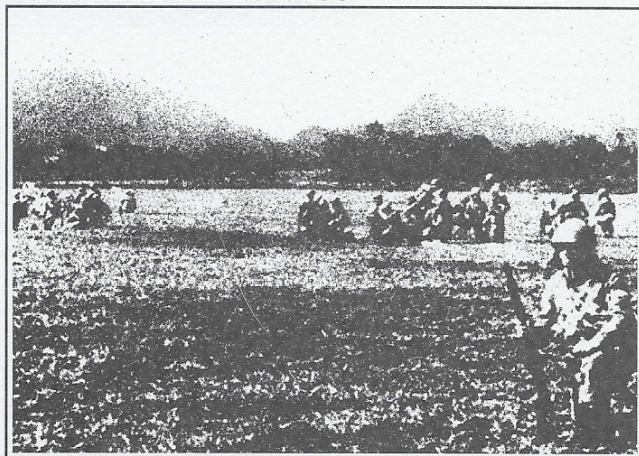


ROFF RIDERS



ASL SCENARIO J233

Scenario Design: Simon Spinetti & Andy Rogers



VICTORY CONDITIONS: The Australians win at game end by fulfilling ≥ 1 of the following conditions:

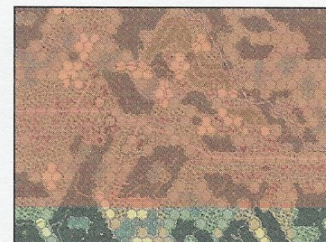
- Control ≥ 5 non-hut building Locations within 4 hexes of O10.
- Control hex I24 and/or K22, provided there are no Good Order Japanese MMC in ≥ 5 non-hut building Locations within 4 hexes of O10.

TURN RECORD CHART

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

BABAU, WEST TIMOR, 21 February 1942: After a day of continuous action and movement in response to the Japanese invasion of Timor, the bulk of Sparrow Force was concentrated at Tarus, 10 miles east of Koepang and 5 miles west of Babau. Between Sparrow Force and its supply head in central Timor were 20 miles of road and a large force of Japanese paratroopers at Babau. The Australians knew they had to clear Babau if Sparrow Force was to remain a cohesive fighting unit. Therefore, at midnight on 20 February, the commander of Sparrow Force ordered two reinforced companies of the 2/40th Battalion to advance the next morning against the Japanese in Babau. At 0530 hours, the companies moved forward but made slow progress due to weariness and the occasional sniper. By 1030 hours, the companies were 900 yards from the village and given a rest till midday. The Australians then moved forward for a third fight over the village with the Japanese.

BOARD CONFIGURATION:



(Only hexes on/north-of hexrow E are playable)

BALANCE:

- Exchange the 8+1 leader with a 10-1 leader.
- Exchange one *Carrier A* with one *Carrier C*.



Elements of 2 Company and HQ Company, Yokosuka 3rd Special Naval Landing Force, Eastern Detachment [ELR: 4] set up as noted: {SAN: 3}

HQ Company set up in hexes numbered ≥ 3 :

1 4-4-7	2 3-4-7	2-2-8	10-0	9-1	8-1	MMG 2-11	LMG 2-6	MTR 50* [1-16]*	?
7	3	2				2	3	2	12

2 Company set up east of the stream, adjacent to a ford hex(es):

1 4-4-7	13 3-4-7	1	9-1	9-0	LMG 2-6	MTR 50* [1-16]*	?
4	2				2	2	8



Elements of Company B, 2/40th Battalion, "Sparrow Force" [ELR: 3] enter on Turn 1 along the west edge: {SAN: 3}

4-2-5-8	4-2-5-7	9-2	9-1	8-1	8-0	LMG 2-7	MTR 51 [2-11]	?	16 0 0 1 4PP T10+ BMG 2/-/*	16 0 0 1 4PP T10+ *BMG 4/-/2
4	8					4	3	8	3	

Company D enter on Turn 2 along the south edge in hexes numbered ≤ 18 :

4-2-5-8	4-2-5-7	9-1	8-0	LMG 2-7	dm MTR 2PP 51mm
2	6			3	2

SPECIAL RULES:

1. See SP SSR.
2. The two 3-4-7 1st Line squads from 2 Company represent Step-Reduced (G1.11) 4-4-7 squads.
3. Each at-start Australian mortar is considered to have s9 for its *first* Smoke To Hit attempt.

AFTERMATH: Soon after commencing the advance, both companies came under heavy fire from Babau. Company D advanced astride the road while Company B swept around the maize fields on the left. One platoon of Company B found a Bofors gun and crew on the outskirts of Babau and remained to protect it. Three other platoons (two from Company B and one from Company D) cleared Japanese from the maize fields and pushed into the

village, taking buildings, and killing the Japanese. Captain Roff, commander of Company B and a schoolmaster from Launceston, led from the front and, despite being wounded, carried the fight to the paratroopers. After killing the Japanese commander and capturing the enemy headquarters filled with maps and other equipment, the Australians drove the rest of the Japanese out of Babau. Due to a lack of communication between his unit and battalion headquarters, Roff felt isolated and decided to pull back. For a third time, the Australians withdrew from Babau. In just over 24 hours, the Australians and Japanese had engaged in three sharp actions for this village. The Australians had withdrawn at the end of each after inflicting heavy losses on the Japanese paratroopers. It now seemed the Japanese had finally learned their lesson as they left Babau unoccupied for Sparrow Force to advance into later that night.