DUROPA DOPE

ASL Scenario RA1



VICTORY CONDITIONS: The Americans win by having more VP at game end than the Japanese. Victory Points are awarded as follows: 2 VP for control of building BB4 and 1 VP for each intersection/exit hexes P5, R5, Z4, Q1, Q10 and Y1; For entry of American reinforcements VP awarded (if applicable) per SSR 3.

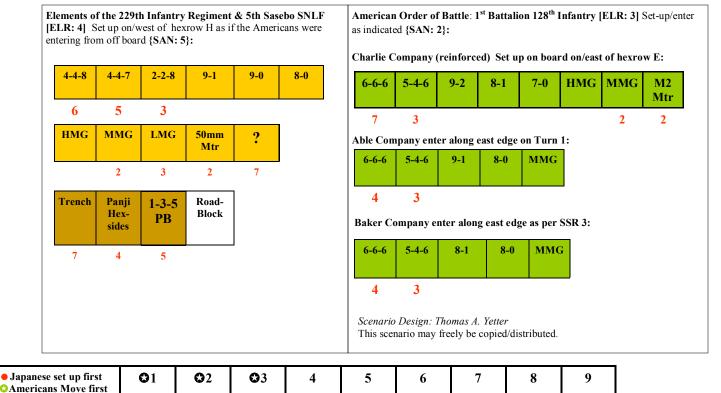
Duropa Plantation, Near Cape Endaiadere, Papua, New Guinea, 19 November 1942: Hurriedly moved to the Buna area in early November, the 32nd "Red Arrow" Division was tasked to take Buna while the 7th Australian Division would take the Gona area to the northwest. The "dope" on the on the Buna operation from MacArthur's intelligence estimated there were few if any fortifications and perhaps as few as 800 starved and dispirited Japanese troops defending the entire area and he urged the division to "Get going!" The Division Commander having only the 128th Regiment and no artillery at his disposal disagreed but expected only a few more Japanese combat troops and a some Korean laborers in the area. Lacking most of his division and having minimal supplies on hand he would launch his assault in the morning at the insistence of higher headquarters. On the right flank the 1st Battalion 128th Infantry Regiment would advance in a column of companies through the Duropa Plantation, Baker Company would be their reserve force should they encounter any appreciable resistance.

BALANCE PROVISIONS:

American: Exchange the 8-0 leaders for 8-1 Leaders.

Japanese: Exchange the 9-0 & 8-0 leaders for a 9-1 and 9-0 leader respectively.





SCENARIO SPECIAL RULES:

- 1. EC are Wet, with no wind at start. PTO terrain is in effect [EXC: Roads exist]. Building BB4 is a single story wooden building. Kindling is NA.
- 2. Japanese MMC and any SMC/SW stacked with them may set up entrenched in foxholes of appropriate size if set up in allowable terrain. Due to the high water table in the area, Tunnels are NA. Bore sighting is NA. Japanese units in Jungle/Kunai/Bamboo not adjacent to a Good Order American unit may automatically gain concealment at the end of *their* CCPh.
- 3. All of Baker Company must enter on the same turn. If it is entered as reinforcement on Turn 1 the Japanese are awarded 2VP if it enters on Turn 2 they are awarded 1VP, if entered on/after Turn 3 no VP are awarded. If it does not enter at all 2VP are awarded to the Americans.

Historical Aftermath: Though untested and untrained for jungle warfare the Americans were in high spirits that morning expecting only minimal resistance as they moved out for their first engagement with the Japanese. Colonel Yokoyama was more than ready for them however. Over 40% of his defending forces were engineers and his area literally bristled with hidden defensive positions. Also unknown to the Americans he had recently been reinforced with fresh battle hardened and tested troops including two Special Naval Landing Force units fresh from earlier victories in Malaya. The Japanese were more than prepared to meet the Americans in battle.

Almost as soon as they crossed the line of departure hidden snipers peppered the unit, often times from distances of 5 feet or less before slinking unseen back into the undergrowth. Charlie Company would be stopped cold by a bunker complex suffering almost 60% casualties while Able Company was hung up on a blocking position near a bamboo outcropping. Baker Company was quickly rushed forward, ran into multiple MG nests and was cut to pieces. By noon it was all over. The badly shaken and much diminished battalion was withdrawn to its starting positions. The dope on Duropa had been terribly wrong.