each table to be played as part of a mini campaign. Any reserves may use the Outflanking rules including the use of a landing barge if the map contains a section of the river.

### **Game Duration**

The game will last 6 turns

### **Victory!**

The attacker scores 1 victory point for every enemy unit destroyed, 2 points for every unit inside the defenders set up area (even if only partially) and three victory points for each unit that has moved off the enemy table edge before the end of the game. The defender scores 2 victory points for every enemy unit destroyed.



## Scenario 9 Saving Mrs Curtin



### Introduction

The Prime Minister of Australia was the Honourable John Curtin Curtin who was first elected to the House of Representatives at the 1928 federal election and then again in 1934, winning the Division of Fremantle. With his home in Cottesloe, Japan's entry to the war on 7 December 1941 put paid to any hope of Mr Curtin being home in Cottesloe for Christmas. While Mrs Elsie Curtin was at the Prime Minister's official residence 'The Lodge' in Canberra from October to December 1941 she returned to Perth on 8 December, telling a reporter at the time that she was 'always happier going west than going east', as the 'family home at Cottesloe means much more to me than my political home in Canberra'. Mrs Curtin played important, but largely unnoticed, roles during her husband's frequent absences, as an 'electorate officer' for her husband and as a morale booster for Western Australians during the anxious days of the Pacific War, when the North West coast was under attack from enemy planes.

After the initial push through the suburbs from Fremantle on the way to Perth by the Japanese, Mrs Curtin makes a frantic telephone call to her husband to let him know she is still in Cottesloe but has left the family home to check on her best friend around the corner. The Prime Minister commences a series of telephone calls through to General Bennet who rapidly orders a rescue mission to be led by the best forces he has to hand - the Special Independent Company Commandos.

### Forces

The Japanese player will select from the Imperial Japanese Navy Ship's Company squads and the Australian player will select Z Force Special and Special Independent Company Commandos. Squads should be from 3-5 men on either side.

### Set Up

3 Blind Markers - The Australians know which house Mrs Curtin is in but the Japanese have only discovered that the Prime Minister's wife may be in the general vicinity. To reflect this the Australian player places three markers in three houses on the centre line of the table of

which only one will identify Mrs Curtin. The Japanese player's squads will arrive randomly on the table rolling a D3 to determine if the arrival point is Point 1, Point 2 or Point 3. The Australian player may choose to have his units arrive at Points A, B or C. Once the markers are placed they will not move. Once Mrs Curtin is revealed, with a model touching the marker, the marker must be replaced with an appropriate figure to represent Mrs Curtin.

**Special Rules**

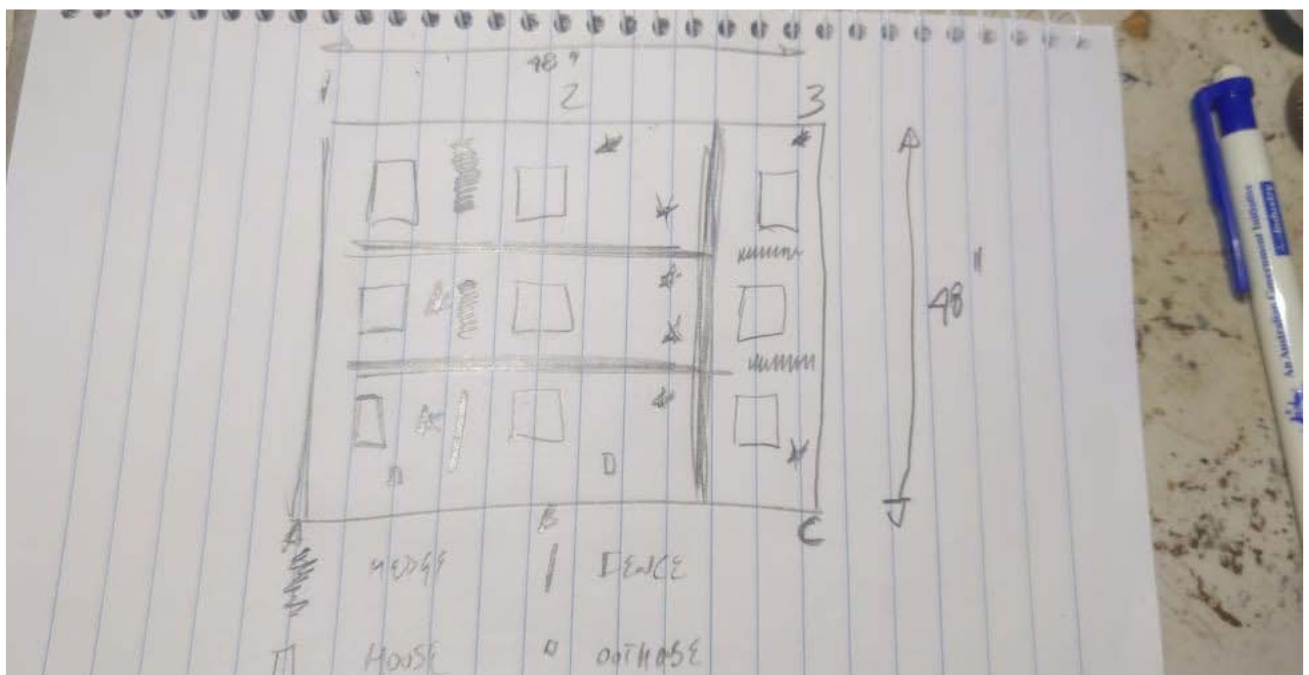
It is all about Mrs Curtin - all other units are expendable.

