

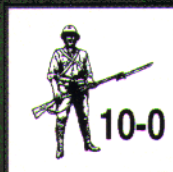
THOSE RAGGED BLOODY HEROES

The Australian 7th Division at Gona: November 29 - December 1, 1942



The Kokoda Trail will forever remain part of Australian military folklore. The battles of the Kokoda and Gona campaigns ended at the beachheads as the former members of Maroubra Force captured Gona after heavy fighting—but after the Japanese defenders extracted a heavy toll in human life. Recreate the fighting at Gona on the level of the individual squads and leaders that fought there. From the steaming jungles and among the razor sharp grasses known as *kunai*, your Australian soldiers must push the invaders from New Guinea in this tragic and controversial battle!

Another Squads & Leaders compatible module from Critical Hit!



CRITICAL HIT



New Guinea

ON THE RIGHT FLANK

Gona #1

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9
⊙ AUSTRALIAN Moves First									

Elements of III Battalion, 41st Regiment set up ≤ 6 hexes of the Gona Mission (hex I6):



4	6	4			3	2	2	2	6	6

[ELR: 3]

{SAN: 5}

Elements of A & D Company, 39th Battalion set up in hexes numbered ≥ 13 (EXC: see SR 5):



2	4	7	2		2	2	5	2

[ELR: 4]

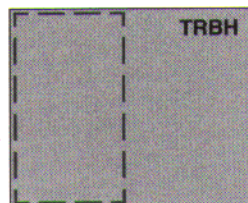
{SAN: 3}



Bombardment (see SR 4)



BOARD LAYOUT:



(Only hexes west of hexrow O are playable)



HANDICAPS:

- Add a .50 cal. and 2-2-8 crew to the Japanese OB.
- ⊙ Add two 4-5-8 squads to the Australian OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- All TRBH CGSR are in effect (EXC: those denoted with an "●").
- EC are Moist with No Wind at start.
- The Japanese must apply Step Reduction (G1.11) to *any* four MMC during set up.
- The Australians conduct a Bombardment (C1.8) normally (EXC: do not ignore Final dr results which exceed 10) in hexrows numbered 1-12. Air-burst TEM is NA for the Bombardment and no effect may be obtained against Ocean hexes.
- Three Australian MMC (and any SW/SMC in the same Location) may set up in hexes numbered "11" or "12".

GONA VILLAGE, NEW GUINEA, 8 December 1942: After the attack on the 6th December, Lt. Col. Honner, commander of the 39th Battalion requested two changes to the support provided his unit. Firstly, he refused any Allied air support, declaring it to be too inaccurate and capable of only forewarning the Japanese of impending attack. Secondly, he requested time delay fuses on the 25-pounder shells so they would penetrate the logs on top of the bunkers. In addition, his plans focused on the right flank of his lines, through the bush-land that a section of D Company had penetrated on the 6th. Finally, he committed his troops one minute prior to the end of the bombardment. Junior officers in A Company had similar ideas to Honner, and set out one minute early as well, and the Japanese defenders were taken by surprise. A Company cleared 5 pillboxes, and D Company burst through into the Mission Area, finally capturing the Mission. At the end of the day, the Japanese still held positions along the coast and South-West by the Creek, but the defenses were untenable, and the Japanese would have to break out that night.



GONA'S GONE

Gona #2

● JAPANESE Sets Up First	1	2	3	4	5	6	7
⊙ AUSTRALIAN Moves First							

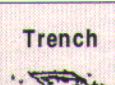
Remnants of the Gona Garrison set up on/adjacent to hexes F3, I4 and/or L3:



 E 4-4-8 2	 1 4-4-7 2	 2 3-4-7 3	 C 3-3-6 3	 2-2-8 2	 9-0 2	 8-0 2	 8+1 2	 FP: 2 Rng: 6 B#: 11 3	 FP: 4 Rng: 11 B#: 11 2	 MA: 50° Rng: 1-16° ROF: 2° 2	 ? 7 morale 12
---	---	---	---	---	---	---	---	---	--	--	---

[ELR: 3]

{SAN: 3}

 Pillbox 1+3+5 2	 Trench 2	 Foxhole 1S 4
--	--	---

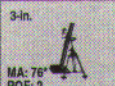
Elements of the Australian 21st Brigade set up in hexes numbered ≥ 6 and/or east of hexrow N:



 E 4-5-8 6	 1 4-5-7 6	 2 4-4-7 4	 2-2-8 4	 9-1 4	 8-1 4	 8-0 4	 7-0 4	 FP: 2 Rng: 7 ROF: 1 3	 FP: 4 Rng: 12 ROF: 2 2	 MA: 51° Rng: 2-11 ROF: 2 2
---	---	---	---	---	---	---	---	---	--	--

[ELR: 3]

{SAN: 3}

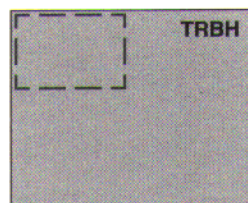
 3-in. MA: 76° ROF: 2 M#: 11 Rng: 9-36 MTR	 Cnet: 8 Radio
---	--



76mm OBA (HE only)



BOARD LAYOUT:



(Only hexes numbered ≤ 8 and west of hexrow P are playable)

HANDICAPS:

- Add a Hero to the Japanese OB.
- ⊙ The Australian OBA may pre-register one hex.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- All TRBH CGSR are in effect (EXC: those denoted with an "●").
- EC are Overcast with a Mild Breeze from the northwest at start.
- The Australians receive one module of 76mm OBA (HE only).

