

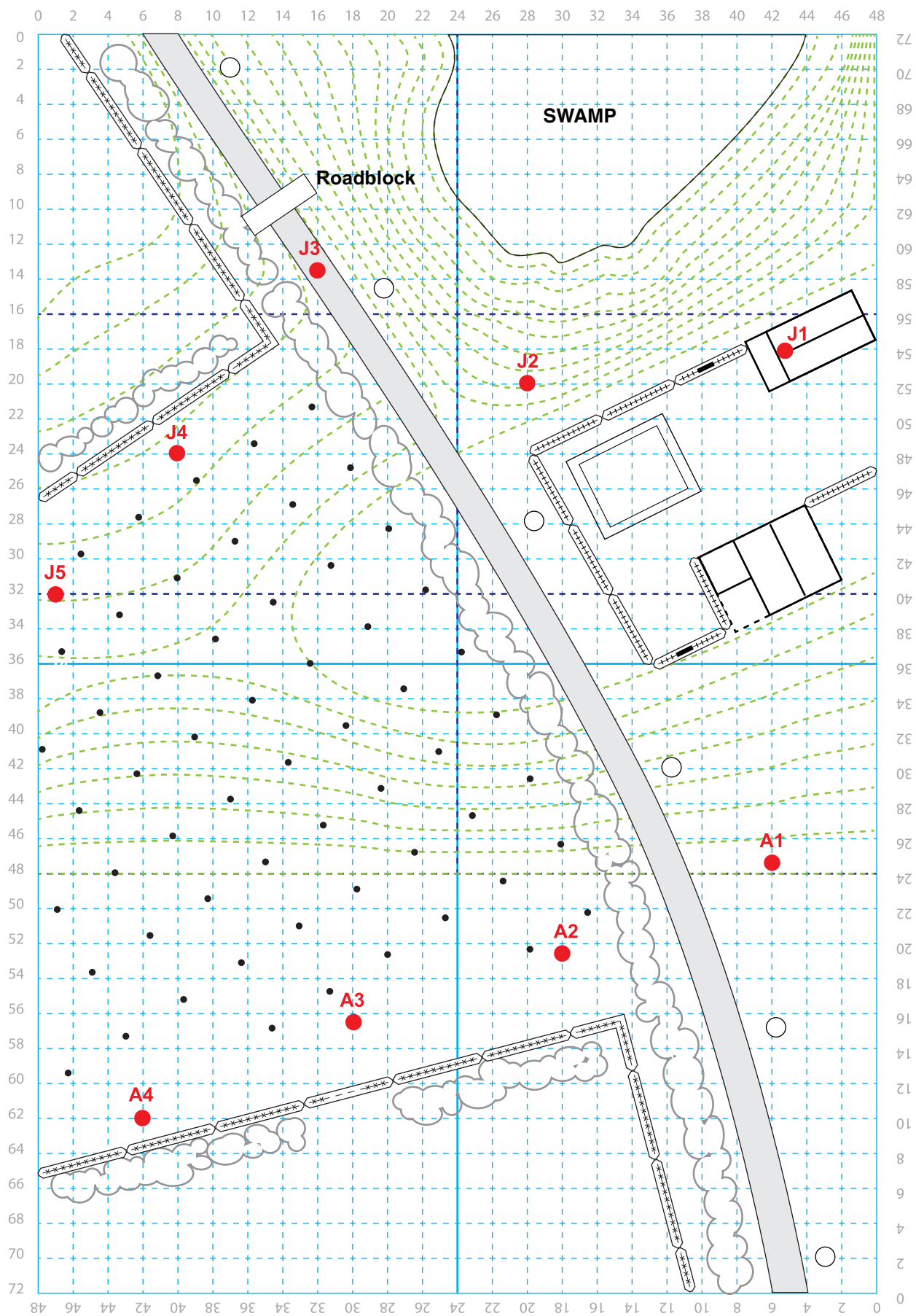
The Road to Parit Sulong
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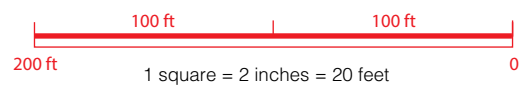


The Road to Parit Sulong

On the morning of January 18, 1942, elements of the Japanese Imperial Guard infiltrate through the jungle and set up a roadblock between the 2/29 Australian Battalion, which was in the process of defending against a Japanese armor attack, and 2/19 Australian Battalion, which was defending the Bakri crossroad roughly a mile to their rear. An initial attack to clear the roadblock at 1430 failed, but at 1510, the attack was renewed by two platoons of C Company, 2/19 Australian Battalion supported by Mortars, a Universal Carrier and two Armored Cars from the 2nd Loyal Battalion. This scenario simulates that successful attack.







General Special Rules

1. If a player is on his 2nd phase in a row (i.e. rolled 2 or more 6's on the previous command dice roll) and again rolls 2 or more 6's, instead of getting an additional phase, all 6's become 5's. Therefore, 2 phases in a roll is the max a player can get.
2. A player getting a 2nd phase in a row does not entitle their partner to a 2nd phase.
3. Figures in the same team may shoot through each other with a maximum of 2 ranks firing.
4. Any player rolling 3 or more 6's on their command dice, with the exception of rule 1 above, will trigger the end of the turn.
5. Light Mortar Smoke and Hand Grenade Smoke do not block line of sight, but instead provide a -1 to hit for shots through the smoke.