**Game Duration**

The games will last 6 turns. At the end of the 6th turn roll 1D6 and on a roll of 4+ you may play for another turn.

**Victory!**

Regardless of how many casualties are suffered, the sole objective is to escort or capture Mrs Curtin off the table.







AUSTRALIAN WAR MEMORIAL

P01260.019

*VDC Bofors 40mm Anti Aircraft gun on the Swan River.*

### **OPERATION DUGITE**

The Japanese landings in Western Australia put the veritable cat among the pigeons in the Australian Federal Parliament and General Macarthur's General Headquarters. The Government and General Macarthur had discussions revolving around the Brisbane Line, the abandoning of territory north of Brisbane if the Japanese invaded Queensland, and with an actual invasion of Perth General Macarthur pushed hard for the abandonment of Western Australia which was supported by a number of eastern states politicians. Prime Minister Curtin however was having none of it and during the sitting at parliament slammed his fist on the table and told the parliament in no uncertain terms that it would be unconscionable to do so under any circumstances. Furthermore, Prime Minister Curtin's own electorate had been invaded and to abandon his own people would be an act of moral cowardice he could not and would not countenance.

Accordingly, Lieutenant General Bennett was ordered to commence offensive operations against the Japanese to throw them back into the sea. These operations would be encompassed under the name Dugite, named for a deadly West Australian snake, and Lieutenant General Bennett set about planning and building his forces. Knowing that reinforcements would take too long to arrive and that any delay would be unacceptable to the Australian Government and people, Bennett quickly determined his course of action with the forces at his disposal.

## **Scenario 9 Counterattack at Mooyoonooka**

Attack by Special Mobile Force and 10th Light Horse. Japanese dug in supported by Ka Mi tanks

### **Introduction**

After the Japanese airlanding and capture of the Mooyoonooka air station the Japanese forces set up a defensive perimeter around the airfield and had on readiness the mobile reaction force comprising the Ka Mi tanks, Kurogane Scout Cars and assorted captured vehicles. This mobile force maintained contact with the amphibiously landed SNLF troops in Geraldton and were supported by the aircraft and Cruisers Tone and Chikuma. Lieutenant General Bennett ordered the 2nd Brigade 4th Division, under Brigadier George Langly, who were located at Moora to link up with elements of the 10th Light Horse Regiment and form a highly mobile force to attack and harass the Japanese occupiers and to ultimately recapture the air station.

### **Forces**

The Australian player is the attacker and may choose units from the Militia and or the 10th Light Horse Reinforced Platoons. The Japanese player must choose from the Japanese Navy Parachute Reinforced platoon.

### **Set Up**

The Japanese player must set up within the central deployment area of the table and the Australians may arrive from any table edge. Use same map as Scenario 3

### **Game Duration**

The game will last for 6 turns

### **Victory!**

At the end of the game calculate which side has won by adding up the victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and a draw. Players score 1 victory point for every enemy unit destroyed.





