ONE PUKA PUKA

ASL SCENARIO JA1



VICTORY CONDITIONS: The US player wins immediately if the Stug IIIg is destroyed. Otherwise the side with the most VP at scenario end is the winner. Both sides accumulate CVP normally (A26). In addition, the US player earns one VP for each hexrow beyond hexrow "O" entered by >= one Good Order US leader during the course of the game (one VP per hexrow, irrespective of the number of leader that entered it).

ITALY, September 19, 1943: For most of the 100th Niesa Battalion (Japanese-American/Hawaiian National Guard) first weeks in Italy were spent following up the rapidly retreating German army (on its way back to defensive positions behind the Rapido River) as a part of the 143rd Reg / 34th Inf Div. On the morning of Sept 19, B-Company would take the lead that morning. After several hours in the hot sun, B-Company would come face to face with their first real encounter with the enemy.

BOARD CONFIGURATION:



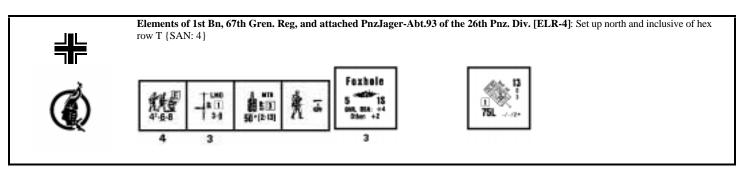
BALANCE:

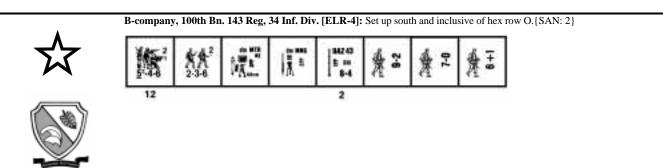
add one 8-1 leader

add one more turn or all leaders are fanatic

TURN RECORD CHART

	#	GERMAN sets up first	1	•	•	4			END
Ì	☆	US moves first	l	2	3	4	5	6	END





Scenario design: Jeffrey T. Allen (jallen@primenet.com)

SPECIAL RULES:

- 1. EC are Wet with No Wind at start.
- 2. US troops and 9-2 leader are Fanatic, but not the 7-0 and 6+1

AFTERMATH: After being shelled at long range by the Stug and 50mm mortar, B-company's scout squad was ambushed. Unfortunately for the Germans their position was compromised by one of the near dead squad members. Several minutes later 2nd Lt. Kim (A Korean-American) bolted his platoon down a small revine that allowed them to advance upon the German position. Once within range, Lt. Kim and his men easily overcame the German defenders and the Germans fell back once again. Once again 100th Bn was able to push forward another day, ablietly with new found experience.