GONA VILLAGE, NEW GUINEA, 9 December 1942: The Australians began their assault on Gona village on November 18. It was Gona from which the Japanese invaders had launched their disastrous campaign aimed at Port Moseby. After their setback in the south, the Japanese were pushed back across the mountainous terrain until their backs were against the sea at Gona. Twenty-one days after launching their offensive, the Australian soldiers of the 7th Division managed to compress their foes into a tight defensive perimeter centered around the village. While the cost had been high for the attackers, the Japanese had been whittled down to some 100 effectives, most of whom belied such a status in the enemy camp due to suffering from starvation and a variety of tropical diseases. The enemy resolve remained intact as the weary men of the Australian 21st Brigade and 39th Battalion pressed on into a hand-to-hand fight for the bomb devastated village. By 1330 hours the last Japanese soldiers had been despatched. Lieutenant Colonel Honner of the 39th was able to report to Southwest Pacific HQ, "Gona's Gone".

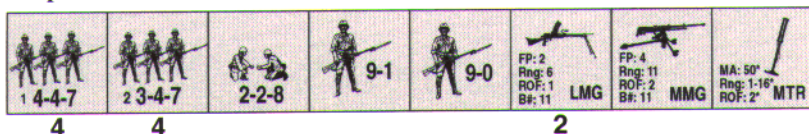


COLD COMFORT

Gona #3

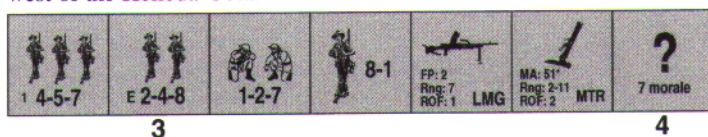
 AUSTRALIAN Sets Up First	1	2	3	4	5	6
 JAPANESE Moves First						

Outpost Elements of the Gona Garrison enter on turn one along the north edge of the playing area:

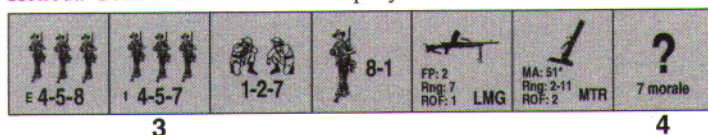


[ELR: 3]

{SAN: 4}

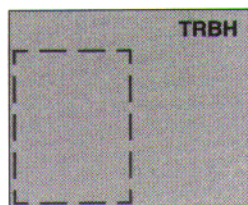


Elements of the 2/25th Battalion, Australian 25th Brigade set up in non-Jungle hexes on the opposite side of the Kokoda-Gona Trail from A/D Company in hexes numbered ≥ 12 :



[ELR: 4]

{SAN: 2}

**BOARD LAYOUT:**

(Only hexes numbered ≥ 7 east of hexrow
S are playable)



HANDICAPS:

- Replace the 9-1 leader in the Japanese OB with a 10-1.
- Replace the non-Heroic 8-1 leader in the Australian OB with a 9-1.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. All TRBH CGSR are in effect (EXC: those denoted with an "●").
2. EC are Moist with No Wind at start.
3. All Australian MMC may set up in foxholes.
4. The 8-1 leader with A/D Company begins play Heroic. The Australian player may make a side note and keep the Heroic counter off-map until the leader uses his FP or takes a MC/TC.

South of GONA VILLAGE, NEW GUINEA, 26 November 1942: After eight days of battle the Japanese defenders of Gona launched one of their few counter-attacks. At 1700 hours, Japanese soldiers on the front of the 2/33 Battalion (AIF) laid in the assault, preceded by small-arms fire. mortar rounds were soon falling into the ranks of Lieutenant Power's company of 40 Australian soldiers. The sound of shouting was heard just before enemy soldiers came crashing through the elephant grass. Lieutenant Power could track their progress through his field-glasses by the glint of sunlight reflected off the bayonets raised above the razor-sharp kunai. With only a few moments and fewer men to respond to the sudden threat, the situation appeared desperate. The Australian officer soon rose to the occasion. Power jumped on the parapet and shouted, "Fix bayonets!" His move unnerved the oncoming enemy. The direction of the oncoming attack veered away from Power and his men, allowing them to avoid the brunt of the onslaught. Instead of overrunning the defenders to their front, this change of direction led the unfortunate Japanese right into the far heavier firepower of the neighboring 2/25th Battalion. The attack soon petered out altogether, allowing the defenders to return to the business at hand before the enemy irruption: a hot meal was just being served when the attack began. The men of the 2/33



© 1998 Critical Hit!, Inc.

EARLY SURPRISE

Gona #4

● JAPANESE Sets Up First	1	2	3	4	5	6	7
⊙ AUSTRALIAN Moves First							

Outpost elements of the Gona Garrison set up utilizing HIP in ≥ 3 hexes from N22:

●

 1 4-4-7 3	 2 3-4-7 2	 2-2-8	 8-0	 8+1	 FP: 2 Rng: 6 ROF: 1 2 LMG	 FP: 4 Rng: 11 ROF: 2 2 MMG	 MA: 50° Rng: 1-16° ROF: 2° 2 MTR	 1+3+5 Pillbox	 2 Trench
---	---	--	--	--	---	--	--	---	--

[ELR: 4]
{SAN: 2}

A Patrol from the 2/33 Battalion, Australian 25th Brigade enter ≤ 2 hexes from N22 on turns one and/or two (see SR 3):

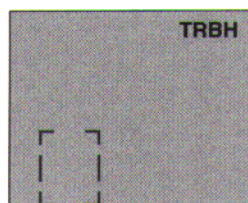
⊙

 E 4-5-8 6	 2-2-8	 8-1	 8-0	 FP: 2 Rng: 7 ROF: 1 2 LMG	 MA: 51° Rng: 2-11 ROF: 2 2 MTR
---	--	--	--	---	--

[ELR: 4]
{SAN: 4}



BOARD LAYOUT:



(Only hexes numbered ≥ 15 and on/east of hexrow H and on/west of hexrow Q are playable)

OBJECTIVES: The Australians must earn more CVP by game end. Control of the Pillbox or trench is worth one CVP each at game end.