## **Scenario 10 - Battle of Swan Valley**

### **Introduction**

After the Japanese Forces push through to Perth city on the heels of the fleeing civilians the recently unloaded Japanese armour made its way through the city and pushes towards Middle Swan the main direction of the Australian forces retreat. Although by this stage the lessons of infantry supporting armour were well known, the Japanese forces decided that the shock of a Blitzkrieg style advance could yield dramatic results - using the example of Major Shimada at the Battle of Slim River in Malaya. However, with the Australians fighting on home soil and the implacability of Lieutenant Commander Bennett, the Australian armour, made up of a mixed bag of Sentinel, Lee and Stuart tanks supported by the unique 2pdr attack carrier, launched a counter-attack resulting in a free wheeling clash of armour. As this battle was in progress the 5th and 8th Brigades of the 2nd Division formed a defensive line with strong anti-tank defences so even in the event of the Australian armour being defeated the Japanese would then face a set defensive line.

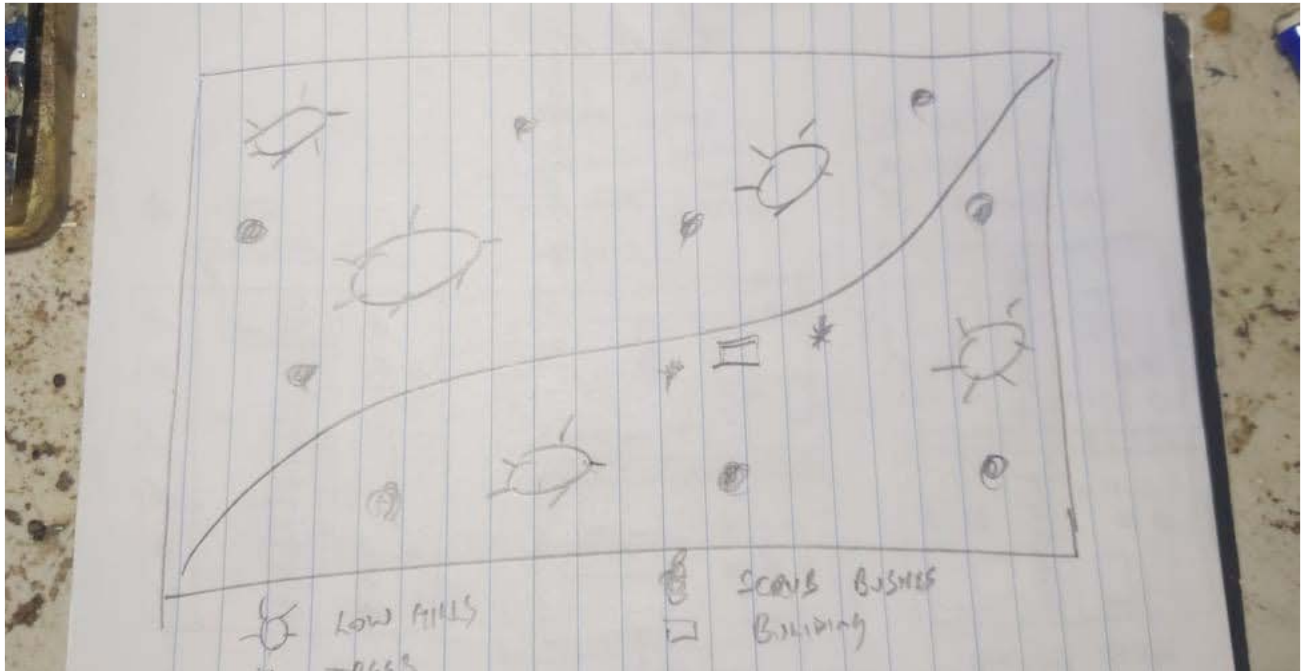
### **Forces**

Both players will have platoons of 1500-2000 points for their tank platoons. Both players should nominate an Armoured Company Commander as per page 14 of the Tank War supplement. Note that the Japanese armour lacked effective radio communications and this will reduce their morale bonus distance to 6", with a -10 point reduction to cost of Company Commander, as per page 12 of the Tank War supplement.