Terrain Special Rules

1. The wooded sections inside the barbed wire and on the building side of the road count as light woods (broken terrain, light cover, can see in/out within 4", 12" LOS inside).
2. The barbed wire counts as a low obstacle with effect on fire. The picket fences count as a low obstacle, do not block LOS but count as light cover for fire through them unless the firer is adjacent.
3. Border Terrain is -1 pip per die for movement, blocks LOS through, counts as light cover, Can see in/out within 8"
4. Rubber Plantation is open terrain for movement, counts as light cover, can see in/out within 8", variable LOS (8" + 2D6) inside the plantation. Every time you declare you want to fire, roll how far you can see then fire at a target within range if there is one.
5. Roadblock does not block LOS, provides light cover for fire through it, impassable to vehicles and counts as a high obstacle for infantry movement.
6. Swamp is impassable for this scenario. Curvature of the hill can provide cover. If half or more of the figure is obscured, increase cover one level.

National Special Rules



Japanese Special Rules

1. Japanese units deploy within 9" of a friendly Jump Off Point. All initial Japanese forces may deploy entrenched. Japanese Tank Hunters may deploy within 15" of a Jump Off Point, but may not deploy entrenched if they do or they have previously been used to Ambush.
2. Japanese LMGs use 5D6 for firing, but count as SMGs for close combat.
3. Japanese add 1 die per 2 men during close combat due to being Very Aggressive.
4. Japanese AT Rifle may not move and fire and may not move if there are fewer than 3 crew.
5. Internal Japanese Teams may never voluntarily be more than 4" from each other.
6. Each Japanese Platoon may call for that platoon's reinforcing troops by spending a Chain of Command die. The reinforcements will be available at the start of the next turn and will deploy, unentrenched, from the JOP near the roadblock.



British National Rules

Five Rounds Rapid!: When a leader is attached to a rifle team and uses 2 or more command initiatives to activate that team, he may add that many D6 to the team's firing dice to reflect his controlling their rapid fire

Concentrated Fire: When a leader is attached to a Bren team and uses 2 command initiatives, the team may focus their fire against one enemy team, even when other teams are present within 4" of the target.

Australian Special Rules

1. All Australian troops count as Aggressive in close combat.
2. The Senior Leader in the Marmon Herrington may spend a single initiative to activate a crew position on the Lanchester to either move or fire as long as the Lanchester is in LOS and within 9".
3. The 3" Mortar Barrage is a 12" x 12" square with limited Ammo. Each time a Fire for Effect or continuation of the Barrage at Turn end is done, roll 2D6 and add them together, with a cumulative +1 added for each time this roll has been previously made. On a roll of 12+, the Mortars have run out of Ammo. Resolve the current Fire for Effect and end the barrage. If the roll was due to attempting a continuation of the Barrage, execute a final Fire for Effect before the turn ends, then terminate the barrage. Once The Mortars run out of ammunition, they can no longer be called.



Japanese Player 1

- 5 Command Dice
- Troop Quality: Regular
- Force Morale 9
- Very Aggressive

Senior Leader: (3 Command Initiatives) with Sword

1st Squad: Junior Leader (2 Command Initiatives) with rifle
3-man inferior magazine-fed LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2nd Squad: Junior Leader (2 Command Initiatives) with rifle
3-man inferior magazine-fed LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

Light Mortar Squad: Junior Leader (2 Command Initiatives) with rifle
3 3-man, Lt. Mortar Teams (No Smoke, Unlimited HE)

Tank Hunter Team: 3-man with 3 Petrol Bombs

Heavy AT Rifle Team: 5-man (AP 3, HE 1, No Move & Fire)

Sniper

Possible Reinforcements

Senior Leader: (3 Command Initiatives) with rifle

1st Squad: Junior Leader (2 Command Initiatives) with rifle
4-man inferior magazine-fed LMG Team
8-man Rifle Team (all with Bolt Action Rifles)



Japanese Player 2

- 5 Command Dice
- Troop Quality: Regular
- Force Morale 9
- Very Aggressive

Senior Leader: (3 Command Initiatives) with Sword

1st Squad: Junior Leader (2 Command Initiatives) with rifle
3-man inferior magazine-fed LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2nd Squad: Junior Leader (2 Command Initiatives) with rifle
3-man inferior magazine-fed LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

Light Mortar Squad: Junior Leader (2 Command Initiatives) with rifle
3 3-man, Lt. Mortar Teams (No Smoke, Unlimited HE)

Tank Hunter Team: 3-man with 3 Petrol Bombs

Tripod Mounted MMG: 5-man

Possible Reinforcements

Senior Leader: (3 Command Initiatives) with rifle

1st Squad: Junior Leader (2 Command Initiatives) with rifle
4-man inferior magazine-fed LMG Team
8-man Rifle Team (all with Bolt Action Rifles)



Australian Player 1

- 5 Command Dice
- Troop Quality: Regular
- Force Morale 9
- Aggressive

Senior Leader: (3 Command Initiatives) with pistol

Senior Leader: (3 Command Initiatives) with SMG

1st Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

3rd Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2" Mortar Team: 2-man (3 x HE, Unlimited Smoke)

Armored Car Section: Marmon Herrington Mk III (Armor 2, Small,
Turret AT Rifle & LMG) with Senior Leader (No Radio)
Lanchester Armored Car (Armor 2, Turret Twin HMG,
Hull LMG) with Junior Leader



Australian Player 2

- 5 Command Dice
- Troop Quality: Regular
- Force Morale 9
- Aggressive

Senior Leader: (3 Command Initiatives) with pistol

Senior Leader: (3 Command Initiatives) with SMG

1st Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

3rd Squad: Junior Leader (2 Command Initiatives) with SMG
3-man Bren (magazine fed) LMG Team
6-man Rifle Team (all with Bolt Action Rifles)

2" Mortar Team: 2-man (3 x HE, Unlimited Smoke)

Universal Carrier: with Bren LMG

Forward Observer: with Offboard 3" Mortar Section