HANDICAPS:

- Replace both 3-3-6 squads with 3-4-7 squads.
- ⊙ Replace the Australian 8-0 leader with a 9-1.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. All TRBH CGSR are in effect (EXC: those denoted with an "●").
2. EC is Moist with No Wind at start.
3. The Australians may enter all, some or none of their units on turns one and two.
4. The Japanese Pillbox and trenches must set up ≤ 3 hexes from a hex of the Kokoda-Gona Trail.
5. The Japanese mortar may not use WP.

South of GONA VILLAGE, NEW GUINEA, 19 November 1942: On November 16, the Australian 25th Infantry Brigade started its two-day march from the northern foothills of the Owen Stanley mountains into the coastal lowlands of northeastern Papua in a drive on the mission area near the village of Gona. In the lead was a company-size patrol from the 2/33rd Battalion serving as forward scouts. After the defeat suffered in the jungle-covered mountains, the Japanese were not expected to offer much resistance. On November 16-17 that seemed the appropriate conclusion. Reaching a point some 1000 yards south of Gona, a 60 man patrol from the 2/33rd Battalion led by Captain Clowes (pictured at right holding the sign) was sent ahead to investigate resistance at Gona. After the defeats the Japanese had suffered at Oivi and Gorrari after the disastrous retreat to Kokoda, little resistance was expected. When the patrol ambushed 3 Japanese soldiers, the fight at Gona had begun. The three Japanese fled, and one was shot. The Japanese responded with medium and light machine gun fire, supported by rifle fire. Clowes tried to outflank this position but was blocked by the stream and repulsed. There were no casualties.

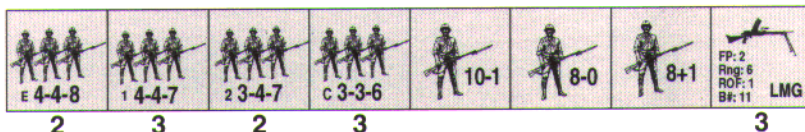


DESPERATE ESCAPE

Gona #5

● JAPANESE Sets Up First	1	2	3	4	5	6	7
⊙ AUSTRALIAN Moves First							

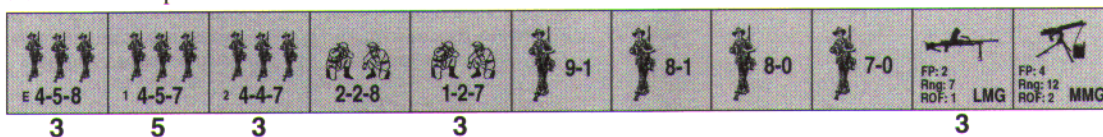
Remnants of the Gona Garrison set up Cloaked ≤ 4 hexes of the Gona Mission (hex I6):



[ELR: 3]

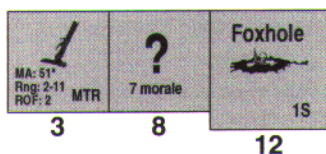
{SAN: 4}

Elements of the Australian 21st Brigade set up *concealed* ≥ 6 hexes from the Gona Mission (hex I6) with no more than one MMC per hex:

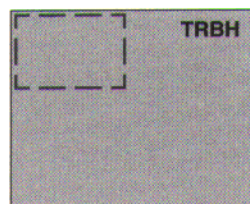


[ELR: 3]

{SAN: 4}



BOARD LAYOUT:



(Only hexes numbered ≤ 10 and west of hexrow S are playable)



OBJECTIVES: The Japanese must exit three squads/equivalents from the map on/between A1 and A8, and/or between S1 and S6. A total of three squad equivalents must be exited, with exits from either area counting towards the total.

HANDICAPS:

- The Japanese must exit *two* squads/equivalents.
- ⊙ The Australian 9-1 leader has automatic Freedom of Movement.
- ⚙ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- All TRBH CGSR are in effect (EXC: those denoted with an "●").
- EC are Overcast with a Mild Breeze from the northwest at start. Night Rules (E1.) are in effect with No Moon. The initial Base NVR is two hexes.
- The Japanese are the Scenario Attacker. Japanese 4-4-8 and 4-4-7 MMC are Stealthy and Fanatic. The Japanese may freely deploy prior to set up and may set up Cloaked (i.e., despite setting up on board.)
- The Australians are the Scenario Defender. Australian 4-5-8 squads are Stealthy.

GONA VILLAGE, NEW GUINEA, 8 December 1942: During the first week of December, the men of the Australian 21st Brigade laid in continuous fire and several daily attacks on the Japanese positions in and around Gona. The enemy lines were finally broken on the morning of December 8 by a bayonet attack which followed an artillery barrage. This last attack reduced the Japanese to about 100 survivors, all that remained of the original garrison of 1000 men. With the fate of him and his men sealed, Lieutenant Colonel Yoshinobu Tomita ordered a night break-out attempt. Waiting until well after dark, Tomita's remaining soldiers pushed out of their perimeter in a night assault. With slim hopes of success, the Japanese moved west in an attempt to infiltrate Australian lines. Some of the attackers tried swimming along the coast to safety, only to be spotted and picked off one by one. Hand-to-hand fighting broke out all along the banks of Gona Creek. When the shouts and gunfire faded away, only a few of the desperate survivors managed to slip through the Australian cordon.