### **Set Up**

This battle uses the Scenario 2 Meeting Engagement rules as per the Bold Action 2nd Edition rulebook (page 135) however should be played on a 8'x 4' table if available. The

terrain will be generally flat with a mixture of shrubs, trees and small rises providing a small amount of cover.



## Scenario 11 Bull Ant Operations

### Introduction

Following the dramatic Battle of the Swan Valley, the superior Australian armour gained a much needed victory and supported by the 5th and 8th Brigades commenced the Operation Dugite counter attacks to reclaim Perth and to drive the Japanese forces back. In addition, Lieutenant General Bennett ordered that any and all local forces should aggressively take the battle to the enemy even in the form of patrols and raids. The intention for these attacks was to put the Japanese forces under constant pressure particularly along the lines of communication back to Fremantle. These Australian guerilla style attacks were to try and pinch off small and isolated Japanese forces or to try and draw off units away from the main front facing the 2nd Division main attack. These 'Bull Ant' attacks, named for the large native ants characterized by their extreme aggressiveness, ferocity, and painful stings, were to be short and sharp engagements with the objective of causing casualties and withdrawing if the Japanese resistance became too strong. Using just infantry units the Australians would launch a surprise attack on the unsuspecting Japanese position and then fade back into the various suburban and city streets. With the civilian population having fled the Australians were unburdened by the need to protect them and were thus able to move quickly. At this stage of the operation the Japanese forces at the outer edges of their occupied territory had set up small outposts - often a shop or house at a crossroad - from which to defend and use as the starting position from which to conduct patrols from. Initially the Bull Ant attacks were conducted on these small patrols, but later they escalated to conduct attacks on these outposts.

### Forces

The Australian player may use any infantry squads available. The Japanese player may use either SNLF or Imperial Navy Ship's Company infantry squads. These forces should be smaller ones of around 500 points but some scenarios could be larger, around 750 points, for attacks on these outposts if played on a larger table. For the larger games the Japanese may have a MMG in the outpost and the Australian forces may have a 'Preparatory

Bombardment' of three dice using a Medium 3" mortar using the normal rules to hit on the first turn.

### **Set Up**

These missions will be played using the 'Surrounded!' scenario on page 146 of the Bolt Action Second Edition main rule book. The Australian player will be the attacker and the Japanese player will be the defender. However due to the nature of these surprise attacks there will be no Preparatory Bombardment. The majority of these scenarios should be played on a 4'x4' table, however attacks on outposts maybe on 6'x4' should the player choose to. Due to the nature of these short sharp actions any number of these missions can take place and the maps recommended in Scenario 8 Delaying Fighting to Perth may be used.

### **Game Duration**

For missions of the smaller table against a patrol the game will last 4 turns. For games on the larger table the game will last 5 turns, At the end of the 5th turn roll 1D6 and on a roll of 4+ you may play for another turn.

### **Victory!**

As per the 'Surrounded!' scenario.

## **Scenario 12 Operation Winkle**

### **Introduction**

The Dugite offensive pushed the Japanese back into Perth city and commenced a series of street fights. With superior Australian armour overpowering Japanese anti-tank capacity, Australians gained ascendancy in the recapture of the city.

In response, the Japanese fell back to the larger and more defensible buildings, turning these into strongholds requiring gruelling efforts to winkle them out. With a number of the larger buildings being thick-walled Federation designs, they proved to be considerable defensive positions.

In particular, the General Post Office and Treasury Building seemed impregnable and the Australian counteroffensive ground to a halt. These buildings became the focal point of the battle, with the Australians working to isolate and besiege the defenders and the Japanese fighting fanatically to keep crucial lines of communication open. The Japanese forces were also supported by the establishment of a 75mm and 105mm battery of two guns each which had a clear view over the city and the critical areas of the Swan River.





*Crossroad of St Georges Terrace and Barrack Street with Supreme Court Gardens in left foreground and Moirs Chambers.*

### **Forces**

The Australian player selects a force from the Militia Reinforced Platoon and the Japanese player from the Special Naval Landing Force Reinforced Platoon.

