THE AUSSIES GAIN GROUND

Oct. 2, 1943, Finschafen, New Guinea - The Australians were a valuable ally to the U.S. in the war. Determined individuals, excellent jungle fighters, the Aussies were often more than a match for the Japanese soldier. During the campaign to retake New Guinea, the 9th Australian Infantry division was making slow headway. Element of the Division approached Finschafen to retake the town from a strong Japanese defense force.

VICTORY CONDITIONS

The Australians must have all unbroken Japanese units out of buildings 10AA5, 10DD4 and the town square (10Y5) to win. Otherwise, it is a Japanese victory.

TURN RECORD

Japanese sets up first
Australian moves first


4-4-7 4-3-6 2-3-7 LMG MMG HMG 8-1 9-1 10-2 37IG 50mmtr. 75ATG T-97 Rad. Sn. (-3)

x7 x3 x3 x2 1 1 1 1 1 1 1 1 1

AUSTRALIAN: 20th Brigade, Set up on Board 4, North of row 5 (Exc.)

4-5-8 2-3-7 LMG MMG 51mmtr. 8-1 9-1 Rad.

x7 x2 x3 x1 x2 1 1 1

Reinforcements - ENTER turn two, South edge of Board 2. These troops enter on a die roll of 1 or 2. If not on the board by the end of turn 4, they automatically enter during Australian phase of turn 5.

4-5-8 6-3-8 LMG MMG Demo. Bren C. A-12 IIICS 9-1 10-2

x5 x3 x2 x1 x4 (BATR) x1

SPECIAL RULES

P-10.1 Terrain changes: All buildings are one level wooden structures. All roads on boards 4 and 2 are non-existent. Treat as open ground. All wheatfields are brush hexes.
P-10.2 Australian engineers (6-3-8) may self rally with a successful desperation morale roll.
P-10.3 The game is to continue four turns after the Australian reinforcements enter, including the turn in which they enter.

AFTERMATH: The struggle was intense. The town rocked with the sound of gunfire and smoke filled the air. Only with the timely arrival of reinforcements from the South were the Australians able to gain control of the town.