SKILBECK'S GAUNTLET

Gona #6

● JAPANESE Sets Up First	1	2	3	4	5	6
⊙ AUSTRALIAN Moves First						

Remnants of the Gona Garrison set up utilizing HIP in hexes numbered ≥ 8 and ≤ 12 :



1 4-4-7 2	2 3-4-7 2	2-2-8 4	9-1 2	9-0 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	FP: 4 Rng: 11 ROF: 2 B#: 11 MMG 2	FP: 6 Rng: 14 ROF: 3 B#: 11 HMG 2
--------------	--------------	------------	----------	----------	---	--	--

[ELR: 4]
{SAN: 4}

Pillbox 1+3+5 5	Trench 3
-----------------------	-------------

Elements of Platoons 16 & 17, 39th Battalion set up in hexes numbered ≥ 15 :

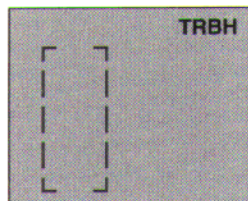


1 4-5-7 8	2-2-8 2	8-1 2	8-0 3	FP: 2 Rng: 7 ROF: 1 LMG 2	MA: 51 Rng: 2-11 ROF: 2 MTR 2
--------------	------------	----------	----------	---------------------------------------	---

[ELR: 4]
{SAN: 2}



BOARD LAYOUT:



(Only hexes numbered ≥ 6 and ≤ 20 in hexrows E - I are playable)



OBJECTIVES: The Australians must Control ≥ 2 Pillboxes by game end. For every six CVP earned by the Australian, reduce this number by one.

HANDICAPS:

- Add a 2-3-8 HS to the Japanese OB.
- ⊙ Remove one HMG and 2-2-8 crew from the Japanese OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- All TRBH CGSR are in effect (EXC: those denoted with an "●").
- EC are Moist with No Wind at start.
- Each Trench and Pillbox is worth one CVP to the side that Controls it.
- The first Australian SMC to suffer a Wound immediately becomes Heroic and wounded, (EXC: it is *not* subject to a Wound Severity dr).
- Pillboxes may be combined in a similar manner to Foxholes (B27.1), e.g., two 1+3+5 pillboxes may be combined into a single 2+3+5 pillbox).
- In any one PFPh, the Australian player may place three white Smoke counters (i.e., +3 full strength) as if placed by ordnance/OBA adjacent to each other and anywhere on map. These function as normal white Smoke and are removed normally (A24.5).

South of GONA MISSION, NEW GUINEA, 6 December 1942: The 39th Battalion's baptism of fire at Gona came in the form of yet another attack on the southern perimeter between the Gona Creek and the Gona-Kokoda Track. Supported by a smoke barrage, laid down by 3" mortars, the attack jumped off at dawn with Captain Bidstrup's D Company in the van. The mortar support did little to support the attack, its results instead seeming to aid the enemy by concealing his positions. Nevertheless, D Company launched its attack, as ordered, with little expectation of victory. Platoons sixteen and seventeen flung themselves across a fifty yard wide killing ground, unable to identify Japanese positions due to the smoke. Private A. J. Skilbeck was awarded a Military Medal for his courage during the fight. As a runner, Skilbeck crossed the deadly open-ground four times to ferry the wounded and bring back information to Captain Bidstrup's HQ, located on the edge of the kunai. Skilbeck's bravery on the left flank was mirrored on the right by Sergeant E. J. Morrison, also awarded the Military Medal for his resolute leadership in the face of heavy enemy fire. From the two platoons alone, twelve were KIA and 46 WIA in exchange for a mere 50 yards of kunai grass of no value to either side.



Those Ragged Bloody Heroes CG & Firefight Special Rules (VARIANT)

CGSR denoted by a "●" symbol in the left-most column (or within the body of the text in some cases) apply to "The Ragged Bloody Heroes" Platoon Leader CG *only*. Otherwise, all special rules below (i.e., 1-29) apply to all firefights and campaigns taking place on the TRBH map. Note that all Japanese RGs purchased after the Initial Firefight must pay On Map (3.92) setup costs (EXC: Marine Platoon, RGs I1) or set up In Reserve (3.91).