### **Set Up**

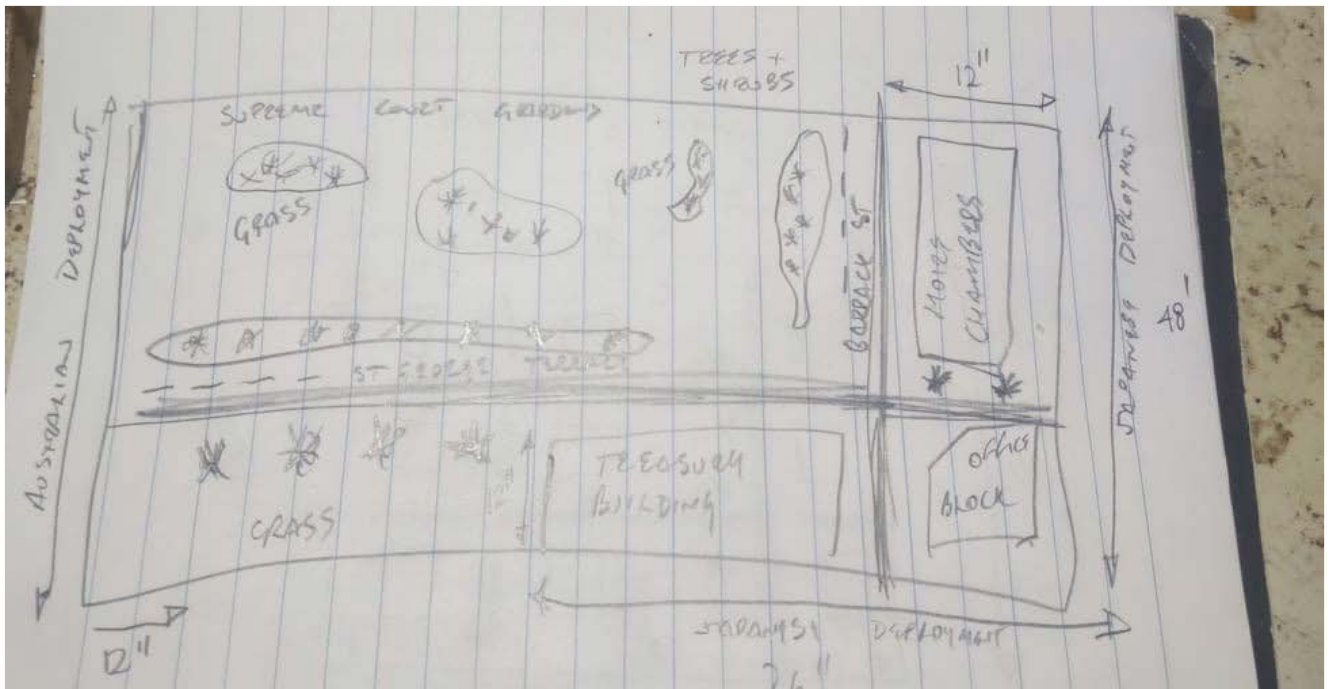
This battle uses the Scenario 2 Meeting Engagement rules as per the Bold Action 2nd Edition rulebook (page 135).

### **Game Duration**

The game will last for 6 turns. On completion of the 6th turn roll 1D6 and on a 4+ a seventh turn will ensue.

### **Victory!**

At the end of the game calculate which side has won by adding up the victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and a draw. Players score 1 victory point for every enemy unit destroyed.



Moirs, and later T & G, Chambers on the corner of St Georges Terrace and Barrack Street from the Treasury Building corner. From the tower and upper floors the Japanese were able to see down St Georges Terrace towards the Australian lines. Combined with the Treasury and Supreme Court and GPO buildings they formed the heart of the Japanese defensive position. Sadly due to the damage inflicted during the fighting the building was deemed to be unsafe and demolished after the war. Roofed with American Vermont green slate, the building's exterior was a cherry red Northcote brick and richly ornamented with elaborate cement dressings, decorative cornices and ornamental carvings the building was considered one of the city's most popular buildings.



*The Treasury Building 1937*



*And today with the frontage facing the Supreme Court Gardens*

## **EPILOGUE**

Although the fighting would continue back and forth for days it was soon apparent that a stalemate had been achieved. For although the Australian forces had successfully pushed the Japanese land forces back and would continue to inflict casualties, the Japanese maintained complete dominance of the coastline due to the menacing presence of the heavy cruisers and generally the control of the air.



