

# ASL SCENARIO J236

## DEADLY DEXTER

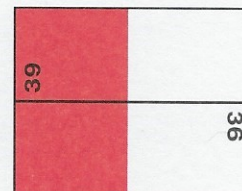
Scenario Design: Andy Rogers



**VICTORY CONDITIONS:** The Japanese win at game end by Controlling hexes 36U6, 36BB8, and 36CC4.

**LABABIA RIDGE, NEW GUINEA, 21 June 1943:** By early 1943, the Australian troops of Kanga Force had successfully defended Wau, forcing the Japanese on the defensive in this part of New Guinea. In the quiet months that followed, the Australians reorganized, deploying new units with the aim of keeping pressure on the Japanese coastal garrisons at Lae and Salamaua. One key location in support of this strategy was Lababia Ridge. The Australian 2/7th Battalion was initially assigned this area and met stout Japanese resistance. The 2/6th Battalion replaced its sister unit by early June. On 20 June, two battalions from the Japanese 66th Infantry Regiment launched an attack on the Lababia Ridge area, concentrating on Captain Walter Dexter's Company D, 2/6th Battalion.

### BOARD CONFIGURATION:



(Only hexrows R-GG on board 36 and A-P on board 39 are playable)

### BALANCE:

● Add one 4-5-8 squad to the Australian reinforcements.

● Add one 4-4-8 squad to the Japanese at-start OB.

### TURN RECORD CHART

● AUSTRALIAN Sets Up First [0]	1	2	3	4	5	6	END
● JAPANESE Moves First [159]							



**Elements of Company D, 2/6th Battalion, 17th Australian Infantry Brigade [ELR: 3]**  
set up on board 36 (see SSR 2): {SAN: 3}

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	9-1	8-1	8-0	LMG 1 2-7	MTR 2 [2-11]	7 morale	<b>Trench</b> OVR, OBA: +4 Other: +2	<b>Foxhole</b> 5 OVR, OBA: +4 Other: +2
2	6				3		6	2	6

Lt. Smith's platoon enter on Turn 3 along the east edge of board 36:

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	8-0	LMG 1 2-7
2			



**Elements of 66th Infantry Regiment, 51st Division [ELR: 3]** set up in hill hexes on board 39: {SAN: 3}

4 <sup>2</sup> -4-8	4 <sup>1</sup> -4-7	2-2-8	10-0	9-1	8-0	MMG 2 4-11	LMG 1 2-6	MTR 2 50* [1-16]*
3	7	2				2	2	2

Enter on Turn 3 along the south/west edge(s) on/between 36Y1 and 36GG6:

4 <sup>1</sup> -4-7	9-1	LMG 1 2-6
3		

### SPECIAL RULES:

- EC are Moist, with no wind at start. PTO terrain (G.1) is in effect, including Light Jungle (G2.1). All hill hexes on board 36 are considered Level 1 only. All marsh and swamp are Light Jungle. All streams are Dry (B20.41).
- Fortifications may not use HIP. The Australians have Level C Booby Trap (B28.9) capability. The Australian mortar has no Smoke ammunition. Australian LMGs may Bore Sight (C6.4).

**AFTERMATH:** The Australians had adopted new defensive tactics. Instead of well-camouflaged positions, they deliberately reduced vegetation to improve fields of fire. This change would prove a telling factor. The first main engagement fell on 21 June. Attacking either side of the main track the Australians were guarding, the Japanese placed great pressure on the three lead platoons commanded by Lieutenants Edward Exton and Lawrence Roach, and Sergeant John Hedderman. The Australians were under threat of being surrounded, and ammunition was running low. Captain Dexter reinforced his forward platoons with his slim reserves, helping to keep the Japanese at bay. Japanese casualties were high due to the combination of accurate fire and well-placed booby traps consisting of piano wire and grenades. By dusk, the Japanese attack waned, and they sought to regroup for further attacks during the next day.