1. **TERRAIN** is PTO. Hex O9 is an example of Marsh on the TRBH map, hex M11 is an example of Bamboo.
2. **JUNGLE HEXES**: Interior Jungle hexes are Dense Jungle; otherwise, Jungle is Light in all other hexes bearing a woods depiction (as denoted by a slightly larger hex center-dot in Light Jungle hexes). Entry of Dense Jungle by infantry on the TRBH map costs 3 MF.
3. **GONA CREEK & SMALL CREEK**: Treat all hexes of Gona Creek from E11 northwards as Flooded Stream (B20.44), but note the Ford in D5 (B20.8). Hexes E12-23 are Deep Stream. Treat hexes FF4-DD3 as Shallow Stream. Hex CC3 is an Effluent (G13.14). Both Gona & Small Creeks have a Slow Current flowing to the north. Water hexes north of C4 and CC3 are Ocean. See Japanese CG Card note r for the placement of Ocean overlays.
4. **WOODS-STREAM**: Treat Streams that pass through Jungle hexes as Woods-Stream (P4.1) hexes (i.e., units enter stream across a stream hexside pay only the Stream entry cost; cost for entry across any other hexside is cumulative [i.e., Stream + COT]. For infantry IN a Woods-Stream Crest status may be gained by expending 3 MF).
5. **PRINTED FORDS & EFFLUENTS**: A Ford (B20.8) exists in D5 and CC3 is an Effluent (G13.14).
6. **BUILDINGS**: The Gona Mission (hex I6) is treated as a Fortified Wooden Building (i.e., +3) with an RB Cellar (O6.) All other building depictions on the map are Huts. ● Huts on the TRBH map may be Fortified. Whenever a hut is fortified, a Cellar (O6.) Location is automatically created in the hex (i.e., beneath the ground level Location). Normal Cellar (O.6) rules apply (EXC: the thusly created cellar is accessible from all ADJACENT hexes and are all wooden) to this newly created cellar (and the Cellar in the Gona Mission, hex I6). The hut remaining in the hex is treated normally for all purposes (EXC: additional +1 DRM; entry restrictions). Players should note a fortified hut subject to extinguished Blaze is replaced with wooden rubble as per 2.18. On the TRBH map, a Pillbox and/or Trench may be set up in building/hut hex(es). Note that stacking limits are per Location per side and that while a Pillbox is a separate Location, a Trench is not.
7. **BEACH**: Beach slope is slight and Surf is NA (EXC: Surf is Rough during any CG Firefight in which High Winds are in effect).
8. **DEBRIS**: Hexes J3, J5, L3, and M4 are Debris hexes (O1.). Debris is a half-level Inherent terrain with a +1 TEM. LOS through a Debris hex suffers a +1 Hindrance (cumulative with other hindrances). Debris adds 1 MF to the cost of entry (EXC: if moving along a Path) and is Ambush terrain. Fortifications may be set up in Debris.
- 9. **DISEASE & STARVATION** (2.19): The effects of Disease & Starvation are applied to both sides in Those Ragged Bloody Heroes. The Japanese make 2 x dr on the Disease & Starvation Table (EXC: Unless Food Supplies are purchased for that CG Firefight).
- 10. **JAPANESE AMMO & FOOD SUPPLIES**: The Japanese must purchase Food Supplies (M5) during each RePh or suffer the effects of Disease and Starvation (2.19) which are doubled for them as per FSR 9. [See Note M, - If Ammunition Supplies are not purchased, Low Ammo (A19.) applies for all Japanese units for this CG Firefight. There is no additional penalty for units already under the effects of No Ammo.]
- 11. **JAPANESE UNIT DEPLETION**: RGs I2, I3, I4, I5, I6, G1 and G2 must roll for depletion. On a DR of ≥ 12, remove one squad from the RGs at the time of purchase. This special depletion DR is only made for the listed Japanese RGs during the RePh *after* the CG Firefight in which the first Fighter Bomber Strike (RGs S2) is conducted, but all such units purchased after that strike must make a depletion DR and a cumulative +1 DRM applies for each Bomber Strike after the first (i.e., after two Bomber Strikes, a +1 DRM applies; after three, a +2 DRM). For I2-I4, remove one squad from the unit's OB; for I5-I6 and G1-G2, use random selection to remove *one* SW/Gun from the unit's OB. For ties, the Japanese player may choose which SW/Gun to remove.
12. **AUSTRALIAN JUNGLE MOVEMENT**: All Australian units are considered Lax for the purposes of Straying (G2.22) when moving in an *Interior* dense-jungle hex.
13. **AIRBURST NA**: There is no effect from Airbursts (i.e., no -1 DRM) from OBA and mortars to units in Pillboxes.
- 14. **AUSTRALIAN CREWS**: All Australian Lt. Mortar/HMG/MMG not manned by a crew is subject to a +1 DRM for malfunction and ROF is reduced by one for such weapons.
15. **JAPANESE BERSERK NA**: Whenever a Berserk result is rolled during Heat of Battle (EXC: as per G1.62, Japanese units in a Pillbox *always* Battle Harden; for the purpose of this rule mark units in a Pillbox as Fanatic instead i.e., ignore the subsequent dr), make a subsequent dr. On a dr of 1-5, the unit is instead marked as Fanatic.
16. **JAPANESE VOLUNTARY BREAK NA**: Japanese MMC may not voluntarily break.
17. **SMOKE GRENADES NA**: The use of infantry smoke is NA.
- 18. **AUSTRALIAN ENTRY POINTS**: Hexes C23, N22 and GG23 are the Australian entry points. Australian RGs may enter play within ≤ 2 hexes from an entry point. Normal Offboard Setup (A2.51) rules apply (EXC: Units specified for On Board set up in the initial OB).
19. **STRATEGIC TERRAIN**: Strategic Terrain is delineated by nationality. All Pillboxes, trenches, Australian entry points and the Gona Mission (I6) are Strategic Terrain for the Japanese. For the Australians, only Entry Points, Battalion Command Posts (RG M5), and the Gona Mission are Strategic Terrain.
- 20. **COMMAND POSTS**: Australian Command Posts (RG M5) are treated as Strategic Terrain and may be placed in an Australian Controlled hex any time during the CG Firefight purchased. A Command Post may not be moved after placement and is immediately eliminated if any Location of the hex is Japanese Controlled. A Command Post may not be placed within ≤ 10 hexes of the Gona Mission (I6). For each Command Post eliminated, the Japanese receive one TVP.
21. **COLUMNS**: Either side may set up or enter its units in a Column (E11.5). Make a side note of such units. All Column rules apply normally.
- 22. **AUSTRALIAN ELR MODIFIERS**: For each Australian Rifle Company (I1) purchased in the RePh of the *previous* CG Firefight, a -2 DRM is received for the purposes of ELR Loss/Gain (3.6) (i.e., the same as an Elite Infantry Pltn. DRM) and a -1 DRM applies for each Militia Company purchased.
23. **AUSTRALIAN REDEPLOYMENT RANGE INCREASE**: The maximum redeployment range for all Australian units is doubled.
- 24. **JAPANESE NIGHT ATTACK**: When the Japanese purchase an Attack Option they may choose to have the next CG Firefight be a Night Assault (3.141) if it is a PM firefight even if the Australians also purchased an Attack Option. Cloud is determined as per E1. and No Moon is in effect.
- 25. **JAPANESE FORTIFICATIONS**: Players should note the Japanese pay 50% (FRD) for Pillboxes. All Japanese fortifications may be set up utilizing HIP in non-Open Ground hexes and are revealed as per G.2. Once any fortification has been revealed, it may never utilize HIP again during a subsequent CG Firefight. Note that the contents of a once HIP fortification may be concealed again normally.
26. **HAND-TO-HAND CC**: H-T-H CC (G1.64) may be used by both sides with the following restriction for Australian units: Un-pinned Australian units may use H-t-H CC if they declare it prior to any Ambush dr (EXC: unless Berserk or Fanatic, to use H-t-H CC an Australian MMC must be stacked with a leader/SMC participating in the attack).
- 27. **JAPANESE BANZAI**: The Japanese may utilize Banzai Charge (G1.5) only during CG Firefights in which an Attack Option has been purchased.
28. **CLEARED FIRE ZONES (CFZ)**: The Japanese may purchase or receive (note ● applies to the *purchase* of Cleared Fire Zones) the ability to convert any Kunai/Light Jungle hex into Open Ground for the purposes of First Fire and Concealment Loss *only*. Place a CFZ marker in any allowable hex within the Japanese MLR (or set up area for the Initial Firefight). The entire hex is considered Open Ground for the above purposes (EXC: if an adjacent hex is Kunai/Palm a hindrance exists for LOS traced along the hexspine between the cleared fire lane hex and any such LOS hindrance hex and if the adjacent hex is Jungle/Light Jungle an LOS obstacle remains along any such hexspine). Once placed, cleared fire zones are permanent and are revealed once they are in the LOS of an enemy unit. Any applicable adjacent hexes within the CA of a Pillbox are considered cleared fire zones (i.e., no additional purchase is necessary) at the Japanese player's option (record by side-note).
- 29. **TERRAIN VICTORY POINTS**: The following hexes are TVP for both sides: E6 (2 TVP); Gona Mission, hex I6 (5 TVP); and CC3 (2 TVP). Entry points one and three are worth (i.e., C23 and GG23) five TVP to the Japanese. Entry point two (hex N22) is worth seven TVP to the Japanese.