Air and naval support from the east was not expected for the Australians in the foreseeable future and in accordance with the Brisbane line concept the Australian Government and High Command were prepared to maintain the status quo. The fighting at Guadalcanal and the threat of the main Japanese Naval forces in the region were considered to be a far greater threat and if the Japanese were prepared to dilute their strength with a sideshow in Western Australia then let them do it. Although the Australian Government could not inform the general public of this decision and delivered the rhetoric of throwing the Japanese back into the sea they quietly accepted the pragmatic view that they could not really do much about it.

However, things were afoot in Japan with the Imperial Japanese Army livid at the Navy's autonomous decision to conduct the raid. Under the pretext that the Imperial Japanese Navy had absconded with their equipment, in the form of the Type 92 Heavy Armoured Car and the Type 2 Ho-I Gun Tank, without going through the correct channels and that the diversion of the raiding force had, from the army's perspective, shown a lack of proper support for the major operations that the army was conducting in New Guinea and the Solomon Islands they approached the Emperor directly to order the navy to pull their forces back to the main theatre of operations. The Japanese Navy High Command, who had underestimated the ferocity and strength of the Australian defences, and were considering their options in light of the stalemate in the fighting, was only too willing to concede to the Emperor's order and subsequently ordered an embarkation of their forces and the demolition of facilities that might aid the Allied war effort. Despite losing heavy casualties and leaving equipment behind the Imperial Japanese Navy felt they had achieved a significant success taking the fight to the enemy's home soil, created a panic among the civilian population, damaged infrastructure and achieved a great success with a propaganda victory at home and abroad having lost no ships and achieving what the British forces had failed to do at Dieppe in August. This victory would boost the morale of the entire Japanese fighting forces, put the stocks of the Navy at a high and would also be one in the eye of the army with which the navy had an intense and occasional bitter rivalry.

For the Australian Government, the raid was broadcast as a victory for the Australians having forced the Japanese back into the sea and into retreat. However, the fact that the Japanese had so easily arrived off the coast of one of the country's capital cities, landed, roughed up the place and forced the population into a panic was not so easily swallowed. Notwithstanding the plans in place to expand and solidify the defences of Western Australia, and the fact that the military forces had performed well, it was incontrovertible that the Australians had been caught short and had their trousers pulled down. The Australian Government expedited the reconstruction of damage to the city and ensured a more rapid execution of the increase in the defences in the west but the sour taste remained. Nevertheless, by the time of the next Federal election in August 1943, the Labor Prime Minister Mr Curtin was able to narrowly defeat his Country and United Australia Party opponent Arthur Fadden. Mr Curtin would die in office in mid 1945 with the stresses of the office likely to have been a contributing factor. The Australians would continue to fight in the South West Pacific and it would only be in late 1944 that III Corp would be disbanded when it was obvious the Japanese were unable to make any further attacks on Australia.

## CAMPAIGN CONCEPT

There are quite a number of campaign systems available to players and they seem to have varying levels of success pending the availability and interest of players. This is a table based concept for playing campaigns or linked games in an attempt to simplify the campaign process in order to get to the really important part of playing each battle. Each cell could represent a 4'x4' or 6'x4' table depending on what the players want or have available to them.

### Determining the size of the campaign

The players initially will determine the number of cells they wish to fight over and then the overall size of the forces they will command. Eg a 9 cell campaign cell with each cell representing a block in the suburbs. In this case below the players determine that in this 'Fighting through the Suburbs' campaign no more than 750 points is allowed on each table.

Suburban Houses & Roads	Suburban Houses & Roads	Park/Cricket Pitch
Suburban Houses & Roads	Crossroads and Shops	Suburban Houses & Roads
Suburban Houses & Roads	Undeveloped land with Scrub and hills	Light Industrial Area

To determine the winner of the campaign each cell can be identified to gain Campaign Victory Points (CVP) along the lines of:

<b>Captured Area</b>	<b>Victory Points</b>
Undeveloped Land	0
Parks and Sporting Venues	0
Suburban Housing Blocks	1
Shops and Crossroads	2
Light Industrial Area	3

At the end of the campaign players, as much or little as players determine, the Campaign Victory Points are determined with the scale of victory determining a Draw, Win or Loss. Eg in the campaign below you might determine:

<b>Result</b>	<b>Difference in CVP</b>
Draw	0-2
Minor Victory	3-4
Major Victory	5+



## **Additional Support Weapon Crew**

Any MMG, Medium or Heavy Mortar, Medium or Heavy Artillery weapons may purchase additional crew for the weapons for the campaign. These men would normally be assigned roles as extra ammunition porters and will be attached to the weapons. These additional crew will be the same quality as the crew they are attached to. For Example a Regular MMG will have a Regular additional crew member.