THOSE RAGGED BLOODY HEROES

GONA, NEW GUINEA, 29 November - 1 December 1942: As the Japanese South Seas Force retreated along the Kokoda Trail with the Australian 7th Division in hot pursuit, they were finally brought to bay on the Papuan coast at Gona, Sanandana and Buna. The positions at Buna represented a defense-in-depth around the airfield there. At Gona, the Japanese concentrated their defenses around the local Mission building with the intent of holding off the attackers until the arrival of reinforcements expected from Rabaul. Australian intelligence had seriously underestimated the numbers of the Japanese defenders. More importantly, the Aussies had no experience, and thus no protocol for fighting against the Japanese soldier in fortified positions with interior lines and no option for retreat. In the Australian camp there was an expectation that once the enemy was surrounded and subjected to repeated bombardment, their officers would order their men to surrender. Few in Allied commands could have guessed the level of fanaticism the soldier of the Japanese empire, placed in a seemingly hopeless position, would evidence. The men of the 25th Brigade would soon make this grim discovery. After a series of bitter attacks were laid in, the unit lay exhausted outside Gona. On November 29th, the 2/27th Battalion, 21st Brigade had to take over the offensive at Gona and continue the attack from the eastern flank.



CG Objectives:

The Australians win if at the end of any CG Firefight they Control the Gona Mission (hex I6) and there are ≤ 5 Good Order Japanese MMC in any beach/Palm-Beach hex. The Japanese win a sudden death victory if they amass twice as many CVP+TVP as the Australians (FRU) at the end of any CG Firefight (EXC: the Japanese must earn ≥ 15 CVP/TVP in a CG Firefight to qualify for this sudden death victory condition).

M & B CG : PM 29/11/42 (Initial Firefight) to PM 1/12/42 (5 CG Firefights).

Initial Firefight Objectives: The Australians win if they amass 2 x CVP/TVP than the Japanese while earning ≥ 10 CVP/TVP.

Initial Firefight Handicaps:

AUSTRALIAN: Reduce the Japanese SAN to "6".

JAPANESE: All HMG and MMG purchased have B12.

Campaign Balance:

Japanese: All Japanese units inside a Pillbox are Fanatic.

Australian: The Australians may replace one 4-5-8 in each new company purchased with a 6-4-8 squad.

IDLE Side Sets Up First; ATTACKING Side Moves First

Initial Firefight: Australian Attack, Japanese Idle.

TERRAIN CONFIGURATION:

The entire TRBH map is in play. See the Special Rules card for rules pertaining to terrain configuration (i.e., T1-T8).

TERRAIN VICTORY POINTS (TVP):

The following hexes are TVP (1.4): E6 (2 TVP); I6 (5 TVP); and EE2 (2 TVP).