Players may add 0-1 crew for MMGs, Medium Mortars and Light Artillery and 0-2 for HMGs, Heavy Mortars and Heavy Artillery. These additional crew will be 7 points for Inexperienced, 10 points for Regular and 13 points for Veteran as usual.

If a Fixed weapon is lost in the duration of the game the crew will be replaced as per the Casualty Replacement table below. If the player loses the battle though, these returning men will be as riflemen only and assigned to the infantry squads. If the 'gunner' of the fixed weapon was killed but the player wins the battle the weapon may return as per normal with one of the other crew now fulfilling the role of 'gunner'.

## **Campaign Casualty Replacement**

Over the course of the battle you will lose a number of casualties which reflect the killed, wounded and missing from the action. After the dust settles and the casualty count is made the units who fought regroup and re-organise for the continuation of the campaign. During the battle note which casualties were killed and which routed after failing a morale check. Use the following table to determine what happened to your casualties. Any returning troops will remain at the same quality of the unit they return to. So Regular Troops will get Regulars back.

### **If Won the Battle:** Roll for Every Casualty

On a 5+ the casualty returns to the unit (+1 if Company has Medic)

### **If Lost the Battle:** Roll 6+ for Every Casualty

On a 6+ the casualty returns to the unit (+1 if Company has Medic)

Units which rout will automatically regain surviving routers for the next battle.

*For Example: A 10 man squad loses 5 men in the course of the battle and rout as a result of the failed morale check. At the end of the game 5 men will return to the order of battle (the routers) and 5 casualties will need to roll. As the Platoon won the battle (needing a 5+) and the Company contains a Medic (+1) the player will need a 4+ to return the men. The player rolls 2,3,4,4,5 so three men will return and the squad will now be at 8 men for future battles.*

If at the end of the battle or nearing the end of the campaign squads are reduced to less than 5 men Then they can be amalgamated with other squads to form a legal unit. Players may add these to units already at full strength but any survivors but only after other squads have been filled.

*For Example a Squad is reduced to 4 survivors. As the Company has 4 remaining squads with 8, 9 10 and 10 men each. The four survivors will be added to the squads with 8 and 9 men to bring them up to full strength and the remaining extra survivor will be allocated to one squad forming an 11 man squad.*

**Record Keeping**

Naturally some record keeping will be required. Again a very simple process is recommended with each box below representing the crew (including additional crew in the case of the mortar) that are killed. As each unit suffers a casualty an X is placed in each box in order to determine the strength of the units as the campaign goes ahead. Weapons such as LMGs and SMGs will be assumed to have been retained by the squads however if squads amalgamate then they can only retain the maximum number of weapons as specified for one squad. Eg A standard rifle squad can only have a maximum of 1 LMG.

**1st Platoon Australian Infantry**

1st Squad

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2nd Squad

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3rd Squad

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**3" Medium Mortar**

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The Perth General Post office 1929. At its opening in 1923 it was Perth's largest building.



*Hay Street looking towards Barrack Street.*



*Perth Tram.*



*Boans Building Wellington Street circa 1936*



*Perth City centre with the Horseshoe Bridge, rail line and the General Post Office in the centre.*





*Horseshoe Bridge and Perth Railway station*



*Subiaco railway station c1935*

### **BUILDING YOUR FORCES**

To construct your forces for this campaign there are a number of manufacturers who produce the majority of the models required. In some circumstances the hobbyist will have to either scratch built specific models or send a nice letter to companies like Wargaming 3D. I recommend using proxy vehicles in the meantime.



Disclaimer - as is the case with all such lists some ranges may not be available and other ranges may be produced in future.

Warlord Games has an excellent collection of Japanese Special Naval Landing Force figures and equipment and the Commonwealth Infantry box is ideal for the majority of the Australian forces.