Fortifications Available for purchase:

Foxholes	Trenches ^J
Tunnel ^J	Pillbox ^{J, **} (Wooden only)
"?"	HIP [*]
Fortified Buildings ^J	

^J Japanese only.

^{*} Australians pay 2 x FP Table costs (FRU) for HIP usage.

^{**} Japanese pay 50% normal FP for Pillboxes.

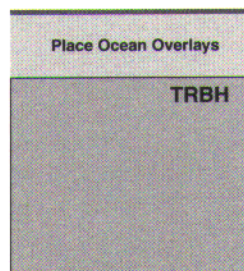
CG DRM: AUSTRALIAN JAPANESE

CG DRM:	AUSTRALIAN	JAPANESE
Leader	0	0
Battle Hardening	+1	0
Artillery OBA	+1	0
CP Replenishment	-1	0
Intensity Level	LOW	LOW

*ATTACKER for all CG Firefights following the Initial Firefight (IF) are determined as per 3.14

CG Firefight*	Time	Date	Weather	EC	Wind	Moon	Hist DRM
1 (IF)	PM	29/11/42	Clear	Wet	None	-	-2
2	AM	30/11/42	Clear	Wet	Heavy	-	+1
3	PM	30/11/42	Clear	Wet	Mild	-	0
4	AM	1/12/42	Clear	Wet	None	-	0
5	PM	1/12/42	Clear	Wet	None	-	-1

1	2	3	4	5	6 ^②	7 ^④	8 ^⑥
---	---	---	---	---	----------------	----------------	----------------



Friendly Board Edges (FBE):

● Japanese FBE is the north edge.

○ Australian FBE is the south edge.

INITIAL AUSTRALIAN OB: [ELR: 3] {SAN: 3}

Elements of the 2/27th Battalion, 21st Brigade, 7th Australian Division set up the OB provided Battalion Command Post ≤ 2 hexes of HH9. All units purchased for the Initial Firefight may set up within two hexes of the Battalion CP (EXC: overstacking is NA) or *must* enter from offboard along the south edge ≤ 2 hexes from C23 and/or N22 (i.e., no RGs may be purchased for on-map setup during the Initial Firefight and units setting up within the specified range of the Battalion CP do not pay additional CP to set up on-map):

38 CP

RGs: 1 x M5 Battalion CP



Remnants of the 25th Brigade, 7th Australian Division set up ≤ 2 hexes of N22:
RGs: 1 x I2 Militia Company

INITIAL JAPANESE OB: [ELR: 3] {SAN: 7}

Elements of the 41st and 144th Regiments set up ≤ 10 hexes of the Gona Mission (hex I6) and/or ≤ 5 hexes of S3 and/or ≤ 3 hexes of EE3:

40 CP

15 x 1+3+5 Pillboxes*

RGs: 1 x I6 MG Pltn.

RGs: 1 x I3 2nd Line Rifle Pltn.

60 FP

3 x Trenches

RGs: 1 x G1 AA Sect.



*Pillboxes in the initial Japanese OB may be combined into 2+3+5 or 3+3+5 pillboxes in the same manner as Foxholes (B27.1).

TABLE A1

dr	6-4-8	4-5-8	4-5-7	4-4-7
1	2	3	3	-
2	2	3	2	1
3	1	3	3	1
4	1	2	3	1
5	1	2	2	2
6	-	2	3	2
7-8	-	2	3	3

Apply a +2 drm for Militia Company (I2)

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen	CG	Notes
S1	Fighter Bomber 	1-3 '42 FB w/bombs	4	1	4	b
S2	Allied Bomber Strike 	Bombardment	3	2	4	g
I1	Rifle Company      	Table A1	15	3*	8	lrw
I2	Militia Company      	Table A1	12	3*	6	lrw
I3	Mortar Section  	2 x 51mm Lt. Mortar	2	3	6	cr
I4	MG Platoon   	HMG + 2 x MMG	4	2	4	cr
G1	3" Mortar Section  	2x 76mm Mortar	6	1	3	c
O1	Battalion Mortar 	76mm Btl'n MTR OBA (HE)	5	1	3	p
O2	Field Artillery 	88mm ART OBA (HE)	6	1	3	p
M1	Fortifications 	15 FP	1	2	8	a
M2	Sniper 	SAN +1	1	2	10	
M3	Attack Option 	(3.14)	1	1	3	d
M4	Patrol 	(3.18)	1	1	4	t
M5	Command Post 	Strategic Location	3	1	3	z

*. A maximum combination of three I1 and/or I2 RGs may be purchased (i.e., 1 x I1 + 2 x I2, etc.) per CG Firefight.

a. Available for on-map setup during the CG firefight it was purchased for.

b. Determine the turn of arrival and the number of FB as per E7.2-7.21. Australian FB always arrive with bombs.

c. Each MTR/HMG/MMG is accompanied by a crew. Make a dr for each SW received. On a dr 1-3, a 2-2-8 crew is received; on a dr of 4-6, a 1-2-7.

d. The Australians are the Attacker in the Initial Firefight (i.e., no Attack Option need be purchased - leaving three for the final four CG Firefights).

g. The resulting Bombardment only affects a area equal to a Harassing Fire FFE (i.e., 19 hexes) centered around a hex determined using normal Direction/Extent of Error (C1.31) DR which is made after placing an Allied Bomber Strike marker (provided in TRBH) counter in the Gona Mission hex. A Bombardment is conducted against each hex of this 19 hex area with no spared hexes.

l. Determine Leaders as per 3.11 with each Company RGs rolling twice on the 3.11 table (note Leader Limits, 3.111) For the Rifle Company (I1) only, a -2 DRM may be applied for one of these DR.

p. Increase by one CP per Pre-Registered hex (C1.73) purchased with a module. If the OBA module remains as per CG8 an additional two CP expenditure may be made to purchase *each* additional Pre-Registered hex. Note there is no limitation on the num-

ber of Pre-Registered hexes which may be purchased for a particular module. RGs O1 and O2 may not be purchased during the Initial Firefight.

r. Unless purchased In Reserve (3.911) or an additional expenditure is made for on-map setup (3.92) RGs must enter as reinforcements if entered during the same firefight it was purchased. These RGs are available for on-map setup if purchased during any previous CG firefight.

t. Uses PATROLS rules (available in PL 2.11 and later). The Australians may not purchase this RGs for the Initial Firefight. Note that the Australians may not use any Ford prior to the CG Firefight *after* a Patrol has been purchased.

w. Must make a dr on Table A1 to determine MMC type for each Company purchased. The listed number of *each* type of squad is received (i.e., on a dr of "1", a non-Militia Company receives eight squads: 2 x 6-4-8 + 3 x 4-5-8 + 3 x 4-5-7). Make a dr on Table A2 to determine the type (and quantity for LMG) of SW received (e.g., following the purchase of RGs I1, the Australian makes 5 x dr on Table A2; if five 'ones' were rolled, the RGs would receive 1 x HMG + 1 x MMG + 2 x LMG + 1 x 51mm Lt. Mtr. for a total of five SW received).

z. For each Command Post expenditure (i.e., one CP), the Australian player may select any friendly Controlled hex that fits the PL definition of a Strategic Location and designate it as a Command Post. For each Command Post eliminated, the Japanese receive one TVP (see CGSR 20).

TABLE A2 Each Australian Company RGs (I1 and I2) makes a dr for each SW

On a dr 1-5 the SW is received (i.e., a separate dr for each LMG)

MMG^c

2 x LMG

51mm Lt. Mtr.^c

c. Each MMG and 51mm Lt. Mtr. is accompanied by a crew. Make a dr for each SW received as per Note c and below:

On a dr of 1-3, a 2-2-8 crew is received; dr 4-6, use a 1-2-7 crew.



THOSE RAGGED BLOODY HEROES

Design and Development Credits: Mark McGilchrist, Paul Haseler, Jim Thompson, Vince Lewonski, Kurt Martin, Ray Tapio, Brian Laethem, Christina Sinclair, Oliver Giancola, Steve Pleva, and Steve Swann.

Special thanks to Allen & Unwin Pty. Ltd.

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen	CG	Notes
S1	Fighter Bomber 	1-3 '42 FB w/o bombs	3	1	1	b
I1	Marine Platoon    	3 x 4-4-8, 2-3-8	10	3	3	lwr
I2	1st Line Rifle Platoon   	3 x 4-4-7	6	2	4	adlw
I3	2nd Line Rifle Platoon   	3 x 3-4-7	5	2	4	adlw
I4	Construction Platoon    	4 x 3-3-6	4	2	3	adlw
I5	Mortar Section  	2 x 50mm Lt. Mortar	2	2	4	adc
I6	MG Platoon   	HMG + 2 x MMG	4	1	4	acd
G1	AA Section  	.50 cal. + Type 98 AA	6	1	3	acd
G2	INF Gun Section  	2 x Type 92	6	1	1	acd
M1	Fortifications 	25 FP	1	4	20	f
M2	Sniper 	SAN +1	1	2	10	
M3	Attack Option 	(3.14)	1	1	1	
M4	Patrol 	(3.18)	2	1	3	t
M5	Food Supplies 		3	1	5	F
M6	Ammunition Supplies 		3	1	5	M
M7	Cleared Fire Zones 		1	5	10	a

a. Available for on-map setup during the CG firefight it was purchased for.

b. Determine the turn of arrival and the number of FB as per E7.2-7.21. Japanese FB do not arrive with bombs.

c. Each 50mm Lt. Mortar is accompanied by a 1-2-7 crew. Each HMG/MMG/Gun is accompanied by a 2-2-8 crew.

d. Roll for depletion as per CGSR11.

f. Japanese pay 50% normal FP for Pillboxes.

F. If Food Supplies re not purchased, Disease & Starvation effects (doubled) apply during the RePh.

I. Determine Leaders as per 3.11 (note Leader Limits, 3.111).

M. If Ammunition Supplies are not purchased, Low Ammo (A19.) applies for all Japanese units for this CG Firefight. There is no additional penalty for units already under the effects of No Ammo.

r. Must enter as reinforcements (i.e., cannot be purchased for on-map setup or In Reserve) along the north edge on Ocean hexes (i.e., place overlays). The Marine Platoons (I1) enter in LC using Seaborne Assault (G14.2). Assign one Daihatsu for each platoon prior to entry. All LC are Recalled at the end of any CG Firefight that involves a Seaborne Assault. Prior to a firefight involving LC, place overlays as follows: **Oc 1** with 1114 on A1 and 1001 on L0; **Oc3** with 3013 on 1001 and 3156 on W1; and **Oc2** with 2039 on 3155 and 2038 on 3154.

t. Uses PATROLS rules (available in PL 2.11 and later). The Japanese add an *additional* +1 Patrol Detection and Return DRM (3.184) (i.e., cumulative with any other applicable Patrol Detection and Return DRM).

w. Rifle Platoons (I2) arrive with a LMG. Marine Platoons arrive with a LMG + 50mm Lt. Mortar.

THOSE RAGGED BLOODY HEROES