<https://store.warlordgames.com/collections/australian-army>  
<https://store.warlordgames.com/search?type=product&q=8th+army>

Trenchworx produce a superb Type 92 Heavy Armoured Car:

<https://www.trenchworx.com/products/type-92-tankette>

Company B produce a Sea Bees collection which are ideal for use as US Navy figures:

<https://company-b-models-and-miniatures.myshopify.com/collections/seabees>

The ever expanding Wargaming 3D do some excellent models to print:

<https://www.wargaming3d.com/product/british-3-7-inch-aa-gun/>  
<https://www.wargaming3d.com/product/british-30-cwt-truck-28mm/>  
<https://www.wargaming3d.com/product/lewis-gun-15mm-and-28mm/>  
<https://www.wargaming3d.com/product/commonwealth-3-mortar-carrier-28mm/>

Slave 2 Gaming do a very fine Sentinel tank:

[http://slave2gaming.com/index.php?route=product/product&product\\_id=199](http://slave2gaming.com/index.php?route=product/product&product_id=199)

Eureka Miniatures have recently produced their Australian Home Guard range ideal for Volunteer Defence Corp troops:

<https://www.eurekamin.com.au/news.php?newsid=EVlluApFVuqZPaGHnf>

North Star Miniature have an 18pdr available:

<https://www.northstarfigures.com/prod.php?prod=614>

Gaddis Gaming has WW1 Light Horse figures:

<https://www.gaddisgaming.com/products/wwi-miniatures-british?variant=7276257312827>

As does Brigade Games:

[https://brigadegames.3dcartstores.com/BG-WIEB85-Australian-Light-Horse-Troopers-Mounted--Advancing-3\\_p\\_651.html](https://brigadegames.3dcartstores.com/BG-WIEB85-Australian-Light-Horse-Troopers-Mounted--Advancing-3_p_651.html)

And Emp Games:

<https://www.empgames.co.uk/products/alh102-australian-light-horse-advancing>

Lancashire Games may still have these:

<https://lancashiregames.com/lg/28mm-ww1-australian-light-horse.html>

## VISITING THE BATTLEFIELD TODAY

The city of Perth is an excellent location for a holiday and there are many sites worth visiting from Rottnest, Fremantle and Perth. A day trip to Rottnest Island will enable you to visit the 9.2" Gun emplacements at Oliver Hill and tunnel tours are available. The guns at Fort Arthur and Buckland Hill have been removed but you are able to visit the locations with a memorial at Buckland Hill. The GPO, Treasury and Supreme Court buildings are still there as well as the Horseshoe Bridge. A visit to Kings Park will provide an outstanding view of the city and the Treasury Building has a very fine hotel. A visit to Swan Valley will enable you to visit a number of fine wineries and breweries. Fremantle is one of my favourite places. Finally and almost most importantly I highly recommend visiting the Tactics shop at the bottom of London Court in Perth. Surely one of the finest wargaming stores in Australia!  
<https://www.tactics.net.au/>

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<http://unsworks.unsw.edu.au/fapi/datastream/unsworks:42262/SOURCE02?view=true>

## Websites

The Australian War Memorial has a wealth of information and I highly recommend digging around there.  
<https://www.awm.gov.au/>  
[https://en.wikipedia.org/wiki/Dingo\\_Flour\\_sign](https://en.wikipedia.org/wiki/Dingo_Flour_sign)  
<https://www.geelongadvertiser.com.au/anzac-centenary/keep-your-pants-on-how-australia-got-ready-for-a-japanese-invasion-in-world-war-two/news-story/7519dff622d139d261fce0ce5508be5b>  
[https://portal.engineersaustralia.org.au/system/files/engineering-heritage-australia/nomination-title/Fremantle\\_Fortress\\_Nom.pdf](https://portal.engineersaustralia.org.au/system/files/engineering-heritage-australia/nomination-title/Fremantle_Fortress_Nom.pdf)  
<https://www.ozatwar.com/ozatwar/vdc.htm>  
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[https://military.wikia.org/wiki/2nd\\_Division\\_\(Australia\)](https://military.wikia.org/wiki/2nd_Division_(Australia))  
<https://www.awm.gov.au/collection/C2698619>  
<https://www.mapworld.com.au/products/perth-historic-map-laminated-1952>